



Download >>> [DOWNLOAD](#)

## About This Game

### The Story

The king is dead and the queen is missing. The only known heir to the throne is believed dead and the fate of an entire kingdom rests in your hands. Enter the land of war-torn Ditherra. A land of pirates, thieves, traders, smugglers, kings, queens, deities and mortals. Wealth and power control Ditherra and the power struggle has divided the land between the East and West. A plague is devouring the population, Mayors are vying for independence of their cities and a rebel uprising has made matters worse than before. You play the protagonist role of Malice, a young female adventurer seeking to unlock her past and find her fortune. You awake to find yourself at the mercy of a stranger, who appears to be helping you understand your past. Quickly, you learn something dark has happened to you. The fate of Ditherra and its people may be yours to control.

### Key Features

- Farming system, own your own farm and harvest food from your crops and animals.
- Beautiful original soundtrack and cinematic tracks from acclaimed composers!
- Original art and design.

- 
- Nearly 30 playable characters in all!
  - Unique barter system allows you to find rare items and barter them for others.
  - Gambling system, you can enter casinos, arenas and place your bets.
  - Command a ship and set sail in search of adventure, glory, wealth and power.
  - Own a base of operations and interact with your party members and pick up side quests.
  - Massive open sandbox world to explore.
  - 40 plus hours of total game-play when you play all main quests, side quests and interact with everything!
  - Open ended game-play. Roam the non-liner world and play as you wish, or follow the epic story of Malice.
  - Intelligent monsters level up as you do, so no matter where you are in the world the battles are strategic.
  - Humorous and intelligent dialogue that lets you decide the outcome.
  - Cooking, crafting, fishing, alchemy, bartering, hunting, farming and trade systems.
  - Buy and own deeds, homes and business to further expand your fortune. Collect rent from your deeds.
  - Several guilds to join, Thieves Guild, Bounty Hunters Guild, Mages Guild, Paranormal Investigators Guild!
  - Marriage and adoption system. Find your mate and adopt children to settle down in your home
  - Become a thief and pick locks to doors and chests.
  - And much more!

---

Title: Barter Empire  
Genre: Casual, Indie, RPG  
Developer:  
Mayhem Games USA  
Publisher:  
Mayhem Games USA  
Release Date: 6 Feb, 2015

7ad7b8b382

English







Cook

Level: 7

0 / 250

 Bread

 Fish Sticks

 Grape Fish

 Steak Burger

 Garden Salad

 Fish Pie

 Fish Stew

 Apple Pie

 Egg Salad

Apple Pie

In Possession: × 1

A fall favourite.

Lv: 6

24 Exp

Results

Successfully crafted: x1

Exp earned: 24

Apple Pie

3/0

Flour

1/0

Craft

---

good game but feels incomplete somehow not worth the cost to buy and plenty of bugs that will make getting to the spots in game that you're after. It also means in game something but never gives an explanation as to what it is... and the east invasion part we don't get to join in in that from west point of view 1 map is big but only has 1 main 1 side quest waste of space 6V10 graphics 7V10 story 9V10 for the idea of barter empire but right now it fails to reach that by getting a 6V10. I thought this was a simple farming game with some mining and hunting, but, it is not. In fact there are all kinds of Luciferian symbols and characters in this game. Vampires? really? The image of the old stranger, though it only shows the head and shoulders, appears to be naked. What is with that? The music is too loud and cannot be turned off, I had to turn off my speakers. I am removing this game from my computer. It appears to me to be an attempt by some Satanic cult to gain access to me and mine.

I do not recommend this game, in fact I would stay away from it.. Talked to Jason

Bought Gift for His Mother

Didn't Want to Marry him.

He Never Talks to me Again

Would buy gift again 9V11. I've played better flash games, I've played games that use the rpg-maker, for free, that I would rather have donated to than have bought this.. I'd like to say beforehand that I do think the game has potential, yet Barter Empire has several major flaws that impact game enjoyment quite negatively.

Firstly, the story starts off rather generically: you are a girl dropped off by blue people, rescued by an old man and his dog and awake to find you've lost your memories. He sends you off to a nearby town to meet up with Maxie and the pooch comes along to help. Let's skip the rest of the story for now.

