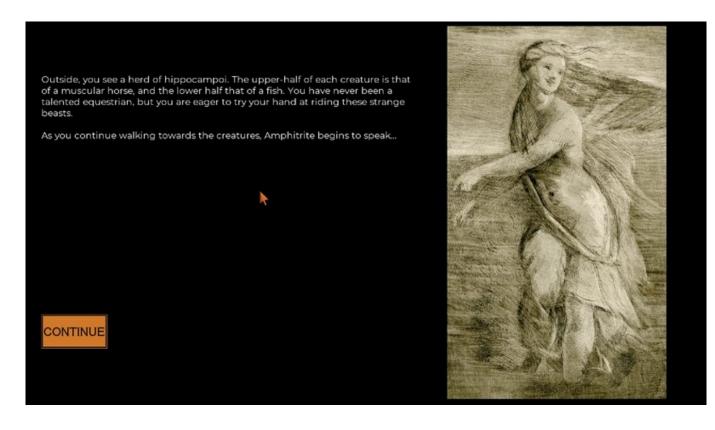
### Theseus: Journey To Athens Free Download [Keygen]



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# **About This Game**

**Theseus: Journey to Athens** is an independently developed Adventure/RPG game set in Ancient Greece. The story is faithful to the ancient source material, and the art and music is uniquely crafted for the classical theme. Gameplay consists of exploring the ancient world, speaking with mythological figures, and engaging in turn-based combat. If you are a fan of indie titles or old-school gaming, then this is for you.

# Who is Theseus?

Theseus is an ancient hero who is perhaps most famous for slaying the minotaur. Long before he killed that beast, however, Theseus was just a fatherless boy growing up in the small town of Troezen. His grandfather was King Pittheus, but his mother Aethra was an unmarried lady. As a child, Theseus was told that his father was Poseidon. However, after reaching adulthood, his mother told him a very different story.

That is where the game begins: Aethra has just revealed to you that she has a secret message from your true father. Not only is he a foreign king, but he is without an heir and facing a deadly rebellion! The people who would seize power from your father are also eager to kill his possible children. Your life is therefore in danger – you must make your way to your father's side, or else risk dying at the hands of your father's enemies.

#### How does it play?

The game consists of three main gameplay mechanics:

*Exploration*: At the exploration level, the player travels throughout Greece and interacts with numerous historical and mythological characters. Invariably, the player will get caught up in their troubles and find himself engaged in deadly quests.

*Choice & Consequence*: When the player has become involved in a quest-line, the game switches styles. Detailed text and historical sketches are used to explain events to the player, who then decides how to respond. The choices the player makes will radically change the story. These choices have real consequences, and there are multiple different endings.

*Turn-Based Combat*: Ancient people were no stranger to violence, so combat is a very real possibility. The game will switch to a top-down, grid-based combat system, where the player and any allies will face off against a variety of opponents. Items may grant Theseus special abilities, and allies come with their own skills that may help secure victory.

Theseus: Journey to Athens combines these three distinct mechanics into one cohesive whole. The player ultimately has the power to define Theseus: is he a violent rogue who attacks anyone who gets in his way, or is he a silver-tongued diplomat who wins hearts and minds?

Perhaps the answer is in the middle – you will have to decide.

## **Summary of Key Features:**

- Lead the ancient hero Theseus as he seeks out his father. The story is heavily rooted in classical texts like Pausanias' Guide to Greece, Plutarch's Life of Theseus, Apollodorus' Bibliotheca, and shorter works and fragments such as those of Bacchylides.

- Over 20 unique locations to explore. Explore multiple locations in the Peloponnesos, Megarid, and Attica. Each location is populated by a cast of historical and mythological characters.

- Classical-themed artwork created by Klaudia Jankowska

- Unique music composed by Michael Landers.

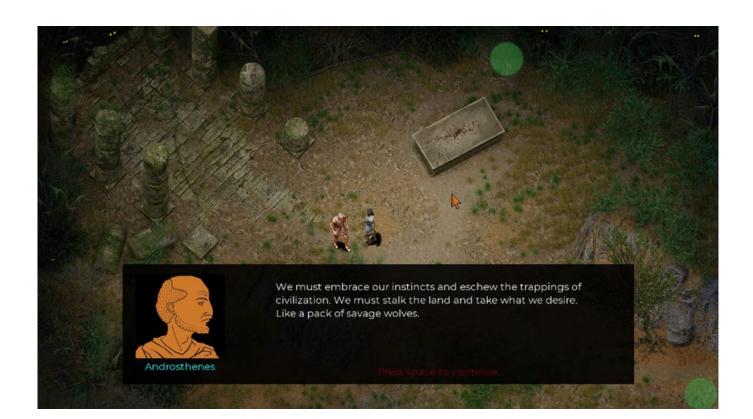
The ancient sources tell many different tales about Theseus and his journey to Athens. Now, it is your turn to step into Theseus' sandals. What will you seek to achieve, and how will you conduct yourself as an ancient prince?

Title: Theseus: Journey to Athens Genre: Adventure, Indie, RPG, Strategy Developer: Antiquity Studio Publisher: Antiquity Studio Release Date: 27 Feb, 2019

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English







theseus journey to athens summary. theseus journey to athens. did theseus survive his journey to athens. theseus journey to athens game

Nice little RPG centered around the Thesean myth, with good music and charming pre rendered graphics.

The game offers a good amount of choice and consequences in interactions with characters and environments, leading to various endings and places to visit.

