Tales [PC] Cracked Download

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About This Game

Alfred Walsh is the new librarian, but on his first day he will accidentally unleash a dreaded curse upon the shelves within. He must fix things fast - but how will his tale end? With the help of Merlin and some other familiar faces, Alfred must solve puzzles in the strangest of places if he is to succeed and stop the curse of Oblivion!

Suitable for kids & adults alike, Ape Marina present a point & click adventure game full of old-school goodness and whimsical charm, fun characters and gratifying puzzles. The enchanting story will see you journey within well known Tales as you seek the help of great heroes (and lesser ones) in order to save the library and fate of mankind's beloved Tales!

You take control of Alfred - with simple point & click gameplay, many locations to explore and characters to meet, full English voice acting and over 50 minutes of original music by Luigi Di Guida, adventure veterans will feel right at home and new players can always seek advice from Merlin during their quest!

+ Original soundtrack (OST) comes included in Library > Music
+ Quicksave & Autosave for a more streamlined point & click experience
+ Russian, French, Italian, German and Spanish text translations

So what are you waiting for? It's time to get stuck into those Tales and help Alfred defeat Oblivion! It's the only way to guarantee your own tale has a happy ending! Steam achievements and trading cards are also included for those that seek a little extra challenge...

Title: Tales [PC]
Genre: Adventure, Indie
Developer:
Ape Marina
Publisher:
Screen 7
Release Date: 14 Nov, 2016

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Minimum:

OS: Windows XP or Vista

Processor: Intel or AMD CPU

Memory: 512 MB RAM

Graphics: DirectDraw or DirectX compatible card

DirectX: Version 9.0c
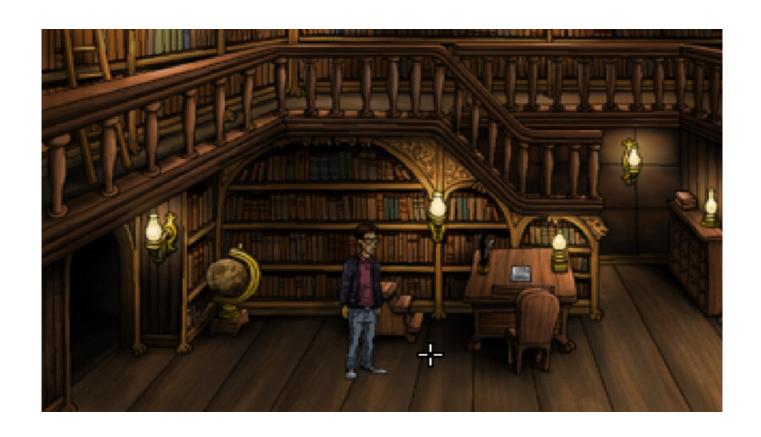
Storage: 900 MB available space

Sound Card: DirectX compatible sound card

Additional Notes: Mouse, keyboard

English,Italian,Russian,French,German

its not bad but not great. It looks good, puzzles and story is mediocre, but I had some fun playing it 6\/10

Recommend this for hardcore p&c fanatics. Long, long time ago, I frequently visited AGS-games and played all the free adventures (this was in the time before the marketing started and there literarally were no AGS-games that costed money), I was a real addict and played everything I could. Now, years later, I still love good adventure games; I stress out: "good" ones.

This game is not very well made. The story begins rather lame, the puzzles aren't original or at least interesting, The graphics look really nice, but the animations are horrble and really slow , the dialogues are boring, it isn't worth playing in any way, in my opinion, compared to many, many really great adventure games.

A game like this shouldn't cost money. If people have a hobby called developing adventure games: nice!

If they want to earn money with their hobby, they should perhaps learn how to do it properly.

Just look at Wadjet Eye Games, they started as part of the AGS-community and boy, what great games they've made!

Here I don't see any of this potencial at the moment.

If you watch the trailer, it really looks like a fantastic game with superb voice acting et cetera; playing it, it doesn't give you, what it promises.

Also the trailer shows you, that pretty much people for such a game were involved.

But this didn't help the essence of the game to be enjoyable.

Perhaps it's just not my cup of tea; I find too many flaws that ruin my gaming experience to get hooked to the game and I don't want to give it another try, because it's just mediocre in an unacceptable way.. I like to play point and click games and took a chance with this one. I kind of like this game, but come on, who did this dialog. Did they really have to use the term "DUDE" all the time. I hate that word and doesn't even work with this game. And, did they really have to say those cuss words all the time too. Really distracts from the story line. Wish they used more Brit accents then American. Just my opinion. Otherwise, pretty good.. A must play. Awesome !!. What I loved: Pleasant story with puzzles that aren't difficult to figure out. Love the artwork too! I wish this had higher resolution to better appreciate it, but I know this game was made in AGS. Maybe the dev for that system will one day upgrade the graphics capabilities for higher resolutions.

What I didn't love:

1) Travel between books becomes tediously repetitive after the initial visit to a new place. I wish that after you visit a place for the first time that it gets added to a list which you can click on a place and just jump to it without having to go to the library first, use the stairs if the two places where from books on different landings and then having to click on the book. If you needed hints, you will end up visiting Merlin A LOT. So it would be nice if there was a button on the screen that calls up Merlin so you can ask his advice then and there instead of having to go through all the trouble of the current travel system.

