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About This Game

In London, 1729, before they had police, they had you: thief-takers, hunting criminals for cash! Fire a flintlock and sip gin in the age of powdered wigs. Will you grow rich catching smugglers and highwaymen, show mercy, or become a crime boss yourself?

Trials of the Thief-Taker is a 140,000-word interactive historical adventure novel by Joey Jones, where your choices control the story. It's entirely text-based, without graphics or sound effects, and fueled by the vast, unstoppable power of your imagination.

As a thief-taker, paid by the court or hired by the victims of crime to recover property and, for an extra price, bring the culprit to justice, you'll stalk your prey across the misty commons and narrow rookeries of 18th-century London. Lead a gang of unwashed ruffians (or stalk the streets alone) as you apprehend highwaymen on lonely roads, and root out crooks and counterfeiters in inns and coffeehouses. Through cunning, force, or suspicious connections, you will find your mark.

You may strike a blow for justice, making a name for yourself and bringing good people to your cause. Or you can create the crimes you intend to solve, stealing the goods you'll be paid to recover, bribing prison guards to let your associates go, building your criminal empire while everyone lauds you as a hero.

Be quick or cautious, proper or disreputable, generous or mercenary...it's all in a day's work for a thief-taker.

Load your flintlock! There are thieves to take.

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- Play as male, female, or as a woman disguised as a man; gay or straight.
 - Make your way through a world ruled by manners, harsh laws, and lurking treachery.
 - Run an empire of crime or establish the first police force...or both at the same time!
 - Capture, befriend, or romance corrupt officials, escape artists, courtiers, highwaymen, smugglers and grave-robbers.
 - Immerse yourself in Georgian lingo: learn the difference between a cove and a swell, a blue pigeon and an ark ruffian.
 - Play the high-stakes dice game Hazard in the gaming houses of Covent Garden.
 - Make your way with your silver tongue, a good horse, your street smarts or with two fists flying.

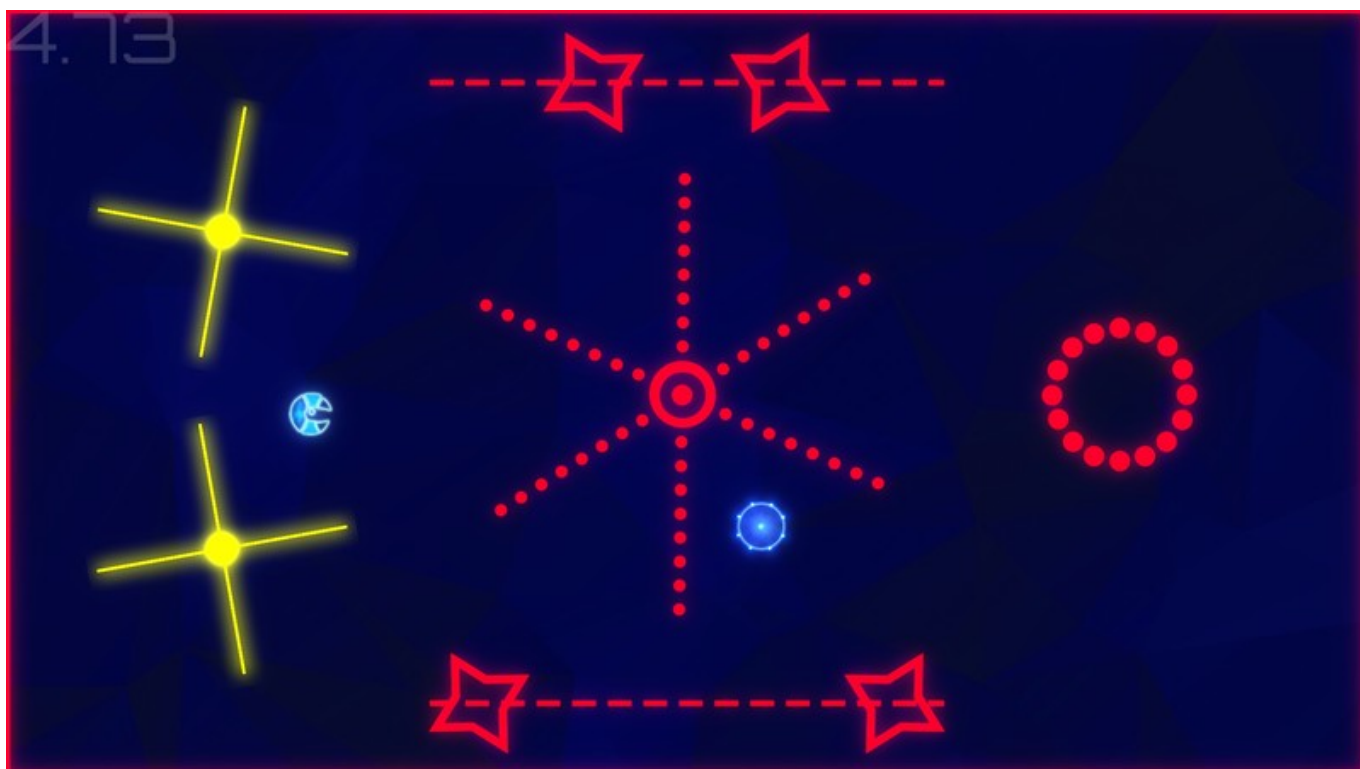
Title: Trials of the Thief-Taker
Genre: Adventure, Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 10 Aug, 2017

