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## The Hero Of Kendrickstone Crack Game Download



### Core Attributes

Joan, a young woman of Kendrickstone,  
A Freelance Adventurer

Rumours and tales of your exploits are common topics in Kendrickstone's alehouses.

Prowess: 5 - Good  
Will: 2 - Lacklustre  
Subterfuge: 2 - Lacklustre  
Eloquence: 3 - Average

Compassion: 39%	Pragmatism: 61%
Order: 67%	Freedom: 33%

You carry with you an arming sword but have no ranged weapon.  
You wear a thick vest of quilted cotton and linen. You also wear a set of steel plate gauntlets.

Your current wealth is 0 silver pennies.

You're suffering from a minor wound or two.

You're in high spirits today, full of confidence.  
*Your relatively high morale confers a minor bonus to all attributes.*

Lore Skills  
 Reference

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## About This Game

Can a wanna-be hero like you rescue the city of Kendrickstone, held hostage by an evil wizard and his troop of black-clad soldiers? Face down fierce foes with spell, sword, or silver tongue. Outwit cunning rivals, cement your fledgling reputation, and maybe, just maybe, make enough money to pay your rent!

“The Hero of Kendrickstone” is an epic 240,000-word interactive fantasy novel by Paul Wang, 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.

Step into the shoes of a fledgling adventurer in a world full of magic and mystery! Master physical combat, magic, stealth, or diplomacy. Choose to befriend—or betray—sorcerers and knights, bandits and baronesses.

Will you spend the last of your silver on a bed for the night, or potions for your next adventure? Will you spend your evenings studying ancient secrets, or prize-fighting for extra coin? Will you seek a mentor to help hone your skills, or strike out on your own? Will you prove to be a paragon of compassion, or a callous mercenary? Will you die forgotten and un-mourned, or will you become the Hero of Kendrickstone?

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Title: The Hero of Kendrickstone

Genre: Indie, RPG

Developer:

Choice of Games

Publisher:

Choice of Games

Release Date: 13 Mar, 2015

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English

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## The Hero of Kendrickstone

by Paul Wang

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Books are expensive in Kendrickstone, and everywhere else in the world. However, the sheer number of scribes and booksellers in the city means you can at least get a few of the texts you're looking for without embarking on a seven-year quest and slaying a manticore for them.

After a few evenings of searching, you are able to find a few books that cover topics you might be interested in. In the end, you decide to purchase...

- Great Deeds of the Valiant and Virtuous*, a collection of heroic tales.
- On the Basics of Hunting*, a treatise on tracking wild animals.
- The Steel Array*, a treatise on types of armor.
- The Realms of the Southern Mansa*, a travelogue on the Empire of Korilandis to the south.

**Next**

Before you stands an iron door—the last door, the one leading to the room where *The Book of Mad Whispers* has been kept for the past century. It stands, tall and solid, with no features on its rust-free surface, save a hole just big enough for a key.

You insert the key the guards gave you into the hole and turn. It takes both hands for you to shift the heavy lock, but finally, the tumblers click and the door slides open with a loud, low creak.

The room beyond is barely as wide as the hallway before it. It only takes you two paces to reach the stone pedestal where the book itself rests.

You've heard enough stories to know what an ancient book of forbidden knowledge is supposed to look like: big and heavy with an ornate cover, maybe with jewels inlaid; creased leather in the image of a screaming face; or an actual screaming face, ripped from its unfortunate owner by dark magic.

*The Book of Mad Whispers* is none of those things. It is slim thing, barely two fingerwidths thick. Its dust-mantled cover is unadorned. It almost seems innocuous.

When you reach out to pick it up, the book quickly disabuses you of that notion. You feel pressure in your head, as if some outside force is trying to get in. The book! The book is trying to get into your mind!

- I bend the tome to my will.
- I let the book enter my mind.
- I let Master Isan help.
- I destroy the book before it controls me.

Next

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the only one to see the dark shapes moving about the houses, or the glow of campfires, and the stars reveal themselves in the night sky.

It is difficult to see anything. No torches give away your position, but the night's near-total darkness means it is almost impossible to see anything beyond arms' reach. The only evidence you have that your compatriots have not fled are the quiet, shallow sounds of their breathing, barely noticeable among the ambient sounds of the night.

Then, there is a sudden sound of rustling leaves from the forest. You grip your weapon tighter as you feel your heart begins to pound. Your quarry is close; you can feel it.

A new sound grows louder and louder, the rapid beating of heavy feet against the ground. Then, there is a low growl, and before you know it, you see the razorclaw, a beast the size of a warhorse, its spines glistening in the faint starlight as it leaps into the center of the settlement.

The sheep goes down with little more than a loud, strangled bleat as the powerfully muscled beast tears into it with its claws.

"Now!"

The farmers burst into action. An arrow buries itself deep into the beast's flank. From one side, Maud charges in, a cry of rage on her lips and her hatchets raised high above her head. From the other, Stephen rushes forward, spear held low and at the ready. More dark shapes join them, their makeshift weapons at hand.

Will you join them?

- |   |
|---|
| <input checked="" type="radio"/> Yes. I'll charge in with my weapon too!                        |
| <input type="radio"/> No. It's best if I attack from range.                                     |
| <input type="radio"/> No. I'll keep to the shadows and look for a way to strike a killing blow. |
| <input type="radio"/> No. I'll hang back and blast the beast with magic.                        |

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Overall, I really enjoyed this game, (book?). The story was fun and engaging, and it felt like there were plenty of choices to be made. If you are a fan of Fantasy/Adventure I highly recommend you give it a try.

