
Sabres Of Infinity Cracked

Sabres of Infinity

by Paul Wang

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You see another column of smoke rise from beyond the burning farmhouse, and you grit your teeth in frustration, wondering why your men are wasting the time to properly cremate the bodies of possible enemies. A few minutes later, your men return, Sergeant Fenton with them.

"Right sir, the bodies are dealt with, what do we do with this lot?"

Your orders were to bring these men back in chains, but the orders you were given this morning have little bearing on the situation as it stands.

There is, of course the fact that, loyal King's men or not, these men have obviously committed murder. As set down by the Articles of War, these men deserve death.

On the other hand, if these men did indeed execute a bunch of vile partisans, then they were dispensing of the King's justice. They deserve reprimand, but certainly not the indignity of being escorted back in chains. Besides, Captain Lefebvre might look upon you favourably if you were to treat his pet attack dogs well.

- Drag them back in chains.
- Escort them back as guests.
- Have them shot for murder.

Next

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About This Game

Wage a war of gunpowder and magic! As a gentleman-officer of the Royal Dragoons, what will you sacrifice for victory? Your fortune? Your honour? Your men? . . . or even, your life?

Sabres of Infinity is a 200,000 word interactive 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.

Fight in Tierra's brutal war against the Antaris, leading a unit of His Majesty's Royal Dragoons in the first episode of the epic Infinite Sea adventures! Will you earn the loyalty of your subordinates and the friendship of fellow officers, or betray them for your own gain?

Battle your country's enemies and lead the army to victory in "Sabres of Infinity!"

Title: Sabres of Infinity
Genre: Adventure, Indie, RPG
Developer:
Hosted Games
Publisher:
Hosted Games
Release Date: 21 Jun, 2013

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English

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Heeding your Squadron Commander's order, you spur your horse into a full run, your men following after you. The ground resonates with thunder as the awful din of half a thousand Dragoons fills the air. With your sabre out in front of you and the hot fog of powdersmoke whipping by your head and getting into your eyes, there is no time for any thought or sentiment save the fearful adrenaline of the charge.

The Antari infantry do not see you when Thunderer ploughs bodily into their flank. Then again, you don't see them either. All you know is that in half of an instant you went from careening through the powder fog to finding yourself in the midst of a horde of enemy foot, your momentum carrying you deeper and deeper.

Thankfully, the enemy was no less prepared for your attack than you were, and had the added disadvantage of being taken in the flank. You slash frantically, trying to win free of the press. If the Antari are able to recover their wits and pin you down here, you are a dead man.

Your formation holds as you cut yourself free of the enemy. With Hernandez guarding your left side, your sabre flashes out against the hapless Antari, spilling blood with each stroke.

The Antari recover quickly, as you discover at your expense when two of them turn to face you, improvised weapons in their hands. While they may not seem like much, every moment you delay will surely bring more Antari down on your heads, never a good thing: The more enemies rushing you at once, the more likely the chance that they might take you off your horse - a death sentence in a melee like this.

What do you do?

- The enemy has been bloodied, and my formation is still intact. I have no reason to remain engaged. It is time for us to cut our way out.
- Rush the enemy before more of them try to attack me. I'll use my speed and my sabre to my advantage.
- Shoot them with my pistols.
- Ride them down with Thunderer.

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The ground trembles as the Antari spur their horses across the bridge, first at a trot, then at a canter and finally at a full-throated gallop. The cacophonous sound of eight hundred hooves smashing against stone assails your ears. Even through Scimitar's bulk and the thick leather of your saddle, you can feel the approach of the Antari horsemen shake your bones and rattle your body. You have never faced a charge like this. As the surging tide of steel, soldiery and horseflesh rumbles ever closer, every instinct and impulse in your body is telling you to flee.

As you look around, you can see your men looking over their shoulders, their expressions a case study in fright. It seems they feel as you do, hardly an encouraging sign.

