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Eschalon: Book I FULL

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## About This Game

Eschalon: Book I is an old-school role-playing game that will take you across massive outdoor environments and deep into dozens of sprawling dungeons as you seek to uncover 5d3b920ae0

Title: Eschalon: Book I  
Genre: Indie, RPG  
Developer:  
Basilisk Games  
Publisher:  
Basilisk Games  
Release Date: 17 Nov, 2007

English

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Posted by TremorX on May 7, 2004 Hailbrak posted the now infamous "I will kick yourquot; auction on Ebay. It received nationwide (possibly international) attention, being mentioned on a number of comedy-news sources and radio stations. He was

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even unofficially portrayed on the Drew Carey show by none other than Henry Rollins - an episode in which Oswald hires someone from ebay to kick his Posted by Bonk on May 25, 2004 I also did a few radio interviews. They were because the smarmy morning show hosts and their sidekicks that laughed at everything they said were annoying and asked questions. And also because I had just woken up since they called me as early as they possibly could. If I remember right though, I got calls from New York, Los Angeles, Toronto, and Seattle. The LA guys were actually considering flying me out there to "kick someone's on the air", but I have no idea how that would've worked. I guess that's my 15 minutes of fame. Posted by Bonk on March 18, 2007 Updating for recent confirmation. Henry Rollins answers a good portion of fan mail through his website, so I recently sent him an e-mail to confirm this. He responded that his role of "Mr. Jericho" on the Drew Carey Show was in fact inspired by my auction, and that they showed it to him when he appeared on set. Posted by Bonk on June 5, 2012 This came full circle the other night, when I finally met Henry Rollins in person and got a picture of him kicking my He was a good sport about it.. Playing this trilogy for the second time through. While not graphically superior to any RPG of late, this game franchise has one of the most involved story lines you could ever ask for. Seriously deep character development are coupled with a world that you will completely get lost in. The story will take you through a lifetime of betrayal, friendships and evil that will leave you speechless. Any fan of RPG's will be right at home here with a D&D style interface, Ultima style spell books and some of the most memorable adventures I have personally ever been a part of.. I can only recommend this game to people who are extremely patient, forgiving of an uninteresting plot that has been done countless times, want to play either as a mage or fighter, and have absolutely nothing else to do with their time. The majority of the time I played this game, my character was walking. Endlessly walking and walking and walking. There are a few fast travel points in the game world, but only a few, and you will frequently find yourself fast traveling back to town to heal or sell items only to spend ten minutes walking back to where you were. Enemies and loot don't respawn, so the trek back is just boring. When night falls, everything is pitch black, and unless you have a light source, you end up blindly clicking around hoping that your character is moving somewhere. You can't just wait for night to end, because time only progresses when your character moves or performs an action. You could try resting to skip through the night, but if you're in a confined area when night falls, you might not have enough room to pitch your tent. There's also a chance that you'll get ambushed by bandits while you're resting, which is really a problem when you rest in order to replenish your health and mana. You can't use maps unless you put points into the Cartography skill. One point in Cartography lets you draw crude outlines of trees and buildings. Five points in and you can finally draw roads and water. Unfortunately, your maps don't retroactively update when you put more points in Cartography. You have to walk over the same area again to redraw the map. If you use a potion or spell to temporarily boost your Cartography skill, once the effect wears off, the fine quality map you had becomes overwritten by the crude map representing your actual skill. In other words, in this game, Cartography isn't the skill of drawing maps on paper. It's the skill of memorizing maps in your head. It's not viable to make a character who uses a bow and arrows as their primary weapon. Enemies take a large number of arrows to defeat, causing you to constantly go back to town to buy more arrows. This means that you're constantly broke, as well as annoyed that you keep having to fast travel to town and then walk back to where you were. I completed the game using a mage type character. In the beginning of the game, mana recharges very slowly, and fights with minor NPCs take at least ten minutes to finish. Fighting in this game involves kiting around an enemy waiting for your mana to recharge before you can cast another firebolt, hopefully killing the enemy so you can get on with your life. Kiting is necessary because you only get so many health potions in this game, resting might cause you to get ambushed, and fast traveling to town to rest is annoying on account of how long it takes you to get back. When your stats are high enough to support a reasonable mana recharge rate, combat is still boring. I ended up doing the same thing every time - apply buffs, close in on enemy, swing axe until it's dead, repeat. Cast a healing spell if I lose health. I'm only speculating that it's plausible to use a fighter type character to complete the game. When magic isn't involved, fights are basically statistical matches. If you have better stats and equipment than your opponent, you'll probably hit harder and more often than they will and win the fight. So a fighter is probably destined to either win or lose every time they enter combat. A fog of war covers each section of the world map, and you have to walk through every square inch of it to see what's hidden beneath. You never know where anything worth investigating is until you've wasted lots of time slogging through empty space. Locked chests and doors can be broken into with your weapons. I actually like this feature, but there are a couple of problems with it. The first problem is that in many situations, your weapon will only inflict 1% of damage to a locked chest or door per hit, and your weapon loses durability as you use it. In other words, you could spend two minutes trying to break through a chest and lose your weapon only to find an inferior item within. Magic can also be used to break through chests and doors, but since mana recharges over time, you're always guaranteed to be able to break through a locked chest or door if you spend enough time pacing back and forth waiting for your mana to recharge so you can keep casting destructive spells. There should really be an option to tell your character to keep doing that until they've broken through, and skip that amount of time. As it is, it's just an enormous waste of time. Another mechanic of the game I liked is how light affects hit chances. If you or an enemy is illuminated, they're easier to hit, and if you or an enemy is in darkness, they're harder to hit. It's possible to position yourself so that an enemy has to stand partially in light, while you're concealed in darkness, thus giving yourself an accuracy advantage. The time progression mechanic (time moves when you move) is also pretty cool, and lends itself to better strategic planning during fights (even if it's

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just figuring out the best way to kite around an enemy). It also lets you take more time to think about what your next move is, or even take a break. But these few positive notes aren't enough for me to consider recommending this to anyone. I personally wish I had those 49 hours of my life back. I could have been doing something better. Like reading. Or knitting. Or wrestling an alligator.. Rogue Like + RPG + Isometric + Loot = Eschalon. Slow as slow can be, However its a damn good title especially considering the price point.. The first game in years that's managed to recapture that 'something' I remember games having back in the days of the Spectrum and Atari ST. I've been finding it challenging not just to play, but to put down as well! Very, very enjoyable indeed and well worth seven quid of anyone's money :) If you found the lack of stats and crappy UI in Skyrim annoying and want something a bit more 'Authentic' for an RPG, then do give this a go. The demo's huge, btw, and will keep you busy for a good afternoon.

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