
Aveyond 3-2: Gates Of Night Free Offline



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About This Game

Chapter 2 in a four-part series! A vampire mage has acquired a magical relic with the power to enslave humanity. Are you brave enough to stop him? Take to the high seas and explore a massive world. Your goal: unlock the gate to Naylith, a mystical land filled with ancient knowledge, and the answer you need to defeat the vampire.

Games that have been released in the series:

[Aveyond: Lord of Twilight \(DOWNLOAD HERE\)](#)

[Aveyond: Gates of Night \(DOWNLOAD HERE\)](#)

[Aveyond: The Lost Orb \(DOWNLOAD HERE\)](#)

[Aveyond: The Darkthrop Prophecy \(DOWNLOAD HERE\)](#)

Features:

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- HUMOR. Lots of it. Humor is the core of Aveyond. You will laugh... or else!
 - Massive world filled with loads of monsters, loot, and civilizations.
 - Steal a pirate ship!
 - Learn to speak Orc.
 - Open the portal to the Fairy Realm.
 - Find the hidden world of Dragons and try not to get eaten!
 - Travel with a large party of friends. Pick your leader and your fighters for turn-based battles.
 - Seek out special academies to learn skills like climbing so that you can explore new areas.
 - Help Edward, one of your party members, find a wife or face the wrath of his mother.
 - Give or steal from temples.
 - Obtain a magical sword that can have its properties changed by the gem you put in its hilt.
 - Awesome music brought to you by an award-winning musician who has the entire Final Fantasy music library memorized.
 - For the lazy: find the secret treasure caves and equip your heroes with mega weapons, gold, and level ups.

Title: Aveyond 3-2: Gates of Night
Genre: Adventure, Casual, Indie, RPG
Developer:
Amaranth Games, LLC
Publisher:
Degica
Release Date: 18 Apr, 2014

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English



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TRAVEL VIA CROW EXPRESS



IT'S FOR RENT IF YOU CAN AFFORD IT.

<ul style="list-style-type: none"> Items Equip Skills Battle Leader Profiles Journal Options Help Quit Load Save 	 Mel (Spy) 	HP: 661 / 661 EX: 2137 / 5747	Position: Battler Leader Status: [Normal] LV: 22
	 Edward (Prince) 	HP: 661 / 661 EX: 2178 / 5961	Position: Inactive Status: [Normal] LV: 22
	 Stella (Healer) 	HP: 586 / 586 MP: 562 / 562 EX: 2502 / 5152	Position: Inactive Status: [Normal] LV: 21
	 Lydia (Mage) 	HP: 615 / 615 MP: 590 / 590 EX: 5521 / 5768	Position: Battler Status: [Normal] LV: 22
	 Te'ijal (Vampire) 	HP: 866 / 866 EX: 7822 / 15012	Position: Battler Status: [Normal] LV: 32
	 Galahad (Knight) 	HP: 965 / 965 EX: 3305 / 15019	Position: Battler Status: [Normal] LV: 32
	 Ulf (Scholar) 	HP: 722 / 722 EX: 4517 / 7119	Position: Inactive Status: [Normal] LV: 24

CHOOSE WHO LEADS AND PARTICIPATES IN BATTLES.

love this game really fun especially since it's a old-school RPG style game one of the downfalls is you have to buy first half and the second half separately be able to buy them in a bundle pack was still for the price that you pay it still worth it you can use the Xbox style controller for the game. most of all it's got some really good plots and twists on top of that it's that kind of aversion of the old-school final fantasy in. dude i really wish there were a more in depth journal and a map, would really help a lot. Great game :3. I enjoy part 1 and 2 of this game. When will part 3 and 4 be out?. Large edit to review after playing more and having some stupidity of mine pointed out.

Right. My biggest issue with this game and the reason I don't advise it is that it's utterly boring to me. I had no fun and the story didn't capture me in the least. That may be due to the fact I haven't played the first one but still. I can't get into it at all. Maybe it'll pick up later. I might keep messing with it but I've given it an hour and a half and it still hasn't caught my attention at all or been interesting in the least to me. I love grinding and I couldn't even get into the battles. Maybe it's just me but I couldn't get into it at all.

Thusly I don't recommend this game.. Loved this series. Cool little games. All I can say is: thank god for google.

This game is the worst of the four part series. I can't express how lost I felt playing this game. I almost never knew where to go and I had so many quests that I didn't have the faintest idea how to finish.