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English







trials of the thief taker apk unlocked. trials of the thief-taker. trials of the thief taker sbenny. trials of the thief taker romance. trials of the thief taker prunella. trials of the thief taker unlocked apk. trials of the thief taker apk. trials of the thief taker guide. trials of the thief taker mod apk. trials of the thief taker walkthrough. trials of the thief taker achievements

Even after turning off most of the camera flair, playing the game for more than 5 minutes gave me a headache.. i bought this because the disc version in my ps2 somehow was lost (we'll call indy to find it for me)

this + lego star wars + swbf1 & 2 is my childhood

its late why am i reviewing this game and not sleeping

ps

it belongs in a museum. good story line. Indie Breakdown with horror flair, not a roguelite but death is punishing and evokes a similar feeling of tension. Story is non-existent and leveling is confusing, otherwise very enjoyable.. It's unfinished, but there is a lot of potential here. This VR game is like the job simulator of room escapes, at least it tries to mimic job simulator in terms of the style of art and it's lightheartedness. However, there is no story (which isn't the end of the world considering it's a room escape), and there are currently only 2 very short escape rooms (hopefully more are coming). My personal opinion is that people should take a wait and see approach. It's kind of an interesting demo at the moment, but If the developers add more content then I think it is a definite buy.. +Good soundtrack.

+Auto fight or manual.

+Equip gear automatically or manual.

+Graphics is nice.

+You can unlock all things without paying a cent.. FREEDOM FARTS. "I am many things. I have been many things".

Thank you AMP for this masterful collection. The keyhole of vision we are given through such artwork is compelling and thought provoking. I'd hope one day we may get to visit these environments and peoples first-person, the universe you've created is crying out for an adventure!

For now, we just wait anxiously for the art of Endless Space 2. I haven't found too many helpful reviews for the game, and while I haven't played much of it at all I'd like to cover some aspects I haven't seen others talking about.

The Controls

The controls are a little bit different than you may expect. You have a gun, a dash / stomp, and a jump. The dashing is toggle based - press the button once and you'll continue to dash until you jump or hit something. Don't hold any direction and press the dash button to shoot. Your jump is a lot like the jump in Mario Bros. Yes, the arcade game. As in you control how fast you go on the ground then jump locked at that speed. It's really not a downside though - when you need to move as fast as you do in this game, midair control becomes irrelevant when mixed with the stomp.

