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About This Game

Fantasy Tales Online is a retro MMORPG where you must form parties, collect gear, fight through dungeons and defeat bosses. Featuring puzzles, a rich item system and complex encounter this isn't your run-of-the-mill grindfest MMO title!

Build Your Character



Pick who you want to become. Choose between thousands of customization options for your character.

Raid Epic Dungeons



Randomly generated dungeons featuring puzzles, bosses, traps... the works!

Build Your Home



Join your local player town. Collect blocks and objects to place in your home. Band with friends and upgrade to a guild house as the base of your operations. Elect your town major and contribute to its success by defending it and going on the offensive.

Explore a Massive World



Enter a massive world filled with quests and secrets. Start in the town of Bluevale where you must prove yourself before working your way to the large dungeons. Find all the hidden treasures, fight through the Cauldron sewers and explore the southern desert.

Unleash Your Powers



Stun, obliterate, vanish with your characters' unique abilities. Use them strategically to turn the battle in your favor.

Unique Monsters



Fight unique creatures and take down epic bosses. Employ strategy and party up with your friends. You will be rewarded for your efforts.

Free to play



Enjoy the game without paying, and if you want to support the development team purchase something from our Cash Shop that does not supply any competitive advantage.

Title: Fantasy Tales Online
Genre: Free to Play, Indie, Massively Multiplayer, RPG, Early Access
Developer:
Cold Tea Studio
Publisher:
NA
Release Date: 5 May, 2016

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English







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Alrighty, I have seen too many people bash this game and I have decided to let everyone know the truth... There are many pros and cons to this game and hopefully if you are looking to try this game, you might find answers to any questions you might have.

Pros:

Great gameplay
Awesome game to play with friends
Incredible amount of depth
Many different variables of weapons and armor
Old rustic feel
Relaxing music

Cons:

Unresponsive/ Uninterested Developers
Minor glitches
A few problems with quests like houses not being available (devs have to do this manually)
VERY Small Community

Now that I've told you about the pros and cons I want to dive into the cons to let you understand how many of these can be temporary and will most likely be fixed, or can be ignored. First of all, the developers took a big hit when an event that I call The Blackout occurred. This is the weekend in June of 2016 that the servers just told everyone to screw off and lagged a bunch. (Of course this is figuratively, there was just a whole lot of lag) After that weekend the plentiful community that would have a constant amount of 50+ members on a server at one time plummeted to around 5-10 at a time. I just want to say that for the year that I have had this game, this has NEVER happened other than this one weekend. Now after this everyone lost hope and the Developers stopped releasing patches due to the bashing and lack of support that they were getting. I am willing to bet if the servers healed like they are starting to that the Devs will come back and continue doing an amazing job. As for the minor glitches, there will occasionally be some minor glitches with your movement in the game, but after a few minutes you get used to it. All in all this is a great game that you should definitely give a shot before rejecting completely. I have happily played 222 hours so far and I will continue telling my friends about this amazing game. If you do decide to give it a go come find me and say hello! Thank you for checking out my recommendation and have an awesome day guys and gals!!!. Fantasy Tales is a game with huge potential to become a great 2d Indie mmorpg.

If you coming from games such as Ragnarok/Knight online/Ultima/Tibia e.g. you will def like this game.

However this game is in early access which mean in a early stage of the game, Therefore you have to have patience. The devs are releasing patches/bugfixes atleast every second week since I've started.

They listen to feedback and interact with the community on the forum and in-game when they are online. Their support is superb I've sent them a mail regarding my backpacks being soulbound on wrong character and the issue got sorted within 5 minutes of the mail being sent which is better then any type of support I got in any other game.

It's nothing in this game which is pay2win you can't buy any type of gear or items which affects gameplay apart from decoration/costumes (Cosmetic Stuffs).

Only thing I might be worried about is their small dev team which I've got told consist of 4 people but they are doing an amazing job so far for being such a small crew.

Again this game got huge potential if they play their cards right which seem to be the case for now. Just keep in mind before you start or consider playing that it's early access and not a full released game with limitless of content. . Great game, 43 hours in and having much more fun than i ever expected i come from a competitive gaming background and this is exactly what i needed a nice casual game that is totally relaxing, plenty quests all the way up to about 35-37 then a little

bit of grinding.

I actually spent alot of time grinding while watching tv shows, movies and twitch its very easy to do; great fun met great people.

Hop on it play the trial for a few hours and you'll want to buy the pack for a few extra's the backspace is worth it xD

Cheers.. a free to play game that feal's like golden sun. the questing system is solid sortof on the line's of wow though were it's mostly click click click what am I sposed to do again, all in all great game and is very nestalgic.

Early Access Servers - Update 1:

Hey guys,

We found the issue and are just making sure that it is going to fix the problem with the servers. We didnt run into any issues with the server load it was mostly an issue with how big the saves were.

Players will lose progress, but the good news is we caught it before it became too big of an issue.

I will post again, when the servers are back up.

Thank you for your patience,

-FTO Team. **5/7/2016 Patch:**

Features:

- New magical property 'chance to cast on strike'. Currently only for the new unique but might show up in drop tables later.
- Added a flood control and character limit to prevent abuse.
- Added several costumes: Ice Squirrels, Slimes, Trolls, Skeletons
- Polish to the way the crafting form items are removed (clicking and changing recipes)

Quests & Levels:

- Updated world map to include the new content
- 3 new repeatable quests with crate key reward
- Multiple new quests in, including major story continuation.
- Extension to the world east of Cauldron City.
- New monster spawner type and images.
- New crafting items, stairs, walls
- A way to obtain the "space wall" via questing and crafting.
- Started implementing a dynamic, repeatable quest elements.
- New quest related uniques.
- Eastern exit in Cauldron City & Bluevale
- Murder Mystery Quest
- Obtainable "Adventurers Guild" membership card. Placeable and viewable in player housing.
- Bigger push block puzzle object.
- Wizard looking head added to barbershop and variants.
- Updated map image.
- More quest related trophies
- 2 secrets in Bluevale.

