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## About This Game

### Inspiration:

The game is a classic western RPG inspired by the games from the 90s. Basically, it's the kind of game I personally find missing nowadays. Light, fairy tale, epic, heroic and slightly humorous. One that does not take tons of hours to complete or require endless grind to progress. Something that caters to players like me who don't have 80 hours to beat one game but still like to play and have a sort of nostalgia for the way games were made in the old days.

*It was inspired by Dungeon Master, Eye of The Beholder 2, Might & Magic 3-5, Crystals of Arborea (a not so well known prequel to Ishar series), GoldBox series (Champions of Krynn, Dark Queen of Krynn, etc).*

### Core Design Choices:

- 1) Classic, 90 degree rotation, FPP, turn-based, tile movement RPG.
- 2) Party-based (7 party members assembled upon start).
- 3) Open world with a big overworld to explore.
- 4) Fast paced combat. Quick travel. Easy inventory management. No grind.
- 5) Light, fairy tale like fantasy, epic story about heroes on a noble quest.

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## Mechanics:

Mechanically it's 100% turn based (so you can go and make tea in the middle of a fight) with grid movement and 90 degree rotation. All this is very fast paced, both combat and travel is really fast. The goal was to cut down the boring parts and flesh out the fun parts.

Overall, the mechanics are pretty traditional and straightforward with modern additions like weightless bag combined with equipment encumbrance system.

## World and Storyline:

Storyline is a fairy tale, mythical heroic fantasy. You are the good guys on a quest to fight the forces of evil. The world is non linear, with very few locked areas. You basically can go anywhere and do things in different order. In addition you can choose a different set of quests to finish the game (but those are not mutually exclusive, so you can finish all quests if you like). It's more world driven than story driven. The priority was to make the world feel alive and let you explore it as you wish than follow a linear list of quests.

*The game starts when the royal wizard finds out about an old crown that belonged to the royal family for generations. Yet, strangely no one ever heard about the crown and there was just a single mention of it in the royal annals. Upon further study he discovered that there has been cast a powerful spell of forgetfulness of unknown origin which caused everyone in the whole land to forget the crown ever existed. Without knowing who or why someone went to such trouble to conceal the existence of the crown he decided to investigate it. He summoned a party of noble heroes and tasked them with finding whereabouts of the mysterious crown and the origin of the spell.*

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Title: Legends of Amberland: The Forgotten Crown

Genre: RPG, Early Access

Developer:

Silver Lemur Games

Publisher:

Silver Lemur Games

Release Date: 26 Mar, 2019

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**Minimum:**

**OS:** Win XP, Win 7, Win 8, Win 8.1, Win 10

**Graphics:** Screen resolution minimum 1280x768. OpenGL 2.1 or better.

**Storage:** 99 MB available space

**Additional Notes:** The game should run on almost any hardware, even outdated one.

English







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Personally, I think this game should be free. It just doesn't look like something that would cost money. The gameplay tends to make me dizzy within a few seconds as well.. After playing the first two parts, this game is a really nice way to end the trilogy.. Great vr game for a small price. Works with Windows Mixed Reality headsets extremely nice, but I recommend checking the controller configuration in the steam-overlay out first! There are much better Controller layouts for the Mixed Reality motion-controller, where you can use the joysticks instead of the touchpads.. can get a bit boring at times... but it's a good game. I like the fact that this game keeps growing for the better. I'm normally not a fan of the micro transactions in-game moves, but the developer's have really worked hard not only to continue to bring high value content for hours on end of fun factors for the whole family but also a very high teaching tool for the real life experieces. In this dlc they are giving a high value away, but in-game you still have to manage things very wisely. so thx again and look forward to future updates and dlc.

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Tried couple of free VR games already, and wanted to go for something paid, and since VINDICTA is HOME MADE from Lebanon, well id like to write a review.

Vindicta give you exactly what you need in terms of fun gameplay for the price of 14.99\$.

This game got Potential, but it looks like its still in early access due to couple of small bugs I encountered, but it surely doesn't break the experience.

Good luck with the update.. **Solid 10/10**

**One of the games one can real art, one of the rare masterpieces.**

+ **Characters that actually possess well-written personality and clear motivation. Their strong sides and flaws are logically balanced.**

+ **Structured lore**

(sorry, but in current year first two point already make a visual novel, if nota game in general stand out)

+ **Heavy plot that makes you think. No spoilers, but don't expect a nice story that brightens your day.**

+ **Actions have consequenses**

+ **Deep psychological stuff.**

+ **Passes the Bechdel test. However, I do not believe men would be able to appreciate the whole depth of the story, as all the main characters are female and the game features classical "mother and daughter" conflict they can't relate to.**

+ **True friendship**

**Play The Last Birdling > Listen to a hobo spitting some truth about this world > Get a bachelor degree in psychology. . In-♥♥♥♥ing-credible**

**\*Great gameplay**

**\*Great physics**

**\*Great concept**

**Can't wait for more!**

.....