The Presentation

This game's visuals are fantastic. The menus, the backgrounds, everything has a minimalistic, colorful cyberpunk aesthetic. The music perfectly matches the visuals too - being made by the same dev as BARRIER X, I was expecting the presentation to be top notch, and it was absolutely that.

Verdict

I can't say much on the game's length or overall difficulty as I haven't played it through all the way quite yet, but I definitely won't be refunding this game. It's fun, it looks and sounds gorgeous, and it has a lot of replay value. I say give it a shot - it's only \$8.. It's kind of relaxing for exploring and jumping in what seems low gravity.

The simplistic tone works really well. It reminds me of a 3rd person "Another World"

It's a simple vertical scrolling runner game with a nice soundtrack. It's not too hard and I have yet to find the microtransactions the negative reviewers are talking about. It's good enough to pass some time like during lunch breaks or if you have to wait for something else. The soundtrack is nice but I wished that there were more than 4 songs. I also wish there were more ships and crew to choose from to keep it more interesting.

I have enjoyed myself and that's what matters to me. Recommended for passing time, but hey you can also read a book or play one of the gazillion other games in the world.. Never have I ever given a review on steam and I have 130 games and tons of hours, but this game got me, utter♥♥♥♥♥♥♥ don't accept it even if it comes for free. Play some other Eidos game, everything from Eidos is better than this.. This DLC is better than the game itself :D. There is no legit reason this shouldn't be in your library.. Near perfect, and free! Blessings and fortune upon you. Roomscale games like this are the reason why I bought the Vive (apparently) and I could play a thousand more titles like this. You didn't make the puzzle(s) hard at all, which is good for a moron like myself. It's not very long, so make sure to savour the first playthrough, but even at its current length, I could see myself paying up to \$2.99 for this. If you take 7000mg of LSD-25, you will murder your father.

<https://www.youtube.com/watch?v=mYOO-VrhJ2w>. The book was better. Build up a dungeon, fill it with monsters, raid the world above ye, complete missions. Simple enough. While the campaign does get a little repetitive with its levels, it's still funny and enjoyable enough, and the humor-filled story does take ye with it. Small puzzles and side quests bring some variety to the otherwise straightforward game play. While not the greatest masterpiece of all time, I don't regret a single second I spend in this.

[Trying to be evil is harder than it seems, even when yer a creature from Hell.. Jaques Roque just doesn't stand out in the end. The puzzles aren't hard enough or clever enough to really stand out on their own, and the games lacking aesthetic doesn't help the fact that you think you're playing a game that was really designed for the IOS. Several of the puzzles lack real good design which is critical for a puzzle game, and I was bored to sleep by the time I made it to the second set of levels. I'd pass on it.](#)

±:
[-Multiple levels of success is available so those who are OCD about collecting everything will have to think a bit more.](#)
[-Won't frustrate to the point of keyboard smashing, controller throwing.](#)
[-Every now and again, a puzzle does something interesting and unique with the elements it has.](#)

≡:
[-Doesn't introduce new mechanics in a timely manner: gets boring rather quickly.](#)
[-Some puzzle elements serve no purpose, as in, there's only one thing you can do with them and that's it, you can't use them to fail, and the only move is to succeed. Gives a false feeling of doing something important, when in fact, you made no real choice.](#)
[-Lack of useful controls such as a button to restart are present.](#)
[-Visuals don't help the experience, stand out like a sore thumb and certain points. Controls and options make the game seem like it was a mobile game \(really only relies on the mouse\). But no mobile game to be found from what I can see.](#)
[-Not unique in any way, and given the tons of puzzle games out there that are, it's hard to justify getting this game over a series of cheap ones on sale.](#)
[-Obvious misspellings that stand out. Seems like it might have been translated.](#)
[-Generic Music](#)

For more first Impressions and Gameplay Footage: http://youtu.be/1K_N_samACs

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