Bugs:

- Follow NPCs no longer block
- Fixed certain spikes not working in instances
- Added an exit for the shaman instance levels
- Buff the minimum Khopesh damage bonus roll. Existing items will receive this buff as well.
- Decree board should be obtainable and placeable now.
- Royal Trinket fixed.

Misc/Not implemented:

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- Started new ship tileset, mostly finished.
 - Started a new forest tiles, unfinished.
 - Started a maze / hanging gardens tileset, unfinished.

. 5/17/16 Patch:

Features: . 5/26/16 Patch:

Features:

- Reworked how MF/XP is shared between party. Now only shared with nearby characters within the right level range. 5% XP/MF bonus given per member above 1. Parties should now be a bit more effective at finding loot vs. solo-ing.
- Warp scroll can now drop from normal mobs as well but fairly rarely. They will mostly drop from bosses.
- Re-enabled shrines and bosses, however they no longer block for now.
- New password puzzle type (not in levels yet)

Levels:

- 4 new secrets added, with puzzles
- 1 repeatable hidden dungeon & boss battle/pseudo overworld boss. (secret)
- A way to acquire Khopesh Hilt, repeatably (secret)

Bugs:

- Fix the party calculation split to properly disallow XP split for large level differences (9 levels)
- Fixed a critical server crash due to the previous update. Sorry for the crashes today :(
- Quest Fix: Cave Goodies movement speed bug (should fix itself on logout and in)
- Fixed a fail state and tile error in Cave Goodies quest. Allowed the puzzle to be bypassed.
- Disabled Draw Optimization for all Intel GPU. The Intel OGL driver was prone to crashes with it. This shouldn't drop FPS on most map but will increase CPU usage for Intel users. This should fix a lot of stability problems however.
- Fix guild house buying (again, other change didn't get git push properly)
- Fix timed spiked traps not fall out of sync

. 6/07/16 Patch (More bug fixes):

Features:

- Early release of the translation feature. Featuring partial translations in Russian, Japanese, Swedish. Contribute on our Crowdin page.
- Progress on the dungeon generator. Changes not yet released. Will go into the upcoming lv50 raid.
- You can now refresh your rent after 6 hours instead of 7 days making it easier to top it off to the max 14 days.
- Light progress on the alchemist class. This won't be released for a good while as we prioritize bug and stability
- Added farming & botting anti-measures by popular demand. These will only trigger if a player is farming heavily. Players will be asked to solve a simple CAPTCHA. We don't expect regular (non-bot) players to hit this. Please let us know if it's triggering for you accidentally.
- Improved our offsite server backups. Can never be too careful :D
- Added timestamp to chat messages on mouseover.

Levels:

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- New NPC body/head/armor sprites added.
 - New tiles, check out the bluevale bars for some of them.
 - Updated the world map.
 - Housing Bench costs more copper in NPC shop and is removed from cash shop.
 - Added an icon above a player's head when crafting.

Bugs:

- Fixed transmog token consuming if you tried to use before assigning a costume to it. Now gives instruction on how to set them.
- Added a 1280x800 resolution requested by users.
- Fix a bug where reanimated monsters were not removed from the game properly causing lag.
- Don't remove instance NPCs right away to allow them to bere-animated. This should leave 30 to 60 seconds to re-animate them.
- Fixed re-animate sometimes trying to respawn a monster in another map
- Fixed a bug where changing the room assignment in a guild would clear the room trying to return the items to the player. Stuff placed in the guild house are now owned by the guild.
- Fixed a bug where secret passwords (graveyard) would only work in local chat.
- Fix a bug where house items you pick up would vanish when your inventory was full.
- Fixed dressers not being able to hold items.
- Fixed some more typos.
- Fixed rent showing as overdue for members.
- Fixed speed potion not applying correctly to yourself with a bad target.

. **Stream Returning:**

We will be returning with a stream tomorrow night <http://www.twitch.tv/ftostaff> at 6:30 PM PT / 9:30 PM ET. Come join us.

[5/11/16] Patch Notes:

These changes will go live over the next few hours as we reboot each server briefly one at a time.

General: **Steam Early Access Launch:**

Greetings, players!

We are less than 24 hours from our Early Access Launch on Steam! Wow can't believe we are there, I just wanted to take a few minutes to let you know of some key information for launch:

Release Time:

Currently we are shooting for release at 12:00 PM (PST) 5/5/16. If something happens or we need to move the time we will promptly notify everyone via this news section.

Servers:

We have multiple servers ready to go, and can shift the population as we need to best accommodate the influx of players. As we do so we just ask that you are patient if servers experience issues at launch, as we will be moving diligently to address anything that comes up.

Up To Date News:

We will post any big announcements here (Patch Notes / Server Maintenance / Etc), if you want to get in the moment updates Twitter will be where we are sharing that information [Twitter Link](#).

Lastly I just want to thank everyone that has helped us get to this point. We are a small team of 3 developers and we are excited to share our life work with you all.

See you in game!

- Ben / Howard / Gabe

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