
Tavernier Download Apunkagames



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About This Game

Tavernier

Tavernier is a mix between a **tavern management game** and an **interactive story**, in which you are in charge of a tavern in a medieval fantasy world.

You have to make your **business prosper** - which implies some supplies and decoration management strategies - while paying the **inevitable annoying weekly taxes**. But being an innkeeper also means talking directly to your **customers**. So, be prepared to welcome quite the colorful characters in your tavern, and be careful what you say to them. The way you respond to their

problems could impact not only your business but even the whole town!

So will you be a **nice, fun guy**, or will you be the **stingiest person on Earth**? Where will your choices lead you, you and the increasingly fishy town that you live in?

Features

- Manage your own tavern!
- Multiple choices and endings!
- Many random events and encounters!

Title: Tavernier
Genre: Indie, RPG, Simulation, Strategy
Developer:
From The Bard
Publisher:
From The Bard
Release Date: 25 Aug, 2016

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English,French



Gold : 4585

Customers : 131

Week : 4

Today was a normal day, until an old man dressed in an expensive outfit entered your tavern. You realize it's the mayor of the town, though he's not in his usual happy and agreeable mood. He looks so serious and determined that his presence quiets the entire room the moment he enters. The bard stops playing for a second and everyone looks at him with fear in their eyes. The mayor steps to one of your patrons who starts to look livid when he realizes his situation. They both exchange a few words, and leave together. Somehow, you feel like you will never see him again. The rest of the room looks glum, and you can't help but wonder what was that all about. Maybe the few weeks you've worked there were enough for you to make a few friends?

Don't investigate

Investigate



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funny small game, which worths the money :)

I enjoyed the story, the decisions, the surprises :). Tavernier is a fun, short experience with an intriguing but short story. Its price of only \$32 makes it hard not to recommend.

There isn't much gameplay as its a simple management game with a choose your own story mechanic that doesn't have a lot of depth. This however doesn't take away from the fact that it's fun in a way Cooking Mama or Papa's Pizzeria where simplistic things are executed well and are enjoyable to play. The basic gameplay, as fun as it is, did not make me want to play through the game again. I liked the story but I felt like it wouldn't differ much on a second playthrough, however your experience may vary.

The game only costs \$32 and I felt like I got my moneys worth for the experience and I recommend you to buy it if you enjoy a fantasy setting and a casual management style game that has a pretty interesting story that you will unravel fairly quickly.

. A very fun, cheap little game. I finished the storyline in 30 minutes, however I am a very fast reader and I did not pimp my Tavern out as much as I could have, because I didn't realise that more categories unlock as time goes past. There is a storyline to follow and I think the hourglass on the counter tells you how long you have to complete the storyline. I haven't tried the management mode yet, but I will soon! It's a good game, you pick sides, pick a type of customer to focus on, buy loads of perks and set up a menu. I'd definately recommend it as a fun little time water with potential replayability due to the RNG events you get constantly.. Tavernier pitches itself as tavern-management but it is all interactive fiction with all of the gameplay loop based around effecting up to 7 different bards for your customers and your 'professional vs coolness' and growing customers for more money. The game has 52 weeks and in each week you make a decision to an event that is relatively short and mediocely written with many issues. The "tavern management" is setting what meals and decorations but for meals you select food items and decorations its just choosing items to display, not that it is shown in game. All these do is impact those bars or your money or customer count. There's no depth here and while I generally like narrative experiences there's no real payoff or compelling story here.. This game is a gem that is worth multiple playthroughs. Each time you play through, you can shape your tavern a different way to attract different customers, have different interactions, and reveal a different storyline. Simple game with great music..

Positives

+Worth the price

+Interesting story and world

+The light management elements are fun

Neutral

Very Short

Cons

-Can become very repetitive even in 1 hour of gameplay.

