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## The Great Tournament Addons

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### About This Game

Play a young peasant boy who becomes squire to a legendary knight. Travel the realm competing in jousts, archery, and melee competitions. Train hard in order to become a po 5d3b920ae0

Title: The Great Tournament  
Genre: Adventure, Indie, RPG  
Developer:  
Hosted Games  
Publisher:  
Hosted Games  
Release Date: 3 Mar, 2017

English

Overall, great immersive game. However, it has some major flaws that can be avoided if you take my advice: Play this game on easy. This game doesn't have gameplay in the traditional sense, you can only make choices which influence the result. However, although there is some strategy involved (like performing the actions that synergize with your stats), it is hard to win the tournament without looking up how to do it, which reduces the immersion and overall makes the game less fun. Additionally, spending 5 hours on the game to have it finish on a game over feels pretty bad, especially since there are no saves or checkpoints. This is accentuated by the fact this game has very little replay value. In fact, after playing through the game the first time you'll probably think it was great, but after playing it the second time you'll think that it was actually a mediocre game. It's easier to simply set the game to Easy to maximize your chances of winning without cheating. Some smaller problems with the game are occasional typos and inconsistencies when it comes to depth. Some parts of the story are written in more detail and therefore are more immersive than others. Still, I definitely recommend this game considering its price.. Great little adventure, totally engrossing and well worth the \$5, easily need to play it twice to achieve everything in the game. This story starts out kinda slow, but quickly picks up. The further you get into the game, the more stuff you can do and find. There's just not many CYOA games like this. Pros: -Felt alot longer than 190,000 words. -Pick initial stats and increase your stats over time. -Court/Realm intrigue. -Immersive. -Gather and train an army. -Manage a settlement. -Large map of different places you can go

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to and explore. -Multiple romances. -Overall your goal is to win the last tournament. Author does a great job of making the stakes really high. -There is a lot of text between decisions, BUT I enjoyed the story so much it didn't matter. -This is a FULL story, but if you like the world you can continue your story in part 2. Cons: -Some things seem like a waste of time. -Some things aren't well explained, not sure what you're supposed to do. -Found the ending a bit too sudden, would have liked more buildup or closure. Overall: -I have never seen this much effort put into one of these CYOAs. On top of that, it's a good adventure/coming of age story. I highly recommend this, worth full price.. Really enjoyed this one. The relationships and friends you pick up along the way seem to matter a lot, and I found myself quite invested in all the side characters lives. Seems like there are many romanceable characters and all of them felt pretty interesting Your choices seem to matter a fair bit and can result in a variety of different paths and courses for you to take (these can be followed through to the next game, though see my review on it for some issues I felt) One thing I did quite enjoy was there's an aspect of old gamebooks in this one, with stat based fighting and a bit of random variance.. Very in-depth story with a lot of replay value.. This is an average story that gets much worse on replays. The combination of no checkpoints and no variation in the story mean that if you do want to play one particular part differently you have to replay the whole rest of the story first and see almost the exact same things every time. The heavy reliance on stats in combat means fights often come down to clicking next over and over and see how the story's decided you did. The preparation for the main tournament, as someone else mentioned, is a real pain, because having to manage travel and getting everywhere on the right schedule with only text to tell you what's near what just becomes a mess of frustration for very little reward. Do I want to replay the whole story just to get that one joust tournament or that one plot-important feast? If it means I'll have to play the whole thing one more time, I don't think I do. Don't get me wrong, the first playthrough was fun and even a little emotionally affecting, despite the sometimes clumsy writing. But the moment I had to replay the whole identical thing again to get back to the point where my first character died it started getting more frustrating than fun. If this game is on sale and you have some time to kill, and already like these kinds of stories, go ahead and get it. It's fun for a little while. It just doesn't have nearly as much replay value as 'choose your own adventure' stories are known for having.

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