2) The voice-over accents and casual language (frequent use of "dude" in the dialogues!) are out of place for some of the characters.

Although it needs polishing up, I still enjoyed the game and recommend it!. First annoyance, pixel hunting to find a section of the wall to get a rock.

Second annoyance, having to look at the bas-relief that has ZERO importance before hiding to progress the story.

Third annoyance, a sliding block puzzle.

There's a reason these kinds of puzzle games pretty much disappeared for years...

A masterpiece!
This game is a surprisingly bold and fun to play classic adventure. If you yearn for good old games of the 90's - Tales is for you. It provides the perfect balance of challenge and fun.

Pros :
- Classic 320x200 graphics makes the game look nice and homy (I recommend choosing 960x600 window in game Setup).
- Music is very good and always fits the story perfectly
- Voice acting is very nice. Iktan sounds somewhat strange though.
- The storytelling is exceptionally good! The plot is interesting, the jokes are fresh and nice.
Cons :
- The way you move between tales can be boring, especially if you resort to trial-and-error method of puzzle solving
- The magic bag is a good idea, but suffers from rather bad implementation, you have to do a lot of swapping in your inventory. I would rather prefer it to simply open a number of other inventories (one per tale) to choose an item from.
- Some might consider a word puzzle and timed sequence a con, but I don't think so. I solved the word puzzle at the first try, and the timed puzzle was too logical and straightforward to get annoyed by.

Playing Tales makes me feel back in the Golden Age of Adventure games. Best 233 roubles I've ever spent!. This point and click adventure has an interesting premise that's unusual yet engaging. The voice acting\/casting broadly peaking is poor and the lines seem half heartdly written (the use of "dude" and "man" features frequesntly at the end of a lot of characters' lines).

The puzzles are interesting and Merlin is quite interesting with his riddled hints. The story is well written aside from the ending which is thoroughly dissappointing so be weary of that when you reach the end.

This is no Monkey Island or Broken Sword but for the price it's very worth a purchase.. This was a lovely game. I enjoyed very much.

If dialogue and character stories signal to you it's time to get a drink or walk the dog, then this game is not for you. As the title simply but most clearly states, this game is about tales, and your ability to get yourself through the various predicaments your character finds himself in, is very often dependent on clues relayed to you via the various tales you are told.

This is a wonderfully creative game with logical puzzles. There is a "help" system through the character of Merlin, who will nudges in the right direction but not outright answers if you get stuck.

The only negative I found was the inability to transport inventory items from book to book except one at a time. So I found there was a lot of back and forthing I wished I could have avoided. But that was really the only negative element in a very nice game otherwise.. This is a great adventure game, with quite difficult puzzles! Not to be missed!. I really enjoyed this point and click adventure game during my first play-through. The library setting is what drew me to the game and it did not disappoint. The art style is cool, the story is interesting, and the dialogue is quite clever and funny. The only (and expected) downside was that after playing through once, it was a little boring to play again when going after the achievements as I knew all the answers to the puzzles. It also annoyed me that the achievements are listed as 'hidden' achievements, so unless you looked up a walkthrough before playing, you likely would need to play another round or two... and that would just spoil the fun of the adventure!

If you love books and are looking for an interesting point and click adventure to try, check it out.. A beautiful game, cartoony style, based on tales and classic epic stories, where you have to solve the malevolence of a kind of demon that want to erradicate all memories of them, by making characters in those stories forget their important role in human history and bring an end to all that it's wonderful and magic in our world.

A classic point-click adventure game, where you're not there to kill and be killed, but to solve situations by using things you pick up, talking to characters, traveling to places where you have to find solutions to the problems that are presented to you. It also includes some simple puzzles.

It is meant for those with patience, that take their time to go around exploring, searching, listening and clicking their way through the story until it unravels itself.

If you liked games like Monkey Island, Simon the Sorcerer, Discwolrd, Blackwell, Kathy Rain, a.s.o. this one is for you. Maybe

not as witty and more could have been done with it, taking into account the theme (stories, tales and legends), but it was a pleasure and I know that I will play it again, as I did with others.. I saw this in my upcoming list, and it reminded me of Monkey Island in appearance and gameplay... I'm an hour into the gameplay...

Pro's:

- The puzzles don't seem to be straight forward (I'm actually stuck at a riddle at the moment and taking a break!)
- The storyline is pretty good so far, simple but sets up a good plot
- The list of books available to go through is far more than I expected!

Con's:

- The graphics are a little simple, and the music gets repetitve at times - there doesn't seem to be many options to change this.

So far so good, I'm thoroughly enjoying it.. So much annoying back-and-forth between books. Some really annoying puzzles, one I don't understand at all even after looking up the solution. I stubbornly kept trying at some to the point that I went over the 2 hour limit for a refund, so I kept at it further anyway.

I'm uninstalling and listing it as Hidden soon as I post this.. Lovely game. :)

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