

Fantasy Tales Online Download Epic Games



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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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a free to play game that feel'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.

. Great game, 43 hours in and having much more fun than i ever expected i come from a competitave 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.. 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 Online\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 interract 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 Stuff).

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.

. 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 occured. 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!!!

Early Access Servers - Update 3:

We have now gone almost 24 hours with just a few issues arising but everything looks nominal except for the EU1 server.

Since the EU server is so far away from Steam Authentication Server the way our authentication works its not able to keep up with requests coming in. Eventually these start to pile up which cause Login Timeouts (Players not able to login).

We are working on finding a more effecient way to process logins in Europe and will let you know when we have a fix deployed.

-FTO Staff. Early Access Sever Issues:

As expected we are running into issues with the servers with all the clients trying to login, please bear with us.

Update to come!. Steam Early Access Launch Stream:

Check us out as we hope everything doesn't break! :D

[Twitch Stream](http://www.twitch.tv)[www.twitch.tv]. 5/24/16 Patch:

Features:

- Trade window will now close when the other side dismisses it
- Can now ignore trade from another player temporarily.
- Added a new warp scroll for fast travel. Warp scroll will drop from bosses and will be added as quest rewards in upcoming quests.
- Added a warp scroll pack to the cash shop: 100 gems for 20 scrolls.
- Added the first craftable unique. It's a one handed Poison Khopesh. It will require 100 rare shards to craft. Unlike the chaos sword, which requires one super lucky roll to drop, this item will require many more likely drops and thus will feature a smoother progression. This unique features a craftable upgrade as well (it will reroll the item however). It will begin to drop rarely in the Morhollow raid but will drop more frequently in the lv 50 raid. NOTE: The hilt cannot drop yet and will come in the next patch.
- The level 50 raid is not ready this patch but we're still working on it.

Levels:

- Several new quests added.
- 4 mini secrets.
- 1 big secret.
- A warp island for the warp scrolls.
- New world map markers.
- Tutorial now points to the bluevale caves.
- Nomad camp in the North, with some merchants and will hold a few simple quests. Also, has some returning quest characters - finally.
- New unique quest weapon (it smells bad).
- You can now repeat 'The Bone Shaman And His Gem'.
- Re-wrote parts of Brotherhood of the traveling pants.
- Updated some skill icons

Bugs:

- Fixed a bug with the follow quests (released earlier)
- Now allocating 1g max java heap size. This will fix a lot of GC performance issues players were seeing when running a

dungeon.

- Fixed a bug with buying a guild hall when you had a guild recruiter.
- Fix a case where some textures would reload and leak.
- Fixed a bug where some attack overlays wouldn't clear if the monster died during the attack.
- Nametags for monsters and NPCs are no longer hidden. Only the player nametags will hide.
- Fix a bug where the fog wouldn't work on certain underground maps.
- Update the poison damage description to be more clear.
- Fixed a bug where some texture might of been loaded more than once.
- Fixed some grammar and typos.
- Added missing words to the swear filter.

. Early Access Servers - Most Servers Up:

Thank you all for your patience, we have identified and patched the issue and are bringing up the servers again.

We are continuing to look into EU1, but US1 and US2 are up.

Thanks,

-FTO Team. **[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. **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

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