This game is definetly worth the 3\$ I played for about an hour unlocking everything and enjoy the experience.. Love the stories, love the idea, wish it had more meat, but for what it is, it is glorious!. I love this game and it's very fun. At times it's challenging and at others confusin, but fun all the same.. I'm uninstalling without finishing. I guess I was expecting something different from what it ended up being because I'm just finding it boring.. A nice short game. Not complex and almost no depth. Will keep you busy for about 1 hour.

I enjoyed this game a tavern management with a short story there is a slight change if you chose a different faction to remain in you tavern but once you have played it once or twice it does not have much more to offer a bit of replay if you want all the achievements.

A few hours fun for less than £2.. The main complaints can be summed up as this: It took me about 20 minutes to play from start to finish on my second playthrough.

This game has a very nice idea behind it, I love the idea of running an RPG tavern, and the game presents very interesting mechanics - balancing different customer types and balancing your decisions on the weekly events based on your affiliations with each demographic.

This falls apart once you reach the final stages of the game, when you realise there is no point in balancing your professional/cool metre, as you NEED to go 100% one way or the other, and you NEED to go 100% for one particular demographic, which is incredibly easy to achieve

Some customer types are very interesting, namely the Rogues, Wanderers (RPG adventurers with some nice 4th wall breaks), and Mages are the best in my opinion. However, due to the way that some customers are introduced and how you need to manage them for the story, you won't bother with Mages or Spirits.

There is also very little replayability, the main driving force to replay the game is to choose a different faction to mainly side with, but from my two playthroughs there was almost no difference between Wanderers and Rogues aside from a paragraph or two at key events, with the main theme of the events being the same.

At a secret town meeting, a member of your chosen faction sneaks you in and you inject mana into a bottle. At the end of the game you make a speech to your chosen faction with the result being them siding with you - the only difference between factions is who is described as sneaking you in, and the short speech you give to the faction

I usually try to determine whether a game is worth it depending on the amount of entertainment I get from it. If I can get a ratio of hours played to money spent of at least £1:1 hour then I'm happy, this game falls short of that, so even with the low price of the game I can't say that it's worth it. It's a pretty interesting game if you are into turn based, and problem solving. However, after you play enough of it, you do get bored, and don't get motivated to play anymore. I recommend to get this game if you want something different to pass the time.. This game is actually really great.

It's like a RPG without the combat or character movement. But there's character development. The description doesn't really point it out, but there's a lot of plot to this game. There's also some strategy I think.. This is one of those titles that I kind of wish I could give a neutral review for.

I mean, I suppose I shouldn't have been expecting much, given the price of the game, but still not sure that it was worth it; more so the time I could have spent playing something else, TBH.

It's quite short; a full playthrough will only last about half an hour tops. Replay value kinda seems minimal once you've gone and beaten the game one. There's other achievements to be had, but hunting them out seem more like an exercise in tedium than anything else.

Not too much in the way of depth, or story. Overall, I probably wouldn't recommend. Even for a dollar at the -66% off Summer sale price point, there's better use of your time.. Personally I didn't find the game to be strong in any areas however it does do a good job in them it's a nice little game to pass time with but as a whole I didn't really spend loads of hours on this one.. My family name is actually Tavernier so this game immediately caught my attention. Playing it had several amusing moments, such as during the tutorial where your uncle says "You're a Tavernier now" and I could think "Yes, yes I am". But that's really a personal level of enjoyment that most won't experience.

Gameplay wise, there's not a whole lot there. It felt a bit like a Kongregate game but the promise of a hidden narrative added enough that I'm happy I bought it, given how cheap it is. I've only played through it twice and I'm not in a hurry to play through it again soon, but I'm sure I will somewhere down the line. I really wish I could give a 'meh' rating. The only reason I went with a 'no' was because other players won't get that boost from sharing the name with the game.

If I had one note it would be that I wish the decorations and food you ordered for your tavern actually showed up in the game.

When you buy all new furniture in order to attract more customers, and the game screen shows that you're still using the same wooden benches and tables, it is a little disappointing.

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