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## Adventurer Manager Download For Pc



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### About This Game

The evil Illusionist Miraj has murdered your parents, the King and Queen, and has taken control of the Kingdom of Adventuria. Playing as the King's sole heir, you must recruit local Adventurers to complete Adventures to regain the loyalty of the various races in the realm. Only through reuniting your kingdom will you have the power to defeat the evil Illusionist Miraj!

#### Features

- **Create Your Ruler** to begin your story!
- **Recruit Randomized Adventurers** from 7 races and 13 classes each with their own bios, benefits, and drawbacks!
- **Unlock Secret Party Bonuses** by organizing your Adventurers into 4 separate parties and arranging their formation front to back!
- **Send Your Adventurers on Adventures** to over a dozen different locations on a large world map!
- **Automatically Complete Adventures** and...
- **Manually Complete Adventures** for bonus rewards!
- **Turn-based Combat** with dozens of skills and spells!

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- **Level Up** your Adventurers with attribute points!
  - **Tons of Skills** from unique skill trees!
  - **Endlessly Generated Loot** to equip your Adventurers ranging from common, uncommon, rare, legendary, unique, and mythical items!
  - **Dozens of Monsters** each with...
  - **Resistances and Weaknesses** to exploit!
  - **Rare Monsters and Monster Packs** each with randomized mutators!
  - **Unique Boss and Miniboss** monsters to challenge your toughest Adventurers!
  - **Craft and Salvage Equipment** to create the perfect equipment!
  - **Upgrade Your Castle** to impart benefits to all of your Adventurers!
  - **Monster Invasions** where you must defend your subjects!
  - **Gain Your Subjects' Allegiance** to receive upgraded Adventurers and more!
  - **Adventurer Endurance** that needs time to recover!
  - **Adventurer University** where you can educate and train your Adventurers!
  - **Bestiary** that tracks your Monster kills to unlock information and gain bonuses against them!
  - **Harsh Death Penalty** where resurrecting your Adventurers isn't cheap!
  - **Retire your Aging Adventurers** to impart fantastic benefits to younger Adventurers!
  - **Ironman Mode** where when your Adventurers die, they stay dead!
  - **Achievements** to track all the things!
  - **Original Retro-inspired Soundtrack** to groove to!
  - **Steam Trading Cards** to collect!

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Title: Adventurer Manager  
Genre: Casual, Indie, RPG  
Developer:  
Vigilant Addiction Studios  
Publisher:  
BBEW BBEW, LLC  
Release Date: 4 Dec, 2014

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English

36854 04:00 Winter 14, 861 [34] DarkSol FF Invasion Threat: None Inventory: 65/150

### Notifications

✕ Clear All

- ✓ Castle was successfully defended from an invasion!
- + Cody has finished resting!
- + Beth has finished resting!
- + Brad has finished resting!
- + Kipp has finished resting!
- 📖 Ford has finished training 2H Swords I in the University!
- ✕ Castle is the target of an invasion!
- + Myra has finished resting!
- + Cody has finished resting!

Adventures Notifications  
Adventurers Kingdom

Zoom



34502 07:00 Winter 12, 861 [34] DarkSol FF Invasion Threat: None Inventory: 24/150

Primary Objective  
Kill Zombie Lord

Secondary Objectives  
Kill Will O' Wisp  
Kill Pantsless the Mighty

Monsters appear!

Slam!

Cody Brad Beth Kipp

Cave Sp 5  
Cave Spider 6  
Pantsless the Mighty 6

Kipp	5076 100	348
Brad	3730 102	348
Beth	4327 104	348
Cody	3532 102	348

Crypt

X	Cave Spider
X	Cave Spider
✓	Pantsless the Mighty
	Empty

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I'm going to thumb this up, not so much for the game itself (6.67/10), but for the fact it actually made me want to play HOMM3 & HOMM5 again. It's not so much that this game tries to clone HOMM series - it doesn't - but it has one element of said game(s), loot management. Trying to outfit your adventurers with the best gear possible, in and of itself, can actually be entertaining. Beyond that and specifically, the game should be called Loot Manager rather than Adventurer Manager: comparing items is how you will spend 80% of your time as there's an overabundance of loot and poor automatic filters.

As to why I rate this so poorly despite thumbing it up:

- Skill tree is bare and uninteresting;
- UI is oversized, unrefined, and generally not very helpful;
- The game is grindy. I managed to finish it w/ a level 40 party of 4, but there's something like 13 classes and you have to level them all to 50 for achievements;
- The game is grindy (bis). When I finished the game my oldest adventurer was, maybe, 30 years old (started as 18 years old), but one achievement requires you to play to 90 years old;
- It's a MIN/MAX'er nightmare because the equipment filters are inadequate, meaning you will have to do a lot of manual comparisons. Specifically:
  - The attribute filter is using the AND operator (too restrictive) whereas it should use the OR operator;
  - There should be an attribute sum filter which would allow you to select multiple attributes and do a summation;
  - The equipment filter tends to filter armor based on what you have equipped, discarding other armor types, but sometimes leather can be better than plate, depending on attributes;
  - Gear Score is a one size fits all element, which unfortunately isn't helpful for manual adventurers. The ability to add values to attributes (e.g. Maybe you value intelligence at 1.5 per 1 for a wizard) on a per class basis should have been given to players to help w/ gear selection;
- The game forces you to manually adventure as it punishes automatic adventuring, which goes against the idea of an Adventurer Manager game;
- A little more than half the classes are not unlocked at the beginning. By the time I unlocked these classes, I had more than enough manual adventuring parties, so I basically didn't care much for these "new" classes, other than for achievements;
- The game scales very poorly.

About that last point: do not create more than 3 parties of manual adventurers (So maximum 12 manual adventurers). In fact 2 parties of manual adventurers is probably enough (8 adventurers) if you manage your manual/auto adventuring parties tightly. All other additional adventurers/parties you create should be doing automatic adventuring. Meaning you can use pure Gear Score to outfit them, without bothering to evaluate if an item is actually good or not for the adventurer (Automatic adventuring only uses Gear Score to decide on outcome). Even then, you will still spend an awful amount of time comparing items for your 8 to 12 manual adventurers.

Tips:

- My best manual adventuring parties ended up being 2 Barbarians + 2 Clerics and 2 Paladins + 2 Wizards.
- Read or at least take a brief look at these two guides: "Party Combination Guide (Bonuses)" and "Lessons Learned on the way to Miraj Castle"



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