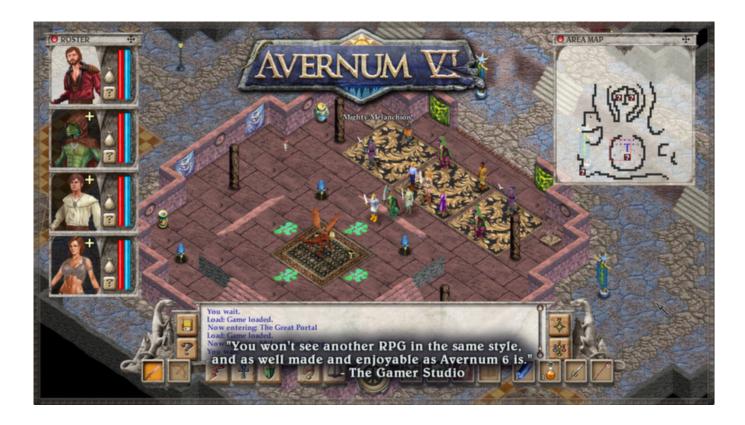Avernum 6 Torrent Download [Torrent]

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About This Game

Avernum is one of the great tales of indie gaming, an epic series of fantasy role-playing adventurers set in an enormous, subterranean nation. Avernum is a land underground, a subterranean nation full of rogues, misfits, and brigands, struggling for survival and wealth in the monster-infested darkness. Avernum 6 is the final chapter in the Great Trials Trilogy, three games that tell the tale of your weary land's final destiny.

Avernum 6 is the final game in the long-running, award-winning Avernum series. Explore a gigantic world, with a fascinating storyline, hundreds of quests, multitudes of side dungeons, and many hours of adventure. The game features clever enemies and dozens of interesting scripted encounters. Learn over 50 spells and battle disciplines. Hunt for hundreds of magical items or craft your own powerful artifacts.

Title: Avernum 6
Genre: RPG, Indie
Developer:
Spiderweb Software
Publisher:
Spiderweb Software
Release Date: 11 May, 2012

 a09c17d780

English

AVERNUM VI

"It's the genre flag-bearer for offering substance over flash, and it's an epic finale for a series that deserves respect."
— PC Gamer

ROSTER

AREA MAP

You wait.
Load: Game loaded.
Now entering: Castle Food Depot
You wait.
You wait.
You wait.

Miranda Inventory:

Incantor's Ring
Value: 2000, Weight: 0.1 lbs.
Abilities:
Armor: +6%
+1 to Mage Spells.
+1 to Spellcraft.

Quick Use Items:

Your Pack: Coins: 21622   Carrying 51 lbs.   Encumbered at 55 lbs.

Independent RPG of the Year Runner-up.
RPG of the Year Runner-up.
            - GameBanshee

AVERNUM VI

ROSTER

AREA MAP

Fatigue 1

Now
...on by an item to use it. Command-Click a stack
of items to split it up. Place a second weapon on the Shield slot to
wield two weapons.

If yo udont mind a lot of reading this game is great. It is a classicmmorpg and is cheap but, it is worth it. So far i have founs hundreds of items and the ranking system for your team is greatly done. Getr this game when ever you can.. Great story and unique setting. This game took away a month of my life and I regret nothing.. I bought Avernum VI on a sale. I knew what to expect but had never played any of Spiderweb's games before. After finishing, I thoroughly recommend it, with minor reservations.

The graphics are simple but effective; actually, the sprites can be quite charming. I've played Dwarf Fortress and a number of rogue-likes so the graphics didn't get in the way of my enjoyment of Avernum. The only complaint I have about them is that it was quite a challenge to target enemies and move a tile when there were many characters around you during combat, especially in cramped corridors and rooms. The UI is also a bit unfriendly.

There are a few issues with combat, imho. It works fine, but it can be very grindy towards the end of the game. I played in the normal difficulty and some of the fights dragged for too long, with enemies that were hit sponges, could hit multiple times, and could summon, all in the same round. I imagine that it must be complicated to balance the challenges in a RPG such as Avernum. I also understand that good games don't take the player by the hand. That said, after 100 game-hours combat fatigue started to weight me down to the point that I saw myself rushing to finish and avoiding combat (or combat side-quests) whenever I could.