There were a couple of complaints I had though. One is that there were a number of typos and errors. Not game breaking, but annoying none the less. Another is that the choices you were given did not always match up well with what was in the text. Again, not huge, but annoying.

My final complaint is not so much with this game in particular, but with Choice of games in general. There is no way to easily go back a page or remake a choice, You have to restart the entire story in order to reread anything or change any choice. It does not take too long to quickly remake your choices and catch up to where you left off, but doing so can be very tedious. A simple back button or save option would go a long way to making these games (Books?) more enjoyable for those of us who like to quickly explore different options and paths.. To put my experience of The Hero of Kendrickstone into a nutshell, (taking into account the price) it is a deceptively well-written, engaging, fantasy/rpg book with decent characters and branching story line, but to which can be harsh at times if you make 'wrong moves' ( I say wrong moves, as they may not be bad decisions- as fantasy/rpg book readers know all too well, haha).

Not having played The Hero of Kendrickstone for very long ( only having completed one and a half playthroughs) , I think its enough to say that this game.... no, book?.. is a great buy for anyone who enjoys/ would enjoy a fairly casual book where you can carve your own path/ create your own story( and with significant diversity), with each different decision you make in your playthroughs (and there are a pretty good amount of those to be made).

Though there are some minor things to mention such as;

- no way to re-read a page or change decisions made, save for restarting

-some spelling errors

-slightly short (though you can save your adventure at the end to maybe continue in the next possible book)

Taking all things into consideration, I would definately recommend it.

8.9/10 :D

. I'm a big fan of Choice of Games, and this might be my favorite game yet!

It's a bit more unforgiving than the others (in the tradition of Fighting Fantasy) & doesn't have the usual romance elements, but I much enjoyed the story and the writing is top-notch.

A word of advice: pick a strength & commit to it - it's not an adventure where you'll get far as a warrior with no weapons or a mage with no spells!. The first playthrough is amazing, it's just a straight up choose your own adventure book with added RPG elements to make it all the more enjoyable.

If you play through it more than once, however you'll see how little your decisions matter. Whether you're a powerful mage or just a simple tavern bard your experience will be exactly the same.

But who plays through games more than once, eh? Game is a little short though.

Get it while it's on sale.. I really enjoyed this, though it was a tad shorter than I would have liked. That being said, there is an option to save your progress at the end of this, so I'm guessing another chapter to this will be released eventually.. A well-written choose-your-own-adventure story set in a colorful high-fantasy medieval land. As a brand-new adventurer, you'll have many interesting choices to make towards your destiny and meet some great characters along the way.

The writing style is succinct yet descriptive - just enough of a basis for you to flesh out everyone (including yourself) with your own imagination.

A playthrough will probably last about an hour and half to two hours (depending on your reading and decision-making speed) and I suggest you take your time because your choices do seem meaningful. There is some room for a couple replays (choosing different paths or professions).

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I recommend the experience. It's a good, light read over a cup of coffee for winding down after a workday.. It's fun but a little short. If you're into this type of game, I recommend.. It's a great game... for a single play through. You get everything right and win the boss fight and boom! game over. You try and play again as someone new and guess what, 90% of the game is the exact same as before. The only difference is certain options which were greyed out the first time through are open now, and your initial back story is different.

I was excited for this story, thinking there were be branching story arcs and various routes to the various ends, but its basically a nice little rail that you cruise along till you beat the bag guy. You just alter the appearance of the cart your riding in.

A little more variety would have left me replaying this story many times and trying all the various heroes and back stories.. but as it is, \*yawn\* once was enough.

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It's simple, uninspired, and just plain short. Far below the high bar set by other Choice of Games.. Great concept, great story. That said, I felt a little let down when I was able to beat the game within 3 hours. I enjoyed my time, I just felt like I wanted more from it. I felt like I just got into defining and enjoying who my character was when I reached the last chapter.

Definitely worth \$3 on sale, but not sure I would pay full price for it. There is some replayability, but the general idea stays the same so the subsequent playthroughs are quicker since you don't have to read as much.

. I'm a huge fan of Choice of Games, but this story was a huge disappointment for me. I can somewhat forgive the generic medieval/fantasy setting, but I can't get over how brief the experience was. What I had figured was the end of the 1st act turned out to be the end of the game.

Hero of Kendrickstone isn't truly \*bad\* in and of itself, but it is priced way too high relative to the amount of content. For 5 dollars you can buy some incredible works of fiction that will keep you engrossed for tens of hours. This barely engaged me for three.. I've spent more on real books and I think I like this more. That said, it clocks in a much shorter than I had hoped and lacks any features that could have made it better. Over all I liked it okay, but I can't recommend The Hero of Kendrickstone.. So far an awesome read, better than I expected. I don't read a ton of books, but this seems like it was written by a really good author with lot of details and that it's not just some novice author trying to make a quick buck.

Listen as I read chapter one aloud and see some of the choices I make and how those affect the story, even early on in this video: (More chapters are found on my 'Zaxtor99' YouTube channel)

<https://www.youtube.com/watch?v=0I65p5V00F4>

[The game doesn't have a "save" option in the menu, but it does generally save your progress and the next time you open it, will be right where you left off. One time I opened it however, it was a chapter behind where I left off last, but it was easy enough to just click all the same choices as I had from the previous play to get back to where I was last.](#)

[Ignore my total hours played, I left the game minimized in my task bar for almost two days. heh.](#)

[- Zaxx](#)



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