**Except one tiny tiny thing:**

**Character's design was too crystallly in my taste....could be simplified, also her eyes were scary (like some bug's eyes)..**

**This game is such a gem! It combines strategy, simulation and action. It's basically Dwarf Fortress/ Gnomoria/ PrisonArchitect combined with Civilization and any kind of group fighting game. If you like games such as XCOM Enemy Unknown this will suit you perfectly. It has beautiful graphics, nice short tutorial and smart with humor storytelling. The basic idea is that you make a space base, manage production (e.g. cleaning robots, pizza), explore other planets for resources and quests, train your army and unlock new rooms/features through a tech tree. There are 5 classes and they all come with a variety of skills and weapons that you find gradually. Finally your army levels up and develops personality traits (wants etc). Could this be my best Steam discovery? Very likely.. this game is very fun but i completed it in a hour somehow well this game is very fun go buy it. Awesome spin on tower defense where you can also play as the attacker, design your own maps and mechs. That's right, DESIGN YOUR OWN MECHS.**

**Version 0.21 released:**

**This Early Access update focuses on adjusting things that were found confusing or unclear and introduces several balance tweaks.**

- [feature] Rest renamed to Quick Rest and Comfortable Rest to Full Rest, also adjusted the time passed while resting (more logical and intuitive now).

- [feature] Added notice to magic doors to avoid confusion.

- [balance] Rebalanced spells, overall those have more power but require more MP.

- [balance] High arcane spells got less steep arcane requirements increase for mastery levels.

- [balance] Damage from magic barriers, traps and lava tiles increased considerably.

- [balance] Significantly reduced experience gain from level 10+ monsters (players were leveling the party way too fast).



- [design] Added 2 new locations (eastern area).
- [design] Adjusted magic dust availability and magic dust quest requirements.
- [design] Adjusted ogre forts (grates placement less confusing).
- [design] Added a new spell for Wizard, one for Ranger, two for Healer and one for Bard. Those are mostly high arcane spells available at higher levels.
- [design] Added NPCs (in early inns) explaining how shops work (missing master craftsmen and the Guild).
- [interface] Adjusted screen height per pixel values so it looks better (bigger pixels allowed) in windowed mode. Especially useful for people who play on windowed maximized mode (which BTW is not recommended since borderless is a way better mode).
- [interface] More visible hotkeys (font color).
- [interface] Shops made less confusing (added counter of master craftsmen available and a sell button which is disabled for now).
- [fix] Magic Dust availability.



. Early Access has started!:

Hello!

I'm Chris and I'm the designer of Legends of Amberland: The Forgotten Crown. I would like to welcome you to Early Access of this game.

One thing I would like to put straight, it's an Early Access title, which means the game is incomplete. There might be bugs, some side quests are unfinished and so on. If you prefer to play a finished game without the issues I urge you to wait till the final release.

But if you are an adventurous soul and would like to help to shape the final feel of this RPG you are welcome to join in. Such help would be appreciated since the game went through a limited testing period only.

So, if you want a complete game WAIT, if you want to help to test and provide feedback JOIN right now!

We will be using Steam forums for the purpose of the Early Access, please post there any feedback, comments and the like.



**. Version 0.23 released:**

In this version I focused on selling items, experimented with new racial classes and made a bunch of fixes and small improvements. Now you can sell items you don't need and what's more important, you can buy them back if you decide you actually need them. In addition you have an option to deposit unneeded items in any inn which basically let's you deal with unneeded items in two ways. I was also implementing new racial classes, the idea is each race would have two special classes available for them only (except half elves who share those with humans and elves). The racial classes are at the moment disabled since only some of them work, still you can check those. The last thing is a quick linguistic QA pass, so probably around 90% of spelling and grammar errors were fixed in this version. Therefore, from now on I'm starting to accept spelling error reports.

- [feature] Can sell items to the shop and buy them back (for a small fee).
- [feature] Deposit items in the inn (in a magic chest, accessible from any inn).
- [misc] Healer's restoration spell makes the target weakened (just like the ability), which is more consistent and logical.
- [misc] Time runs slower when exploring indoors and during combat (it's more realistic now).
- [misc] Improved magic door's description.
- [misc] The first pass of linguistic QA finished, from now on I'm accepting spelling mistakes reports.
- [misc] You can now see unfinished racial classes on new game screen, all of them are disabled in this version.
- [design] Ogre Fort: Ghar - inaccessible grates fixed.
- [interface] Shops display the number of master craftsmen rescued (which affect the availability of items).
- [fix] Incorrect end game statistics (monsters killed, gold looted, etc).
- [fix] Yet another Girdle of Carrying bug.
- [fix] One potentially serious memory bug fixed.
- [fix] Paralyzed characters able to train.
- [fix] Elven healer cleanse removes weakened status but actual attributes were not restored.



