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About This Game

Avernum is one of the great tales of indie gaming, an epic series of fantasy role-playing adventures set in an enormous, subterranean nation. Avernum is a land underground, a subterranean nation full of rogues, misfits, and brigands, struggling for survival and wealth in the monster-infested darkness. Avernum 6 is the final chapter in the Great Trials Trilogy, three games that tell the tale of your weary land's final destiny.

Avernum 6 is the final game in the long-running, award-winning Avernum series. Explore a gigantic world, with a fascinating storyline, hundreds of quests, multitudes of side dungeons, and many hours of adventure. The game features clever enemies and dozens of interesting scripted encounters. Learn over 50 spells and battle disciplines. Hunt for hundreds of magical items or craft your own powerful artifacts.

Title: Avernum 6
Genre: RPG, Indie
Developer:
Spiderweb Software
Publisher:
Spiderweb Software
Release Date: 11 May, 2012

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English





"It's the genre flag-bearer for offering substance over flash, and it's an epic finale for a series that deserves respect."
- PC Gamer

Very fun games, lots to explore, have played and loved it for ages.. Summary: This is pretty fun BUT it's basically a beta for the Avernum 1-2-3 remakes, and kinda falls apart in the last third.

I know its somewhat unfair to judge a game due to lacking the features and balance changes that were introduced in later sequels, but having played Escape from the Pit V Crystal Souls first, I wound up missing a lot of basic quality of life features. For instance, if you want to make an attack with a ranged weapon and you're too far away to do so, the game won't just run your character forward, but will instead tell you that you can't attack. A lot of annoying little things that alternate between that and outright balance changes:

- * You basically get into combat the second you see an enemy, so you never have time to buff before a fight - you either run through the overworld with buffs constantly on, or give up on them entirely.
- * Clerics get their first area of effect spell very late, and it's a fire spell that rolls around just when you're fighting mostly fire-resistant enemies.
- * Fire-resistant enemies that love to block melee attacks. I never really felt my party was in danger past the early game unless I stumbled into a sidequest combat without being prepared for it, but a lot of the unavoidable maingame combat was horribly sloppy, with the enemies being way more tanky than necessary.
- * The game is kinda balanced so that you get a lot of challenge out of optional sidequests on normal difficulty while unavoidable maingame content is quite a bit easier (if sloppy). Not sure if I approve of that, and the very notion of going through the sidequest combat on a higher difficulty is frightening.
- * Game kinda falls apart in the end. You kill the ostensible main bad guys, and are then left retreading the same ground for a few hours, cleaning up loose ends and doing fairly unimpressive quests until you're allowed to access the endgame battle. An endgame which doesn't even have named enemies.

With all that in mind, I had a great deal of fun fighting and exploring for about two-thirds of the game, and was invested enough to slog through the remaining third, poor balance and annoying interface issues and all. Not quite the epic sendoff the series deserved, but probably worth your time nonetheless.. Avernum games are awesome! Hardcore rpg fans should buy these games, ASAP.. Just a short review, which I have to write, so I can recommend this game (and I will post the same review at Avernum 4, 5 and 6 pages).

After finishing the second Avernum trilogy (4, 5 and 6) I can honestly say, this was one of the most rewarding roleplaying experience I had in a long time. I played a lot of rpg titles, from classics like Eye of the Beholder, Ultima 7 and Infinity Engine games to newest games like Skyrim, Mass Effect and Dragon Age series, and although Avernum does not have fancy graphics, I still think this series is one of the best rpgs ever.

Avernum has great setting and story, great playability, decent length (about 100 hours) and many sidequests and secrets. Leveling up system is balanced and nowadays almost forgotten turn-based combat is a welcomed change from flashy action oriented battle systems. An old-school rpg which proves, that doesn't need "ultra high detailed" graphics to create an immersive atmosphere. Highly recommended.. The end of the series and probably the best one of the 6 games, with a very strong story that will make you work to try to save the remains of what was the Avernum civilization, seeing everything crumble the more you try to fix it.

A great ending to one of the best RPG series, with a fantastic story writing and world. If there is a remake, but even then, I recommend playing it, because it is just fantastic.. I remember playing Avernum as a kid and have fond memories of it, now it appears that very little has changed.

If you want a nostalgia trip this is definately a game for you, however it's grindy as hell and hasn't aged all that well compared to other games of the genre.

The fact that not much has changed isn't exactly a bad thing, if it ain't broke don't fix it.

The only problem I have is how clunky the UI is, in the fact that you could carve it onto a stone and it would still be intuitive. It works, it's just not very nice to look at for longer than half an hour at a time. Still enjoy it though.

6V10

Avernum 6 is by far the best of the Avernum titles. And is a fun throwback to when games worried more about a good storyline and content over flashy graphics.

Dont expect much to look at... but if you can look beyond graphics you will find gripping gameplay and an excellent storyline that really immerses you into the game.

The battles are tactical and deadly, and strategy will win over simple brute force.

I find the game worth the small price of admission and would recommend it to any serious RPG gamer.

(RPG). Pros: decent writing.

Cons: ABSOLUTELY EVERYTHING ELSE.

Features:

- fugly graphics, to the point of obscuring what we're seeing on screen
- horrible, at times almost unreadable interface
- unhelpful maps
- sudden death + no autosave
- no animation, not even simple sprite transitions
- obfuscated quests
- loads and loads of unsellable junk

This game would have been an acceptable demo in 1995. Right now it's just an abomination. Not even indie games are this unpolished these days.. Maybe the best all around Avernum on steam (or at least until Avernum 2 and 3 show up in some form). If you've never played an Avernum it might be best to start with "Escape From the Pit," but Avernum 6 is probably a stronger game overall. Like EFTP it's very open world (although a few areas are closed off at the start), but it's biggest advantage is in its stat system, which uses the older skill based system that EFTP abandons in favor of a more simplistic skill tree model. Plus, unlike Avernums 4 and 5 (which had trouble justifying their existences plot wise), the writing is great, setting the game in a sprawling kingdom in decline and exploring some darker themes like drug addiction, famine, and terrorism.

A great end to the series.

. The good : in some way interesting quests and fight management.

The bad : good old time graphics.

The good : it take only 99 Mo disk space so you can forget it when you're bored by the graphics.

I removed it anyway.. If yo udont mind a lot of reading this game is great. It is a classicmmorpg and is cheap but, it is worth it. So far i have founs hundreds of items and the ranking system for your team is greatly done. Getr this game when ever you can.. While it may not look amazing, this game turned out to be extremely fun and addicting. While it's decently complex with skills and all that, it doesn't take too long to catch on how to play. Plus, you don't need to have played any of the other Avernum games to play this one. It's extremely fun and I definitely recommend it to those who enjoy RPGs, and it's a big plus that you can make your character a lizard. ;D Plus there are other playable races as well!. Even more awesome underground old-school RPG fun!. Great story and unique setting. This game took away a month of my life and I regret nothing.

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