Along the way you'll run into several characters with a ! mark over their heads, these generally have something to say that is relevant to main- or subquests, or to one of the various 'foraging and crafting' spots. The latter essentially boils down to getting a tool, going to a spot and then pressing a button that will let a little script run its course to determine if you get goodies or not.

There are many scripts in the game and some of them might be considered the good points of it. Sadly there is a lot more in terms of bad points: character portraits vary between (bizarre) GCH made portraits and hand-drawn ones in a different style that 9V10 times do not match the sprite they nominally represent. Generic RM graphics are mixed with some self-crafted ones on small maps, titanic enemy sprites are effortlessly slain by tiny character sprites and so on.

Worse though are the graphic mistakes concerning event sprites, if you activate a chest, button, sparkle or whatever there's a chance it will morph into a different part of the spriteset from which it came. Music is a bit bland, and drowned out almost by the looping sound-effects. And dialogue... For crying out loud, what dialogue is in the game is not just corny enough to provide popcorn for three movie theaters for a year, but contains so many typos and grammar mistakes it's painful to watch.

In conclusion, do not buy this game unless it's discounted heavily. It has some potential, but the current build (from 2013!) is so unpolished as to be a concept rather than a pre-alpha release and should not have been released on Steam as such.. Ok I bought it for you guys.

Never, never buy this : it opens in a stamp screen and you cannot see anything, the intro is spamming you, yes you can read all the team names ... well you will become mad after the first minutes. If you have not saved, gl, you will have the same opening again.

First combat ; nothing, totally bugged, it resolved without me seeing anything, clicking as mad on space or backspace, no effect. Succeeded to open it in full screen by clicking right on the window. Ahh noticed you can open the option with the F1 key, hope it can help people having yet bought the game.

Playing it is not so bad if you have solved all above. Combats remind me my first games in the 1990'.

I spent 9 euros to tell you that, thank me and have a better luck. Really, you think this to be sold on steam ?. Fun RPG Maker RPG with lots of crafting, exploration, thieving, land ownership, and stupid jokes. The mobs level up with you so there isn't really a grind, which I like but this may put some people off. Will update as I progress

---

Haven't played at length but reading the first review I've seen on this list... it pretty much nails it...

Though.. I tried playing with the controller and it didnt seem responsive.. maybe I missed something.

Anyway.. for value.. this is a great game... with retro feel :)

Neat crafting system with xp attached.

umm...

anyway...

yay?

also.. old boots..

10V10 would fish repeatedly

UPDATE:

Something to Know.

I had what I believe to be a full party. And I continued to recruit people. I could not switch to these party members ... nor could I switch to them at all.

Had: Malice, Roxo, Khali, 9ineLive, Jerich.. in my party.. Yet I had another join Stella.

I looked everywhere I could in the menus but could not switch to Stella....

Few minutes later.. I have to recruit a crew.. and I finish with that and wind up recruiting 3 more...

Saddie, Nexo, and I cant remember the others name.

Go sailing, have a fight

Win battle.. says Stella levelled up.

wait what? yes... Stella levelled up.

(Stella was not part of the battle whatsoever. Nor can I select her or any other person I have recruited from the party switch or anything else I have tried.... Nor do they show up anywhere in any menu I go to.)

:(

This seems like a serious bug and game mechanic issue... I'm not sure the terminology... I just play and try to report if something seems off..

This is wayyy off... something is wrong

Cna you guys who developed Barter Empire please look into this... I like your game and still would be willing to restart if need be.. but this isnt good.. I want to like Barter Empire as it has all the elements of a great game. It has nice mapping, a large range of equipable items and a robust gathering\mining and crafting system. Unfortunately, the game is let down by some



---

questionable design decisions that make it unplayable.

The first and by far the most detrimental would be the enemy battlers. They are google images of animals that are three times the size of the heroes and come as quite a shock after seeing the level of detail in the mapping. If you were to change them to the RTP battlers I would immediately recommend the title. It is that bad and interestingly there are no screenshots of them on the store page. I wonder why?

The next would be the style of the portraits. The realistic facesets clash with the rest of the assets and just look unprofessional. I want to focus on the story and dialogue, but I'm just distracted by these ugly pictures. The RTP facesets are far better.