There was one VERY big problem I have to highlight. It is possible to accidently miss vital items you need to finish the game, which in that case, sucks to be you. I missed one chest early on that in my opinion, was easy to miss. Turns out that one chest had the treasure key, which you need to open nearly every chest in the game. I didn't have it, so I had no help trying to get through hellishly difficult area. I got to a point where I couldn't proceed due to a locked chest. I finally realized after hours of confusion and looking at guides online, I didn't have a item I needed, so I had to go all the way back to start to find the damn thing. Which is completely inexcusable for a professional game.

The game expects you to wander around aimlessly until you stumble into something to do. Within the first 30 minutes, I was completely stumped. With a guide, I found out what to do, but there was no way I would of guessed that was where I needed to go! Some hints would of been nice. And that remained a constant issue during the entire game.

Leveling up isn't important in this game. Leveling up makes no difference, your stats are pretty much your equipment. So you have to grind to get enough money to buy equipment, which is just as boring as it sounds. Doesn't help the fact many monsters can one-hit KO your party, sometimes even with great equipment. It just isn't fun at all, whether you win or lose is pretty much who gets the first turn.

Don't buy this for \$10, it is not worth it. Maybe if you love Aveyond and see it for under \$5, go for it. 3/10.

this little GEM is part 2 of the series I have played though part one and am almost to the end of the second part, and after that I am ready to share my finds. I feel like this game lacks direction and at times leaves you throwing up your hands trying to remember who wanted what and where that who was in the first place. the quests journal is not terribly helpful and the world map while I think its kind of cute drawn out like a mini pirate map it too is not terribly helpful because it does not indicate where you currently are. you know like the mall map does. (you are here) while some of the mini games are a nice diversion the quests are a bit too Fed Ex in that it has you running all over the place. I know it sounds bad but seriously this is one of the best RPG maker type games I played. the story line is solid and the characters are not overly silly or just ruin the story (hello Jar Jar Binks) I do think that the classes need more defining roles because you can interchange nearly any char in the game and it does not change much strategy wise the spy need more toys. the mage gets magic at a painfully slow rate and only then if u have a book. healer is fine as is but seriously the character classes need to be more defined. all in all this is an entertaining game for the money I do enjoy it and if this is your thing you could do much worse than this game so give it a try.. I had discontinued the game in 2016 since I couldn't find a 'full free version', as was the case of mine for years. But one thing stuck with me - the sheer desperation and love for Aveyond 3-1: Lord of Twilight. And when I stumbled upon the Steam Summer Sale, I just HAD to buy it. This game showed me why Steam dominates the game market is what I'm saying here.

Coming to the game, it totally blew me away. The game takes longer to finish, which is a plus in my book. There are more new places to visit than meets the eye. I mean I literally got the chills when I entered Whisper Woods because I DID NOT expect to find more places than what I had anticipated.

The plot is awesome and the final battle was the best thing about it. I wish I could forget about it and play it all over again.. The game is a classic. Aside from being a great intro to the RPG genre, the game itself is very immersive. The series has a very interesting storyline and provides the player with numerous challenging quests/puzzles. I've played Aveyond back when the first one was released in 2006(or so), and the Aveyond 3 chapters are equally exceptional.. Aveyond 3 Is a great RPG. It has a rich story, fun hidden goodies, good battle system, and nice balance between story and battling. It's a shame STEAM doesn't currently carry their previous installments in the series (Ahriman's Prophecy, Aveyond: Rhen's Quest, and Aveyond 2: Ean's Quest). Knowing the stories from those previous games makes Aveyond 3 make for a richer story experience and ties in a lot of things you otherwise wouldn't have known about but none of which are essential to playing this game. This is the only game which is split into Chapters/Parts. I don't know why Amaranth Games decided to do it that way or why after having done it they couldn't just combine the parts into one game but there it is. As a result of this the beginning has a bit of a weird start if you didn't play part 1 in which you are kind of brought up to speed on the story and the end of this specific chapter/part feels a little abrupt. If you are interested in playing this game I would recommend purchasing all four chapters/parts to Aveyond 3 and starting from part 1 so that you can continue your quest through the whole game. It offers an option to save your characters at the end of each chapter for use in the next.. This game is the perfect gift for anyone who likes RPGs. It has a great plot and interesting characters.

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