Where the game truly shines is in its story. Jeff Vogel (the creator of the game) is a gifted writer. He managed to present the land and its people very convincingly, sometimes in just a few strokes. Although you encounter most NPCs only briefly, their descriptions usually convey them as fleshed, three dimensional characters with a strong sense of their emotions and previous history. I suspect that some of them (and the places) are survivors from previous Avernum games and it must have been thrilling for veteran players of the series to re-encounter them again. I also enjoyed that Jeff avoided the simplistic moral narratives or Manichean accounts of "good x evil" that are quite common in fantasy RPGs.

In summary, I'd give the game 8/10 and would recommend it for anyone who likes "old school" RPGs (however you define such an open-ended term). I bought his first installment in the revamped series (Escape from the Pit) and I'm looking forward to play it in the future. Keep up the good work, Jeff!
. Just a short review, which I have to write, so I can recommend this game (and I will post the same review at Avernum 4, 5 and 6 pages).

After finishing the second Avernum trilogy (4, 5 and 6) I can honestly say, this was one of the most rewarding roleplaying experience I had in a long time. I played a lot of rpg titles, from classics like Eye of the Beholder, Ultima 7 and Infinity Engine games to newest games like Skyrim, Mass Effect and Dragon Age series, and although Avernum does not have fancy graphics, I still think this series is one of the best rpgs ever.

Avernum has great setting and story, great playability, decent length (about 100 hours) and many sidequests and secrets. Leveling up system is balanced and nowadays almost forgotten turn-based combat is a welcomed change from flashy action oriented battle systems. An old-school rpg which proves, that doesn't need "ultra high detailed" graphics to create an immersive atmosphere. Highly recommended.. The Avernum series is a great lineage of games by a little company. They're quite lengthy and tell a great tale of the course of several games. I started with the second one and went from there. There's a whole world to explore and the difficulty is pretty high, one wrong step into a tunnel and you'll become food for some unkown horror. There's magic, priesty heals, ranged stuff and of course good old melee combat. All the characters are very well defined and the lore is solid. Be warned though, if you don't like reading, this probably isn't for you. There's a lot of text. So that's just a matter of taste. If you don't want to play the super old ones but still want something like this without feeling left out of the story; go play Geneforge. Same company, same engine, different story. It's definatly a solid buy.. Maybe the best all around Avernum on steam (or at least until Avernum 2 and 3 show up in some form). If you've never played an Avernum it might be best to start with "Escape From the Pit," but Avernum 6 is probably a stronger game overall. Like EFTP it's very open world (although a few areas are closed off at the start), but it's biggest advantage is in its stat system, which uses the older skill based system that EFTP abandons in favor of a more simplistic skill tree model. Plus, unlike Avernums 4 and 5 (which had trouble justifying their existences plot wise), the writing is great, setting the game in a sprawling kingdom in decline and exploring some darker themes like drug addiction, famine, and terrorism.

A great end to the series.

. game is glitched dont buy everythings lags to an unbearable pace. The good : in some way interesting quests and fight management.

The bad : good old time graphics.

The good : it take only 99 Mo disk space so you can forget it when you're bored by the graphics.

I removed it anyway.

Pros: decent writing.
Cons: ABSOLUTELY EVERYTHING ELSE.

Features:
- fugly graphics, to the point of obscuring what we're seeing on screen
- horrible, at times almost unreadable interface
- unhelpful maps
- sudden death + no autosave
- no animation, not even simple sprite transitions
- obfuscated quests
- loads and loads of unsellable junk

This game would have been an accepable demo in 1995. Right now it's just an abomination. Not even indie games are this unpolished these days.. Avernum 6 is by far the best of the Avernum titles. And is a fun throwback to when games worried more about a good storyline and content over flashy graphics.