The last would be the gathering animations. In general all of the resource gathering wastes your time. The huge "Ore Mined" picture is nice, the first time. When collecting a resource takes 10 seconds it becomes tiring. I would recommend three sound effects followed by a dialogue box. That's all the player wants and expects. By all means put the fancy pictures up for the first time the player performs them, but they add nothing to the game after that.

I want to play more as I enjoy resource gathering and crafting. I can look past the early combat being boring (standard attack to win) and some of the dialogue falling flat. There are also some troll moves by the developer (sword guy) that annoyed me but they add character and charm. The enemy battlers are terrible and are the weirdest design choice I have ever seen in an RPGMaker game. I just don't understand...

. !!!Awesome Game!!!

If you ever played Harvest Moon and liked or loved it, then you will like and love this game too.

There is just so much stuff to do in this game...

Pros: For its price this game can easily be worth more for what you can do. Not even the \$25's, 30's, 45's & 50's dollar price games can be this good sometimes at there prices - What are you waiting on, get the damn game now!!!

Cons: Only thing I see wrong with the game is that your reading my review and not playing this freaking good game - get off your high horse and pay up!! Chop Chop!! Pretty good game, however, be prepared for some monster fights that are just.. misery to get through- wolves and ghosts for example.

Wolves have this goddawful tendency to spam "Roar" Which will stun party members for 1-2 turns... at around 45-50% rate

Ghosts spam sleep and debuffs. Those fights also take forever.

Update: Any fight where there is a ccing mob.. Kill the goddamn cc mob before it \u2665\u2665\u2665\u2665s you over ;\_;  
Cc mobs I am aware of:  
Old Zombies, Ghosts, and wolves.

Edit 2: Wow, the final boss fight was... a little underwhelming, so long as you have a good amount of AOE damage.  
The hardest (well, most frustrating) fights in the game are definitely the ghosts and other mobs that super cc your party.

Edit 3: So anyway, the game is roughly 8 hours of play time if you just skip some of the minigames and other things to do.. and after one beats the final boss there is very little that seems worth doing. While the game is definitely a fun little diversion, I would reccommend against the asking price and only get this game on sale.. DO NOT BUY THIS

Short - I can't recommend this game to anyone who values grammar or has any taste in art when it comes to character portrait design.

Long

Barter Empire is a pretty grand idea for a game company I've never heard of. Crafting, Farming, Economy, Adventuring, Marriage, Adoption, Open-World, etc. are a few of the things this game tries to tackle and in my opinion doesn't do very well.

---

Let's begin with Crafting. Crafting is partially wonderful, partially. In order to craft new items you must level your crafting ability. That is something you see in a lot of games and is not an issue. The problem is that some levels take a ridiculous amount of items to get enough experience to level, and you must craft every item individually. No mass-production here, if you need to craft 40 of X to level, you have to sit there for 5 - 10 minutes playing the crafting minigame to craft each one. Mainly this is monotonous and gets old really fast.

Farming is SUPER EASY. If you imagined any form of difficulty with it then go back to Harvest Moon. In this, you plant a seed and just wait. No watering for multiple days cultivating your plant, just wait. Approx. 2 minutes after planting your seed it is harvestable. I swear I got a free farming game app for my smartphone instead of an \$8 game.

Graphically (Not talking about the RPGMaker stuff) the game is garbage. The NPC portraits (while some a little creepy) are leaps and bounds above the player portraits. Player portraits remind me of someone taking a picture of their friend with a smartphone and then using a free app to cartoonify (is that a word?) them. The portraits in no way match the art-style of NPC portraits so it just looks poorly made. One or the other would have been fine (NPC Style is better IMO), consistency in art is way better than whatever they were trying. Landscapes use the typical RPGMaker textures, which is not bad at all.... UNTIL.... You find an area that tries to mix two VERY different ecosystems together. The game maker does not even attempt to create some sort of beffer between areas or redraw the texture to fit better. They simply put the textures side by side, creating a very obvious line down the center of the map (It looks horrible)

Please do not buy this... Unless you are punishing yourself for something...