A low, ululating roar from two hundred throats brings your eyes forward again, as the Antari begin their incoherent battlecry, levelling their sabres and lances at your outnumbered men. They are but a few dozen paces away now. You've but seconds to make a decision:

- "Dragoons! Draw steel and charge! We meet them sabre to sabre!"
- "Dragoons! Fire as you withdraw!"
- "Dragoons! Withdraw at best speed!"

Next

I wanna be in the cavalry if they send me off to war
I wanna good steed under me like my forefathers before
I wanna good mount when the bugle sounds and I hear the cannons' roar
I wanna be in the cavalry if they send me off to war

I wanna horse in the volunteer force that's riding forth at dawn
Please save for me some gallantry that will echo when I'm gone
I beg of you sarge let me lead the charge when the battle lines are drawn
Lemme at least leave a good hoof beat they'll remember loud and long

I'd not a good foot soldier make, I'd be sour and slow at march
And I'd be sick on a navy ship, and the sea would leave me parched
But I'll be first in line if they'll let me ride, by god, you'll see my starch
Lope back o'er the heath with the laurel wreath underneath that vict\u2019ry arch

Let me earn my spurs in the battle's blur where the day is lost or won
I'll wield my lance as the ponies dance and the blackguards fire their guns
A sabre keen, and a saddle carbine and an army Remington
Where the hot lead screams with the cold, cold steel let me be a cav\u2019ryman

Let 'em play their flutes and stirrup my boots and place them back to front
For I won\u2019t be back on the rider-less black (jack) and I'm finished in my hunt
I wanna be in the cavalry if I must go off to war

I wanna be in the cavalry, but I won't ride home no more. -I am going to be plain. This is a book. A book with choices in it that draw you into the story and lore of the world more so than a normal book.

-So yes...I do recomend this. I loved the story because I felt like I was that Dragoon officer. They don't exagerate the whole "VAST UNSTOPPABLE POWER! OF YOUR IMGANATION" thing.

-This is a great story to get sucked into.

-10/10! Books are cool again!. You beautiful bastards did a great job making a very interesting text adventure and love the replayablility and diverse option to pursue.. A solid choice if you like fantasy and military CYOA games.. You beautiful bastards did a great job making a very interesting text adventure and love the replayablility and diverse option to pursue.. So, to start, I have just finished Sabred of Infinity for the first time, so if you want to know what its like to play through it 5 times, ill have to get back to you (because i do plan mulitple playthroughs)

I hardly ever write reviews for games on steam. For the most part, i think someone should be able to judge how they are going to feel about a game based on the general description of the game and its overall reception. Most people, i think (including myself), even if they look at reviews, go into the reviews with a certain disposition towards the game one way or another and tend to discount the reviews that dont already side with their own pre-formed opinions.

This game is uniuquly special though.

As there are not a lot of good, modern text based games these days, at least that i know of, i feel the need to review Sabres of Infinity.

This might be one of the best games i have ever played.

If Sabres of Infinity was 19.99, i would tell every one of my friends to buy it.

There are plenty of books that cost 10-20 dollars, and this is essentially an amazing book that you get to be a part of.

The writing is amazing, and while i usually hate games that force me to play as a specific person (i love to create my own original character) this game makes you truely feel the pressures of the role you must undertake, and it makes you enjoy it.

Its quite a respectable length, especially for its price, and they choices you make all feel like they have weight and influence

over the course of your story. I have only finished one playthrough, so im not 100% how much can change, but it seems like there are a lot of different options, and i have already seen several choices that i made that i know caused certain decisions later down the line to either succeed or fail.

If you are someone who has played games like Baulders Gate, Dragon Age, Mass Effect, Kotor 1-2 (#Bioware Fanboy) and the best part of those games was the story, dialogue, and decision making, you WILL enjoy this game. Its not quite the same as any of those, because obviously there is no "Combat" or controlling your character on a screen, but the decisions are just as real.