Dont expect much to look at... but if you can look beyond graphics you will find gripping gameplay and an excellent storyline that really immerses you into the game.

The battles are tactical and deadly, and strategy will win over simple brute force.

I find the game worth the small price of admission and would recommend it to any serious RPG gamer.

(RPG). The end of the series and probably the best one of the 6 games, with a very strong story that will make you work to try to save the remains of what was the Avernum civilization, seeing everything crumble the more you try to fix it.

A great ending to one of the best RPG series, with a fantastic story writing and world.
If there is a remake, but even then, I recommend playing it, because it is just fantastic.. Very fun games, lots to explore, have played and loved it for ages.. You gots to be a pretty big isometric fantasy nerd to enjoy this.

I am enjoying this.

I am a pretty big isometric fantasy nerd.

Modus pwnens.. Solid Single player experience. Each game can take up to 50 hours to play thru if you do everything.. I remember playing Avernum as a kid and have fond memories of it, now it appears that very little has changed.

If you want a nostaligia trip this is definately a game for you, however it's grindy as hell and hasn't aged all that well compared to other games of the genre.
The fact that not much has changed isn't exactly a bad thing, if it ain't broke don't fix it.

The only problem I have is how clunky the UI is, in the fact that you could carve it onto a stone and it would still be intuative. It works, it's just not very nice to look at for longer than half an hour at a time. Still enjoy it though.

6\/10. Summary: This is pretty fun BUT it's basically a beta for the Avernum 1-2-3 remakes, and kinda falls apart in the last third.

I know its somewhat unfair to judge a game due to lacking the features and balance changes that were introduced in later sequels, but having played Escape from the Pit \/ Crystal Souls first, I wound up missing a lot of basic quality of life features. For instance, if you want to make an attack with a ranged weapon and you're too far away to do so, the game won't just run your character forward, but will instead tell you that you can't attack. A lot of annoying little things that alternate between that and outright balance changes:

*You basically get into combat the second you see an enemy, so you never have time to buff before a fight - you either run through the overworld with buffs constantly on, or give up on them entirely.

* Clerics get their first area of effect spell very late, and it's a fire spell that rolls around just when you're fighting mostly fire-resistant enemies.
* Fire-resistant enemies that love to block melee attacks. I never really felt my party was in danger past the early game unless I stumbled into a sidequest combat without being prepared for it, but a lot of the unavoidable maingame combat was horribly sloggy, with the enemies being way more tanky than necessary.
* The game is kinda balanced so that you get a lot of challenge out of optional sidequests on normal difficulty while unavoidable maingame content is quite a bit easier (if sloggy). Not sure if I approve of that, and the very notion of going through the sidequest combat on a higher difficulty is frightening.
* Game kinda falls apart in the end. You kill the ostensible main bad guys, and are then left retreading the same ground for a few hours, cleaning up loose ends and doing fairly unimpressive quests until you're allowed to access the endgame battle. An endgame which doesn't even have named enemies.

With all that in mind, I had a great deal of fun fighting and exploring for about two-thirds of the game, and was invested enough to slog through the remaining third, poor balance and annoying interface issues and all. Not quite the epic sendoff the series deserved, but probably worth your time nonetheless.. The Avernum (Exile) setting is one of my favorite. Dank caves littered with angry lizard people, cat people, and the occasional demon. A proud but broken kingdom teeters on the edge of the Abyss while rebels and malcontents sense the weakness and instigate rebellion.

The graphics are garbage. They wont compete with AAA titles from 2003. But honestly, that doesn't matter. The writing is superb, the setting is epic, the open world goodness mixed with challenging tactical battles more then makes up for the 2d sprites.

If you are looking for a game to play for hours on end, look no further.. While it may not look amazing, this game turned out to be extremely fun and addicting. While it's decently complex with skills and all that, it doesn't take too long to catch on how to play. Plus, you don't need to have played any of the other Avernum games to play this one. It's extremely fun and I definitely recommend it to those who enjoy RPGs, and it's a big plus that you can make your character a lizard. ;D Plus there are other playable races as well!