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About This Game

In a world far away, a tale of great adventure is coming to the land of Uir. Join Finn the bard on his quest to write 'the greatest ballad ever' as he undertakes "The King's Challenge".

Every ten years, the ruler of the Faerie Realm, King Quilhairn, offers up his latest challenge to those brave enough to undertake the quest. Their prize? One wish, any wish that is within his power to grant, and the prestige of being lauded as "Hero of the Faerie Kingdom".

Do you have the will and determination to guide Finn on his quest? Play your magic lute to discover the secrets of the land and entertain its people. Meet all kinds of interesting creatures, and prove your worth in this classic point and click adventure.

Be a Bard! The challenge awaits!!

Title: The Order of the Thorne - The King's Challenge

Genre: Adventure, Indie

Developer:

Infamous Quests

Publisher:

Infamous Quests

Release Date: 26 Jan, 2016

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Minimum:

OS: Windows XP, Vista, 7, 8, or 10

Processor: 900 Mhz

Memory: 128 MB RAM

Graphics: Direct X Compatible Graphics Card

DirectX: Version 5.2

Storage: 800 MB available space

Sound Card: Direct X Compatible Sound Card

English

Order of the Thorne: The King's Challenge







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A wonderful game presented in the spirit of the King's Quest series.

Counter to King's Quest, the puzzles are designed such that the answers can better logically be deduced. It was refreshing not having to try every item on every object as was almost required in order to overcome some challenges in KQ.

The overall package was a truly well executed throwback to the original adventure game era.

The first chapter felt slightly on the short side, but am very much looking forward to the next installment.. This is a great throwback to the old adventure games of the 1990s, this particular game is in the style of the wholesome King's Quest series, making it a good choice for children to play as well. The game has a Loom like gameplay mechanic where you play special songs on your lute to affect the world around you - a peace song would calm down an angry bear, a protection song would create a barrier of protection etc. I wish the devs added more variety to these songs because most of them are variations of making people happy songs. The puzzles aren't difficult at all but that's okay, this is the first game in a series so it makes sense things start off easy. To summarize, this is a fun, charming game that really scratches that nostalgia itch. My only complaint is that it's too short - I finished at 5 hours and a lot of it is just me playing songs for people to see how they react.. I actually won this game in a contest. While it did take me a bit to play it because of real life stuff, it is an awesome little game. I loved all the characters and the setting. It is very retro pc game - think King's Quest or original Gabriel Knight. This game is a gem and packed full of charm, and I'd recommened it to anyone who loves these types of adventures.. This was an amazing game from start to finsih. I was a fan of the King's Quest series as a little girl, and this renewed my love for point and click games. Worth every penny, and I can't wait to play the next! Great job!. The Order of the Thorne: The King's challenge is a fun traditional adventure game. With it's beautiful art, a freely explorable world and a charming fairy tale setting, it evokes the spirit of the King's Quest games. The game is a lot more playable than those classics though. There are no deaths or dead-ends, and the puzzles are all fair and logical. The music puzzles are a nice touch and not too difficult.

I love exploration in adventure games, and this game really delivers in this regard, with many interesting places to visit and characters to talk to. Almost the whole map is accessible from the beginning, giving you a very non-linear feeling. It quickly gets more linear as the player gets a clearer picture of what he must do and in which order the puzzles have to be solved. Still it never feels forced.

The story is also very reminiscent of King's Quest, and that is probably the only real weakness, because it is as simple and straightforward as it possibly gets. The intro explains the quest, then you go out, explore, chat and solve puzzles in order to fulfil your quest. Dialogues and a few books give you an insight into the backstory, but as far as the main quest goes, there's not much else. The story does get a lot more interesting later, but this is also when the game ends. Though with this exposition, I have high hopes for the sequels.

In short, this is a beautiful and calm introduction to the series that leaves you wanting for more. It's well worth the price, and if the planned sequels deliver a little more in terms of story and character depth, the whole series could become a masterpiece. . To fans of the old sierra titles, this game is a welcome reminder of everything that was awesome. I recommend it without reservation as a little bon mot of joy. (Though the 2 pure-inventory puzzles did give me trouble, they were my own fault for not thinking in terms of inventory combining). A huge dissapointment from the company that brought us Quest for Infamy. I'm not sure how the quality of absolutely every aspect of this game managed to drop from QfI like a lead balloon. Tragic.

The graphics are horrible to the point of being unplayable. Skip this one.. This was an amazing game from start to finish. I was a fan of the King's Quest series as a little girl, and this renewed my love for point and click games. Worth every penny, and I can't wait to play the next! Great job!. Bought this during the summer sale and I'm so glad I did. Kinda' wish I'd paid full price, in hindsight. I'd love to support this team and encourage them to get part 2 out!!

What I loved most about this game isn't quite quantifiable. Was it the soundtrack? Definitely a factor. The characters? Charmingly fresh yet familiar. The graphics? Holy♥♥♥♥♥this game is gorgeous. The gameplay? Simple, yes, but extremely satisfying, with a music mechanic that never feels clunky or forced. But really, it's the little details. The sound of wavering vhs audio in the logo screen. A sunburst particle effect that's so spot-on I don't even notice until afterward. This game is swimming in the best kind of nostalgia. It captures the true essence of not only those old Sierra games, but the era in which they were birthed. The entire atmosphere of the late-80s, early-90s media landscape is encapsulated in this one, delightful game. It's a trip down memory lane without the SCUMM emulator and bash-your-head-against-the-wall puzzles. A beautiful fusion of the old and new.

I guess the easiest way to say this is, this game makes me feel like I'm eight years old with such a stunning accuracy that I'm repeatedly shocked to remember it was released two years ago. I was eight years old in 1991. (Which, honestly, probably means I'm the ideal demographic for this game.). Charming and fun! Such a throwback to the early 90s point and click adventure games, which were awesome.

I loved it just because of how nostalgic it was. Voice acting was surprisingly decent.

Now, the story is simple, which is okay, but the real downside is that the game is a bit too easy. Ten bucks for a 2 - 4 hour game is probably a bit much. So short, there's really no replay value. I am looking forward to the next installment, though.

So if you like point & click adventure games, definitely get it when it's on sale.. I recommend the game, if you like classic Sierra Adventures.

BUT: It is way toooo short.. The Order of the Throne: The King's Challenge is a fun game with a simple yet satisfying story that connects to a much larger plot we'll uncover over the course of this season.

You can read the detailed review on The Mental Attic: <http://thementalattic.com/2016/02/03/review-the-order-of-the-thorne-episode-1-the-kings-challenge/>. It's a nice game, the visuals are great (if you like pixelstyle) the music is alright and the voiceacting is quite good. The game mechanics are solid and except for problems from the steam overlay I couldn't find a single bug. I especially liked the bardsongs (though there could be a slight improvement so that you wouldn't have to "listen" to the song everytime before playing it but just play it and the game recognizes it) as they gave the game a very nice extra much like in Loom for example. I also enjoyed the easter eggs throughout the game. The story-quality overall is hard to tell as this game only serves as an introduction but that part is good so far, but herein lies maybe the games biggest flaw it took me about three hours to finish (had some idling and such) and I got all achievements (I guess you automatically get them all?) so it's pretty short (well it's just 10 bucks so that's alright with me).

Overall I'd say 4/5 and a definitive recommendation.. Nice classic adventure. 3-4h to finish with good plot and average difficulty puzzles.

Tells its own complete tale but also sets up the rest of series nicely. Will definitely be picking up the next one.

Fans of classic Sierra games should not miss it.. A game that could have been good, but unfortunately it is not.

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