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## The Warlock Of Firetop Mountain Download For Pc [cheat]



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### About This Game



The Warlock of Firetop Mountain is a tabletop adventure come to life! This fantasy solo RPG combines unique, simultaneous turn-based combat with a journey that changes based on each figurine you take into Firetop Mountain! Which hero will you take into Zagor's lair THIS time?

The original 1982 Fighting Fantasy gamebook paperback, written by Ian Livingstone and Steve Jackson, has been transformed into an epic table-top adventure game, with new areas to explore, characters to meet, and of course, monsters to slay! Zagor's home assembles right before your eyes as you travel deep into the belly of the mountain.

Each character has their own motivations for being in Firetop Mountain, changing the way the gamebook is written and choices presented. Combat is fought using the digital miniatures in a simultaneous, turn-based system called GridBluff, and the game includes over 100 unique hero and monster figurines to discover.

### Choose Your Own Adventure

Battle, sneak, and charm your way through thousands of story options as you play through over a dozen major quests, each

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unique to a different Hero.

## **Simultaneous Turn-Based Combat**

Experiment with a slew of interesting battle strategies! Each Hero comes with their own set of attacks and manoeuvres. Poison, crossbows, holy magic, or a good old sword and shield – however you want to take down your enemies, there's sure to be a Hero to suit! Venture forth, kill monsters and earn Souls to prove your might and unlock all eighteen Heroes.

## **Which Hero will YOU take into the Mountain?**

Will you play as the noble and experienced adventurer Alexandra of Blacksand? Or perhaps take the pious and righteous path of battle-priest Landov Lowan? Forego the risks of combat with evasive sleep-bomb manoeuvres as Krea Datura! Or get straight to the punch with hard-hitting rhino-man Twenty-Three.

## **Beautifully crafted Miniatures**

Encounter the nostalgic aesthetic of classic tabletop RPGs by playing with over 100 handsomely painted character and monster miniatures as you explore the depths of Firetop Mountain.

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Title: The Warlock of Firetop Mountain

Genre: Action, Adventure, Indie

Developer:

Tin Man Games

Publisher:

Tin Man Games

Franchise:

Fighting Fantasy

Release Date: 30 Aug, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** 1.5 GHz

**Memory:** 4 GB RAM

**Graphics:** Hardware Accelerated Graphics with 1GB memory

**Storage:** 3 GB available space

English





**Y**ou find yourself inside a moderately sized chamber and are immediately hit by a wall of heat. On the far side of the chamber is a crude forge, its coals glowing red hot. In front of it, a heavy-set Orc is hammering out the dents in a damaged breastplate over an anvil.

*Click to continue...*



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Need Chinese to help me dive into the game. Though I'm a junior at English Major, I still have to check the dictionary to figure out the story, which interrupts the atmosphere.. I bought this as a long time fan of the original Fighting Fantasy books, and although slightly different to the original format, I actually like it.

Yes, the dice rolls do appear somewhat random, but the combat mode is challenging enough to keep you occupied and it is quite faithful to the original story, but with some new, added features too. It's not 'hack and slash' or spamming buttons by any means.

Overall, I like it; the strict purists may not from what was the first and I would say 'the best' FF gamebook, but give it a go. You might just be surprised.. Hmmm. I REALLY wanted to like this game. I must've torn through two dozen Choose Your Own Adventure books as a kid, and even revisited a couple of these via the new Tin Man Games adaptations (which are pretty great actually). When I saw TWofFM, I immediately had an urge to give it a try. Took a year or two to take the plunge... and be immediately disappointed.

I played a grand total of 56 minutes (essentially, until my first game over) and requested a refund right away (thank you Steam). In a nutshell, I couldn't stand the combat system. More on that shortly.

Overall, the presentation for the game is fantastic. Little miniatures, going through a maquette-like dungeon, with the narrative and various choices popping up as required. The UI is clean, everything works well enough, and there are about 12 (I think) characters that you can pick from to attempt the adventure. Each character has its own main quest, stats, special abilities, and innate bonus. Graphics are very nice, as is the music (although in 56 minutes, take what you will from that opinion).

But the combat... I hated. As some (most?) of you know, combat in CYOA books is usually dictated by dice rolls. One roll for you, one roll for the enemy, whoever gets the highest attack score, plus or minus modifiers (sometimes), gets to hit the other guy. This game has added a fighting mechanic where combat takes place on a grid system. You can choose to attack, move, or depending on the situation (and choice of hero) perform a special attack. The enemy has similar options. When you have decided what you want to do, the AI plays its turn, and both moves are done at the SAME TIME. Meaning that this transforms the combat in some sort of inane guessing game. "Do I attack the enemy on his CURRENT square, or do I attack on this empty square next to him, because MAYBE he'll move there?". It's just another layer of RNG added on an already full RNG system. Combat in CYOA has always been a luck affair, but it's usually tolerable because a) fights can be played through quickly, b) you at least have an edge if your stats are ok and c) encounters are usually not TOO much over the top. About point b. The only time a dice roll comes into play is when both the hero and enemy attack each other, on the correct square, at the same time (Clash!). Other than that, stats won't help you. And as for c, well, there are some ridiculous fights right from the onset. I had a fight against 7 orcs. 2 of which (3?) could attack at range. I also had a fight with 4 stone statues, on this tiny grid. What's the point? Please just insta-kill me and let me restart already.

Anyway... it's too bad, because overall this seemed like a title with a ton of potential, that in my opinion was ruined by a single bad design decision. I think that failing to come up with a good combat system, Tin Man would've been better served by simply going back to the roots of CYOA combat, and leave it at that.

If you're hankering for some CYOA "action", just get some of the Tin Man book adaptations, on your PC or phone (I find it more convenient on phones, myself).. I really wanted to like this game as I'm a huge fan of tabletop RPGs, dungeon crawlers etc. But although it looked beautiful, the gameplay let it down. The combat mechanic was a bit confusing (attack a square that my opponent MIGHT move into? Too much brain power needed!) but I could have gotten used to that if it wasn't for the fact that it was really unresponsive. I'm using a mouse, and I'd have to click several times before the game registered the click and actually performed the action. This was on both reading the screens and on combat, so frustrating trying to do anything!. I got to maybe the third screen once inside the mountain before it got too irritating to continue.





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