
Moonstone Tavern - A Fantasy Tavern Sim! Activation Code And Serial Key



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About This Game

With the death of your eccentric aunt, you have been left the once famous Moonstone Tavern. Unfortunately the tavern has seen better days. With only two functioning rooms, crumbling architecture, and an ever-diminishing reputation there is plenty of room for improvement.

Can you turn this dilapidated ruin into a thriving business? In a fantasy world filled with cunning wizards, tricky elves, cat obsessed gnomes, grumpy dwarves, and sad fairies it certainly isn't going to be easy, especially if you want them all to stay happy under one roof. If you are going to make a go of it there is a lot to do: staff to hire, meals to cook, ingredients to forage, quests to undertake, and gods to appease. Yet if you can survive the brutal world that surrounds you there is definitely a profit to be made!

FEATURES:

- Repair, renovate, and decorate the dilapidated tavern.

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- Build specialist rooms for humans, elves, fairies, gnomes, orcs, and dwarves.
 - Build undersea 'beds' for the Merfolk!
 - Hire cooks, priests, foragers, and heroes to help improve your tavern.
 - Forage hundreds of real world items.
 - Craft hundreds of items including weapons, armours, potions, scrolls, and genetimage equipment.
 - Collect and breed over 50 collectable creatures to keep as pets.
 - Find and ride the mystical, pink unipony!
 - Interact with hundreds of unique guests with stories, rumours, and suggestions for your tavern!
 - Assemble a team of heroes and mages to help you on adventures.
 - Choose from 10 starting characters and from six different fantasy class types including druid, witch hunter, and gunlord.
 - An involved weapon and magic system with wands, swords, guns, and spells!
 - Settle into your new life by getting married and having a child.
 - Invest in the local Arena - watch battles and bet on fights.
 - Dynamic seasons with day and night system.
 - Undertake quests to improve your tavern's renown, find paintings to hang and specialist food to serve. Raid the castles of dark mages for supplies, loot dragon hordes for gold, and seek out lost shrines to please the gods.
 - Explore a handcrafted world and visit the undercity of the gnomes, a bustling human port, and the dark village of the elves.
 - Choose a god to worship and gain special powers and bonuses for your tavern.
 - Take part in a non-compulsory, rpg storyline that will place you and your tavern at the centre of a plague, and amidst a magical war that threatens to overcome the three kingdoms!

Title: Moonstone Tavern - A Fantasy Tavern Sim!

Genre: Indie, RPG, Simulation

Developer:

Trevor Jones, Trevor Jones

Publisher:

Trevor Jones

Release Date: 13 May, 2016

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Minimum:

OS: Windows 7/8/8.1/10 (32bit/64bit)

Processor: Intel Core2 Duo or better

Memory: 1 GB RAM

Graphics: Intel HD Graphics 4000, Nvidia GeForce 8000, ATI Radeon HD 4800 Series

Storage: 500 MB available space

English



I've been given the location of a familiar egg.
Perhaps I will finally collect the legendary unicorn?

Bandit Camp! (easy)

Seek out the egg! (easy)

Dedicate a shrine! (easy)

Seek out the egg! (medium)

Harvest Cave Resources! (impossible)

Kill the beast! (easy)

Harvest Field Resources! (easy)

Spring of Majink! (easy)

Nothing Available!

Nothing Available!

Nothing Available!