. The first and last RPGMaker game I'll ever buy.. The game itself is not too bad, it was interesting. However on two different computers I the video does not work well, likely because the resolution is so off. The drivers need to be updated to better fit modern screens and refresh rates.. There is the good and the bad about Barter Empire.

The Good:

- The Story seems to be pretty decent especially for a RPG maker game at this price.
- There is a whole lot of things that you can do.
- Enemies level with you - Good and Bad - this keeps all battles on a fairly level playing field as far as challange goes, but it also means that bosses or dragons are about the same as lower tier creatures.

The Bad:

- The organization of items and inventory is really very bad. If you need to use several items at the bottom of a list you have to open the item menu each time and scroll down to the bottom. The mouse also interferes with scrolling.
- Game ballance is very poor. Early on, before you get a full party the battles can be challenging. Once you have a full party then as long as you use a potion when your health gets low then every battle is pretty much the same.
- Battle mechanics seem to be poorly designed and ballanced. There are several skills that I have never used as the battles do not last long enough for me to build up enough vengeance.
- Enemies level with you - Both good and Bad - See above.
- OP damage on both sides. This makes battles go quickly but almost all battles can be won just by using the basic fight command as long as your party is healed up before it starts.
- Too easy to break the difficulty of the game. There are many items in the game that become quickly availible early on that mean your game is very easy. The gambler at the first pub typically looses about 2V3 of the time so as long as you are not betting everything you should easily be able to get all the cash you need for the game as a whole within less than an hour.
- The minigames such as owning a farm have been made to require to much micromanagement. The shop has not put out any cash for me after the initial 103 gold.
- The crafting mini-game is basically the same for all the different crafting types as well as being very repetitive.
- several bugs found, Items not named. Getting stuck when an NPC's pathing stops in your only path out.
- Fishing and hunting seems to be totally random without any real use for them.

Overall if you are looking for a cheap game to entertain you for several hours when you are bored then this one is fairly ok. If you are looking for something well constructed and ballanced then avoid this one. The story seems to be fairly ok, but the bad overall gameplay makes it difficult to really find value. I am certain that I am forgetting several points that I should also be

---

placing in the Bad category, but I really do not have any intention of going back through and figuring them out.

Side Note: On the issue of the Tiny screen press F1 to open up the menu, then highlight 'launch in full screen' and then press space bar to select it. Restart your game and you have full screen mode.

Alternatively you can play this windowed in 800 X 600 resolution and it looks quite good without the full screen stretching.. Had high hopes for the start of the game but it ended up kind of slow. Well alright so this game is a bunch of good but there is one major issue, the resolution, when you start the game its in a little screen, while its possible to read, after all its about the size of a Nintendo Gameboy Advanced Screen so its possible to read, its hard, the fact that you cannot adjust the screen size or the resolution is major down for me, but like I said for the rest its a pretty good game, but its a tad confusing, it takes a fair amount of trial and error to figure out how stuff work, but when you figure it out all seem pretty good.

Anyhow I'd say it need to be updated with a Option Menu, like most game even the old SNES ones to some level, and that Menu need a Graphic option to allow to change resolution, now I did find its possible to turn the game to full screen, but the issue is when you do that it stretch the image and thus isn't the best of options. So yea, once that issue will be corrected this game is going to be golden, well from what I have seen up to now anyway.

I still recommend the game, but people with poor sight might want to avoid it for now.

---

[Captain vs Sky Pirates - Post Apocalyptic City download for pc \[full version\]](#)  
[Battle vs Chess - Grandmaster Premium Edition download no survey no password](#)  
[The last Baron's stunt \(Anime\) Ativador download \[Crack Serial Key](#)  
[GameGuru - Antiques In The Attic Pack crack only](#)  
[Da Capo 3 R \[FULL\]](#)  
[Pool Nation FX - Unlock Decals Activation Code \[addons\]](#)  
[Abberbury Activation Code \[pack\]](#)  
[d20 Modern SRD Ruleset zip Download](#)  
[Groove Coaster - Heisei Kaisei Dottensyan Ativador download \[Ativador\]](#)  
[RPG Maker MV - The Emporium of Copper and Steel crack with full game](#)