It is a deeply immersive and well described and drawn out world, with characters that feel real, where every choice you make feels like the most important choice of the game. For the quality of content you get, compared to the price of the game, they are basically giving this out for free, because i would pay a hell of a lot more for this game than they're asking. 10/10, Im off to buy Guns of Infinity. Most be the most entertainment compared to money spent on steam i ever had.

If you like reading a good story where you make the choices for the character this is for you. A great and relaxing rpg experience.. Sabres of Infinity is a text-based choice game. You should try it out if you like that sort of stuff, and it has replayability in the certain paths of it. I wouldn't pay more then 5 dollars for it though.. As a military man, myself, I absoltely loved this story. I grew so attached to this story that I found myself physically reacting to the events as they unfolded. I'm now incredibly eager to get onto the next one. I give this a 9.5/10 only because the occasional gramatical error threw me off, but aside from that, if you haven't read this, then you should do so right now.

Originally bought on the apple store, now buying again on steam. Easily one of, if not the best game on Choice of Games roster. Definitely one of the better Choice of Games/Hosted Games style CYOAs. Well written. Definitely recommended.. Definitely one of the better Choice of Games/Hosted Games style CYOAs. Well written. Definitely recommended.. GET THE ANDROID VERSION INSTEAD!

This is a brilliant game, but honestly - it's not particular computer friendly.
You have to pretty much play the entire game in one sitting - where on the android version, you can shut down you phone and reopen the app, and it picks up right where you left off.

Rating: 8/10

Budget: Extremely affordable

Replayability: Medium

Length: This is a fairly long text based game - it should take most people few days to get through it.

I would have given a higher rating if:

There had been pictures, background music and perhaps a few sound effects.

Also, the Android version is honestly SO much better.

The game is more or less described on the steam page. You play as a Junior Officer in a cavalry regiment in a fictional world resembling ours in the early to mid 1800's, but where Germany has apparently been replaced by an Elven Nation, and the rest of Europe appears united against, what I deduce to be Slavic nations.

There even appears to be some reference to Colonial America in some of the provinces held by the European-Equivalent nation.

The technological is prior to the invention of revolvers and proper artillery platforms.

The game features minor magic - all nobility in the game are referred to as "bane blooded" who have the innate ability that they are sensitive to magic. Some can even cast spells through runes, used for healing and killing on the battle field, as well as forging magical weapons and armor.

Banecraft armor and weapons are very rare in the world though - reserved for particularly elite soldiers and Knights of the Red order.

Banecasters are also fairly rare - only on few occasions do they become relevant in the actual game.

The game is continued in a Sequel called Guns of Infinity, and your save-file can be transferred.

I was disappointed that certain choices leave very little impact in the game, and other choices leave no impact at all - where as it often seems to be some of the more unlikely choices that seem to have lasting impacts.

There is a balance act to the game, but ultimately your story will always be different depending on your choices, which is very interesting.

I can't wait for the third installation.. Brilliant !

For fans of military adventures in the age of muskets this interactive book fulfills every dreams. I won't say anything about the plot and let it be for you to discover. Suffice to say the military atmosphere has been completely respected, the different plots are well done and there is great replayability.

One thing that bugs me though :

- "choose your own adventures" games are always about maximising some stats and use them correctly in battles. Once the pattern has been discovered, it lose some of its charms. However the game is still able to make the mechanics behind it plausible.

Still, a gem for the price. 9/10

Would like the possibility to save for an upcoming title. Otherwise, keep up the good work and thanks for this !. -I am going to be plain. This is a book. A book with choices in it that draw you into the story and lore of the world more so than a normal book.

-So yes...I do recomend this. I loved the story because I felt like I was that Dragoon officer. They don't exaggerate the whole "VAST UNSTOPPABLE POWER! OF YOUR IMGANATION" thing.

-This is a great story to get sucked into.

-10/10! Books are cool again!. The game is very long, which is exacerbated by the lack of save mechanic which means you have to do the game in one swoop, however it really left the feeling that choices completely mattered in the game and simple choices can move you down a wholly different path.

EDIT: I fixed the save game issue.

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