Tavernier Download For Pc Ocean Of Games



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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

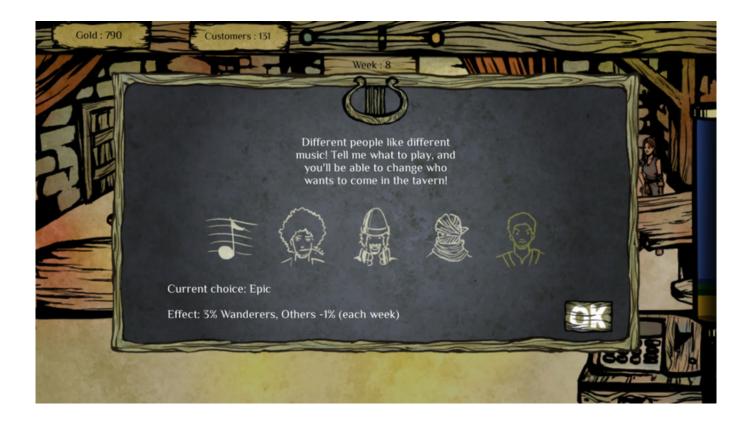
- Manage your own tavern!
- Multiple choices and endings!
- Many random events and encounters!

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







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Check out our <u>Steam Curator Page</u> and <u>Website[bluntlyhonest.review]</u> for even reviews and exclusive content!

A choice based game with very little in the way of actual game-play beyond choices and menus, however the charming art style and quirky writing make this game a good play for those who want to try something different, it's barely a game, but still worth a play.

This mini review is part of "10 Steam Games that are barely PC Games"

https://bluntlyhonest.review/2019/03/14/10-steam-games-that-are-barely-pc-games/. 8/10 This game is a fast, fun, fantasy RPG and simulation game with multiple outcomes. The game can be played within an hour for each outcome, but there are also several achievements that are fun to try to get. It's a great game to sit down with a snack or some coffee and beat a level or two. I would definitely recommend this to anyone who is a fan of these types of games.

Because this doesn't have a rating, I rate it as close as possible to the ESRB rating system. E10: Alcohol, Mild Fantasy Violence. I love the ambiance of the tavern, the music is nice, and the artwork is coherent.

The story is interesting when you play for the first time, but it might lack some replayability since there aren't any major gameplay changes if you follow a different starting faction - the additional factions bring some refreshment though. Also, the post-end gameplay isn't very rich - I guess it's intended, but I have the feeling you only get access to a small number of events which repeat themselves.

The gameplay itself is quite immersive, and the tutorial allows you to get the knack of it quickly enough, even though the first run might be difficult because of events you don't expect and storyline prerequisites you don't understand / aren't prepared to reach. The concept of the tavern management, with a storyline to follow is quite innovative, and I found it to be a great experience. I think this game is great, for it's price. Definitely worth the \$3. The value is in the replay, not just one run-through.

I think I would certainly enjoy a detailed tavern simulation, but I wouldn't have known that until I tried Tavernier. I actually would hesitate to call Tavernier a simulation, as it's really an adventure game, from the perspective of a tavernier. Dialogue and Story are the primary facets of this game, and they are implemented very well.

If I was to say anything is lacking, it's only that I want more. I know the developers have said more content will be coming to FURTHER increase replayability (which is AWESOME!). But what I'm craving (and other players as well, from some comments) is more of everything, story and all. Perhaps the developers will think of releasing a "Chapter 2"?. Let's Play: Tavernier

https:///youtu.be//mU9d0Z1INA8

Tavernier is a great little game that combines tavern management with what feels like a classic childhood choose your own adventure book. You inherit a tavern and it is your job to turn a profit while deciding what groups of townspeople to support. The gamepley itself is very simple and easy to pickup. Each turn, depending on the amount of coin you have, you can unlock more items to sell, purchase decorations to help increase your tavern rating and cashflow, or buy more furniture to allow more patrons access to your tavern (tavern management). Once you have finished this, you click a button to advance time one week and are presented with a random event for which you must choose a response (choose your own adventure). The choice you

make generally does not have major consequences to the game and rather affects patronage of a group or your coin reserves. It then shows you your cashflow and you do it again for the next game week. This is basically the game.

-PROS:

- Artstyle is unique and enjoyable
- Easy to pickup and learn quickly
- Good story and content for price
- High replayability value
- Steam Achievements

-CONS:

- Short storyline
- Could use more objects and food to buy
- Random event choices dont really matter overall

TLDR: Great little game for the price. Absolutely recommend!!!!. I'll start at the end, my verdict. For a couple of pounds (or dollars) you can't go far wrong with this game.

Now for the beginning (and middle.)

Tavernier is a TINY game, and I mean that seriously. A single game lasts about 45 minutes, an hour at most, and even then only if you spent time looking through all the purchasing options.

The music is fairly decent for such a small game, and the styles are recognisable even as though it sounds like it's being performed by a fantasy bard.

The art is... okay, it isn't great, but then it isn't poor either. The style, as can be seen on the store page, is something like water colours, which is a surprisingly suitable choice for the game.

The story isn't particularly great, and remains the same regardless of how you play, plus the writing sometimes suffers from incomplete sentences and grammatical errors, fortunately I never found it jarring or off-putting.

To be honest there isn't all that more to say, I could go on about the actual game play, but it's better to play it than have someone try and tell you. I love this game and it's very fun. At times it's challenging and at others confusin, but fun all the same. Love the stories, love the idea, wish it had more meat, but for what it is, it is glorious!. very interesting multiple endings and transition to get there

some achievements make you work really hard and punish mistakes

however, it becomes grindy really fast, as in a tedious chore trying to trigger random events

recommended for a couple of playthroughs, but definitely not to get all achievements

I will NEVER play this again as a result. 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.

You might tell that i only played like 50 mins and i can't write a review for this reason but this is another kind of game you can understand in like 5 mins. I played 2 campaigns and i have to say that its pretty hard at the beggining, you can lose pretty easily. I liked this game a lot and it was pretty interesting, some of you might tell that is repeating but i can't really say that because you can try a LOT and LOT and LOT of different ways and strategics to play and finish that game!! <3

TAAAAAAAAA!!!!. This is a very inexpensive but fun game with great replay value. Surprising there is also an interesting background story that goes with his game.

To get all the achievements is indeed challenging as it requires a combination of both strategy and luck. This game is a must-buy for those with a "perfectionist" inclination. You would enjoy reloading until the perfect event occur that will provide that wonderful opportunity to get those achievements.

There is great replay value in this game especially when you try to get all the achievements. Should you go for Power, or Knowledge or Wealth or Fame? Should you hire Folks or Guards, or Robbers or Wanderers? Or perhaps you should go for beings like Spirits, Zombies or try to get the attention of Mages and Nobles.

Each of the decision that you make will affect a wide variety of outcomes. They might lead to your success or even early demise.

I spend my first few games basically experimenting with all the options and learning the mechanics of the game.

Well, for \$2, this game is definitely worth it as it keep me occupied on nights that I could not go to sleep.

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.. Great game. I loved running my own tavern and experimenting with how to get different clientele through the doors. I didn't find the days/choices repetitive at all and felt there were a lot of variables that kept it interesting. I wish it was longer because I loved it so much but the price is more than fair for what you get. Devs - please make a tavern management game, and you can have ALL my money! I would say the one con is that the music gets a little old but it didn't bother me too much. So glad I found this game!. A nice short game. Not complex and almost no depth. Will keep you busy for about 1 hour.

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