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Focus on Quest

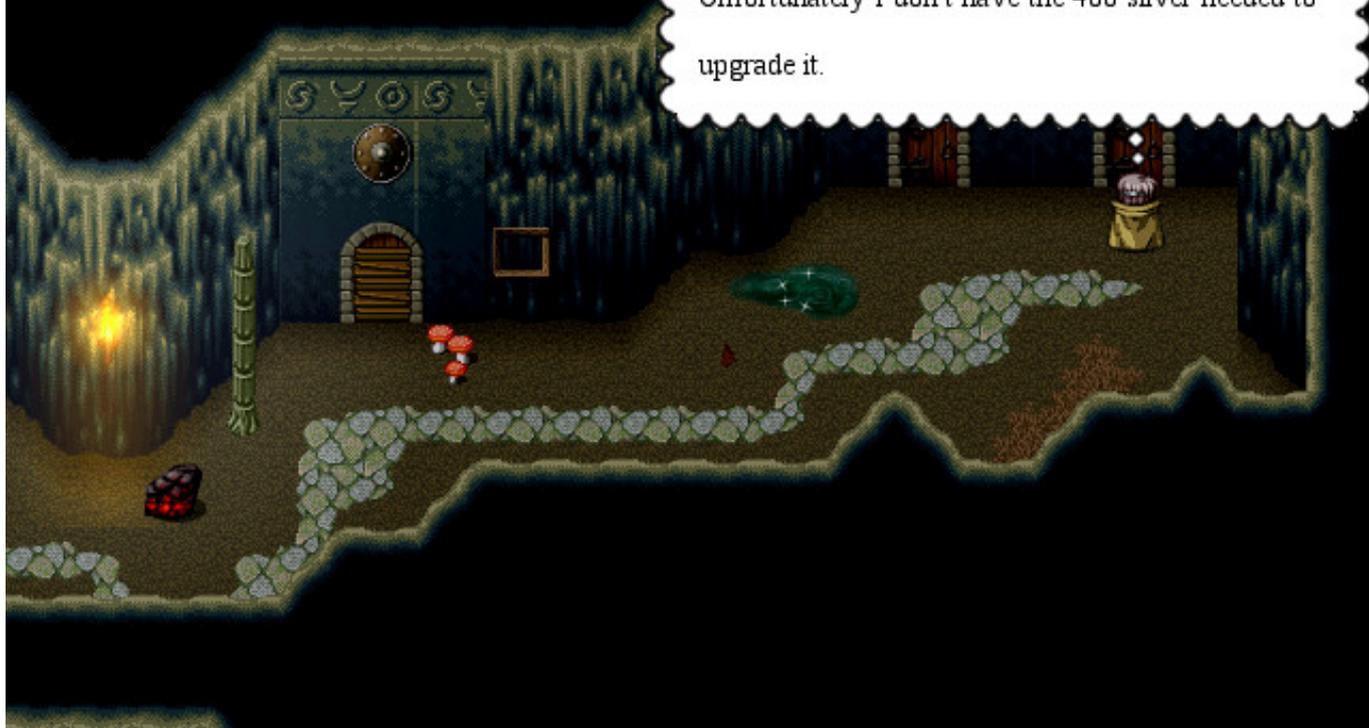
Erase Quest

Exit

Health 1500
Magic 0

Hydref 16, 347 1:21
Silver: 300

This room is serviceable but nothing special.
Unfortunately I don't have the 400 silver needed to
upgrade it.



It's an unpolished game, and actually unfinished game. You can be the game fairly quickly and then there's nothing else. There's really like an hour or two worth of game play.

In the forums the dev says that it's not even done. Should have been released as early access.

Buyer beware kind of deal here.. This isn't a bad game per say. In fact I found it quite entertaining, if a little rough around the edges. The problem isn't that the game is bad, but the developers. Had they continued to push out content and updates, this game could have been great. I could have dumped hours and hours into it. However, less than a week from the official release, the developers went radio silent. They even promised a new update way back on May 18th, slated for May 25th. It is now August 23rd at the time I write this review, and there has not been a word, or an update since that post.

Now, I normally don't write reviews about this kind of thing. \u2665\u2665\u2665\u2665\u2665 happens, people have lives. A small group of indie devs can have things come up. But it's been three full months. The dev's haven't posted or replied to anything on the forums in that time. They also gave absolutely no indication they were going on hiatus. They just took the money and ran.

Apparently this developer group has a history of abandoning games. Their last couple hotel simulator games were abandoned and left incomplete. This is just one more on the list.

Is it a bad game? No. Is it worth the money? Honestly, the \$8.00 asking price is quite reasonable for what you get.

Should you buy it?

I wouldn't, the game needs work, and it doesn't look like its ever going to get it. If the game had any future prospect I would probably recommend it, but right now, while it isn't a bad game, you can do better with your \$8.00.

Developers shouldn't be encouraged to do this \u2665\u2665\u2665\u2665\u2665 I will say that at least this group moved out of early access before abandoning the project. But they still abandoned it within a week of its release, so that isn't much better.. This is one of the reasons why Greenlight is getting replaced.

Overall the Idea was good but it was horribly executed and instead of making the game better the developers basically abandoned it. I would not recommend buying this game nor other games from the same developers.. I really wanted to like this game. The premise is great and the foundation is great. But it is just dreadful to play. It seems like it is unfinished and it is very hard to use. Maybe after its been out for a while it will improve.. Rough. Very Rough. The tavern runs itself once you get a starting cook. No one needs you. It's incredibly disconnected. Your guests are your quest givers who occasionally vomit on floors. That's it. Adventuring costs you money in health potions. The difficulty grade of quests only changes the amount of maps you have to run through till you reach your goal. Notice "run through" as you cannot realistically fight and expect to survive. Each time you die it takes 10 points from your max health, ensuring your next death comes that much quicker. You can forage for ingredients sure. But the items you pick up are worthless for vendors, eliminating that route for early game cash. Leveling only allows you to use the next tier gear and is pretty much a joke. The most cost effective way to earn money is to sit on your hands and do nothing while the clock ticks over into another day. I wanted to like this game. I like simulation games. This feels like a rushed, unbalanced, grab at fans of Stardew Valley. Save your money and wait. Hopefully, with some work, this will be a good game. But right now it's not worth it. It's a pretty cool game. It's indie, and there's a little jankyness, but no game breaking bugs. Kinda difficult at first, there isn't much hand holding here. After a few hours of play and reading a couple little guides on steam, I'm doing well. Thumbs up.