**. Version 0.22 released:**

This version introduces first customization options, things that would allow to adjust the game to your personal playstyle. For example you can enable fog on the minimap, start with fewer characters than 7 (which is not recommended) or adjust combat/animation speed. Griffin rules were adjusted to prevent abuse. The last big change was balance, it was changed a lot, based on the feedback I collected from early access players, which was basically that the game is too easy. If after the changes it turns out to be too hard, we can revert some of those in future versions. Of course eventually there will be Hard difficulty option so players with different skill levels can enjoy the game.

- [feature] After Griffin landing monsters get a turn.
- [feature] Can't call a Griffin if monster within 3 tiles.
- [feature] Option "Unrestricted Party Creation" (no restriction during party creation, can start with any number of party members).
- [feature] Option / Controls (Combat speed) to adjust the combat speed.
- [feature] Option / Controls (Animation speed) to adjust the animation speed.
  
- [balance] Gold income from monsters and chests halved, increased shop prices.
- [balance] Increased MP costs for magic.
- [balance] Offensive spells made weaker (at higher mastery levels).
- [balance] Characters have lower HP/MP numbers now.
- [balance] Monsters base initiative +1 (they act earlier during the combat now).
- [balance] Monsters deal bigger damage (especially high level ones).
- [balance] Monsters have higher HP (especially high level ones).
- [balance] All kinds of trolls now have an additional attack type which targets all characters (but that attack deals lower damage).
  
- [interface] Option to enable fog on overworld minimap.
- [interface] Minimap displays unvisited locations as "???" instead of location names (like on the main map).
- [interface] Dungeon map fully fogged when outside of boundaries (to avoid confusion of existence of some hidden passage).
  
- [fix] After Griffin landing the tile is executed now (prevent Griffin teleport abuse, properly deal lava damage).

- [fix] Bug in the main storyline.
- [fix] Removed 0/0 invisible monsters from the overworld map (leftovers from the older map format used during alpha).
- [fix] Combat initiative not reset upon reload/new game.
- [fix] Starting characters sometimes had not fully restored HP/MP (attributes bonuses were not applied immediately).



. Version 0.24 released:

This version introduces racial classes. Each race, except half elves which share it with humans and elves, have 2 unique classes available to this race only. Humans have Champion and Troubadour, elves Mage Knight and Sage, dwarves Troll Slayer and Battlesmith. So, effectively now you have 6 basic classes and 6 racial classes to choose from, 12 total.

- [feature] Added 6 racial classes (Champion, Troubadour, Mage Knight, Sage, Troll Slayer, Battlesmith).
- [feature] New spells (for Battlesmith).
- [balance] Spells slightly rebalanced.
- [misc] Removed Ranger's antidote spell, overall I plan to remove from Ranger all healing and cure poison abilities, so Detoxicate ability will be replaced in future versions as well.
- [misc] Dwarves can be wizards and healers from now on. I think the new racial classes are sufficient to convey the different nature of dwarves magic (especially the Battlesmith) and some basic classes disable would look weird with the new classes screen setup.
- [misc] Renamed Bard's inspiration/Heroic Ballad.
- [misc] Quick start option makes all party members start with redistributed attribute points.
- [interface] Slightly improved equipment display.
- [interface] Clicking again on right menu button closes it (useful since some players tend to click multiple times on buttons during combat with weak enemies, so now to correct the misclick they need to click it once more).
- [fix] Removed invisible enemies in Frost Labyrinth (leftovers from the old map editor format).
- [fix] Changing spell during combat after selecting a spell that require targeting party member was not clearing the previously selected spell.
- [fix] Fixed rare "attack immediately after closing character screen if previously attack was clicked".



. Version 0.23.1 released:

Quick fix version to address the missing deposited items bug. Contains also one feature and interface improvements.

- [feature] Added "Auto Create Characters" on party create to auto fill all empty character slots and redistribute all remaining attribute points (you can still adjust those afterwards manually).
- [interface] Back button on party create changed to "Exit to Menu" (it was misleading and confusing).
- [interface] ESCAPE key now closes any open window/tab (previously it was not working on help and save screen).
- [fix] When monster dies a hero sometimes was skipping a turn.
- [fix] Deposited items not saved.

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