The concept for this game is incredible....and that's what makes me so sad. I feel like there would be many, many hours of gameplay here. Unfortunately, the entire game just feels clunky. the frame rate is terrible, the mechanics are a bit wonky, time FLIES by and doesn't pause during open dialogue with other npcs. In time and with some work, this could be incredible. But as it is now....not so much. I will remain hopeful, though. So for now, I would not recommend this...let's hope that changes!. Not in it's current state.

This game wants to be so much more than it is.

The Good:

Honestly nothing yet.

The Mediocre:

Most of this game so far...

Balancing,

Dialogues,

Events,

Crafting,

Tavern Management,

World Depth and Inspiration,

Creativity.

The Bad:

The combat,

the combat,

the combat. (this is 99% of the game)

This makes some bad third party NES titles look like they have good combat programming. This is like Cheetahmen bad. If you do play, do not pick the fighter class, you will just die. Do not pick the guns, you will run out of ammo and will not have enough ore to make more, then die. See latter but with mage. Pick the Ranger class with both guns and wands and you may have a chance to not die, but no gaurentees.

The platform\programming.

This is a rush title with an amazing premise. It is sad that the developers chose to rush out the product instead of taking the time to produce a quality piece of software that would be solidly enjoyable. I played for a little under an hour and was completely underwhelmed. I wanted the negetive reviews to be trolls, but they aren't. This game is plagued with legitimate problems and should be labeled an early access title in its current state of completion. It is in a very rough beta at best.

All the love to the developers, as I hope they can polish a diamond out of what is a particularly soft piece of coal at the moment. I am going to get a refund for now though.. This isn't a bad game per say. In fact I found it quite entertaining, if a little rough around the edges. The problem isn't that the game is bad, but the developers. Had they continued to push out content and updates, this game could have been great. I could have dumped hours and hours into it. However, less than a week from the official release, the developers went radio silent. They even promised a new update way back on May 18th, slated for May 25th. It is now August 23rd at the time I write this review, and there has not been a word, or an update since that post.

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---OUTDATED---

The problem is that the game is rather unoptimized and the low framerate has prevented me from doing much of that exploring. I'm giving this a thumbs down for now, but if the framerate issue gets fixed I'll edit this review as necessary.

Note: While I consider this to be unlikely, I won't ignore the possibility that it is my computer causing the issue, rather than the game. If you are reading this and are experiencing similar issues, let me know in the comments.

---OUTDATED---

NEW VERDICT: A fix has been added to the game. Pressing the 9 key will disable lighting effects, which (for me at least) has solved the framerate issue. With that issue out of the way, the game can be played smoothly. The game itself is essentially a revamped and improved version of Apocalypse Hotel in a fantasy setting, so if you were a fan of that, you will enjoy this.. I like the overall concept of the game but the execution here is terrible. The controls are... nonsensical is probably the best word to use. For instance, the escape button works to exit some menus but not others, and their claims of "mouse 1 to attack" seem to be incorrect. And also weird, because you wouldn't otherwise have your hand on the mouse at all. Further, gamepad support would be very helpful here, but of course it isn't present.

And of course, no way to remap keys. Or at least not that I can find: the menus are another example of execution issues here. You can hit a button to bring up audio and graphics options, which launches a Windows options box with check marks and all, but doing so doesn't release the mouse cursor to you to actually have an affect on it, and therefore I haven't been able to click through the menus.

I'd love to be able to say "but the story/art/music is so charming that once you get used to the controls it's great", but those aren't stellar either. The music is ok but not stellar, the art kind of irks me for reasons I can't quite put into words, and while the story (so far) is ok, the dialogue for it is weak. You don't feel transported to a magical land, you feel like you're still struggling to figure it all out.

If this was an early access game, or it had had a lengthier QA / testing cycle (as in, getting someone who was willing to provide direct and honest criticism to play it), then it might be in a better state and poised to sharpen itself up with some patching. It doesn't at all feel like that's the case here.

. I love the premise of running a tavern, questing to improve your town and attract more customers, as well as leveling up your characters and upgrading your equipment to take on tougher challenges.

Unfortunatly, this game lacks polish. The actual questing and gameplay are very repetitive. Pathfinding and hit boxes feel clunky.

It's been fun for a few hours but without a deeper story or stronger motivation, I'm not feeling a lot of incentive to keep grinding.

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