The turn based combat is somewhat simplistic, but it's sufficient for the length of this highly replayable game.

## **RELEASED** - Theseus: Journey to Athens launches 2/28/2019:

Theseus: Journey to Athens is now available! It is an adventure/rpg game that is heavily rooted in classical Greek texts. The game follows the early life of Theseus, an ancient hero, as he leaves his hometown in search of his father. Theseus grew up in the small town of Troezen with his mother and grandfather, and upon reaching adulthood his mother shared with him the secret story of his paternity...

Gameplay consists of exploration and character dialogue. Choices have consequences and can radically change the plot. Combat is turn-based with party-mechanics and a number of special abilities. Players will face famous bandits and monsters from antiquity, and collect various items during the quest to learn more about Theseus' heritage.

This is an ideal game for those who appreciate ancient history. The game is rooted heavily in Plutarch's Life of Theseus, Apollodorus' Bibliotheca, and Pausanius' Guide to Greece. It also draws on more obscure materials and fragments, such as the works of Bacchylides.

## . 5/9/19 Patch - Keyboard Movement Implemented!:

This small patch implements a new feature that was requested by the community: WASD Keyboard Movement.

The game was built around mouse/path-based movement and collision systems, but it wasn't too difficult to bolt on a keyboard movement system. There is some room for improvement in future patches, but check it out now if keyboard input is your thing!. **Beyond Us Games**:

Check out the latest video on Theseus: Journey to Athens!

#### https://www.youtube.com/watch?v=PXLvdTuVCqc

Beyond Us Games played an important role in the development process; I support his Patreon and learnt a lot from his tutoring sessions. Definitely worth subscribing to his channel if you are interested in game development.. **Indie Game Picks Review!**: <a href="https://indiegamepicks.wordpress.com/2019/03/05/theseus-journey-to-athens/">https://indiegamepicks.wordpress.com/2019/03/05/theseus-journey-to-athens/</a>

Indie Game Picks, a curator and also an indie games review site and twitter handle, has reviewed Theseus: Journey to Athens!

Here's the review, it seems they enjoyed it:

Theseus: Journey to Athens

Developer: Antiquity Studio Publisher: Antiquity Studio Release: 2019 Genre: Adventure/RPG Art Style: 3D / Drawing Platforms: Steam/itch.io

Are you a fan of ancient Greek mythology, with heroes, monsters and bickering gods? How about choose-your-ownadventure games with different options and outcomes? If yes, then Theseus: Journey to Athens is a game you should check out.

It was created by Antiquity Studio, a US based dev consisting of a single person, Adam Delderfield, a criminal prosecutor who in his spare time creates video games based on ancient texts. The artwork and music were contracted to Klaudia Jankowska and Michael Landers respectively.

## (Image on site)

In Theseus: Journey to Athens, you play as the aforementioned mythological hero, before his trip to Crete and the widely know story of the Maze and the Minotaur. You start in his home village of Troezen and you follow his adventures

towards Athens. The story is heavily rooted in classical texts like Pausanias' Guide to Greece, Plutarch's Life of Theseus, Apollodorus' Bibliotheca, and shorter works and fragments such as those of Bacchylides.

The game has three different aspects, exploring, decision making and combat. First of all, the exploration. This is mainly done in classic top-down RPG mode, like the Infinity engine classics. During this you can visit different areas and start conversations with NPCs. The graphics are old-school, but do their job. The only problem was that the walking animation is a bit weird, but, with only one man at the helm, it doesn't really matter to me.

#### (Image on site)

The second part, the decision making, is where the game truly shines for me. When you enter this mode, the screen fills with text, along with an image. The events are well written and, while a bit simplistic in nature, they can affect your playthrough, even to the point of an early game over screen! Have to say that, I originally thought it would be just the city of Troezen, which I finished in 20 minutes or so, but later on I realised I did wrong choices and just died before reaching the next stage! Keep that in mind, because after each section, you get a screen about how your options changed things and that might make you think that the game ended.

The third part I would say is also the weakest, combat. It is classic turn-based combat with some skills available. There are no animations available, and it is pretty simplistic, while some of the battles should be solved via an event rather than direct combat. However, it has its purpose, providing a layer of strategy and confrontation in an otherwise text-only title.

#### (Image on site)

All in all, this is an interesting title, complemented with good writing, beautiful artwork and cool music, along with a really low price (less than 10 EUR). Fans of choose-your-own-adventures and ancient Greek mythology should definitely check it out.

Direct Link to Review.[indiegamepicks.wordpress.com]. Krommyonian Sow:



Theseus met many unique bandits and monsters on the road to Athens. Among them was Phaia and the Krommyonian Sow. Krommyon was an area near Corinth, on the road between Epidauros and Athens. The sow was said to be a man-eating pig raised by an old lady named Phaia.

As usual, the ancient texts are not in agreement about Phaia and her monster. For example, Plutarch preserves a version of the myth where there is no beast. Rather, Phaia is a bandit who received the nickname "sow" due to her poor manners and evil life.

Our game most closely follows the account preserved by Apollodorus. In his Bibliotheke, it is said that Phaia was an old lady who looked after the sow, which was named after her. This version is depicted on extant pottery, which shows the lady commanding a giant pig to attack Theseus.

Of course, perhaps all this is just a myth, and Phaia is just a kind lady that poses no danger to Theseus...



#### Interface Improvements:

Since releasing Theseus: Journey to Athens, I have received a lot of great feedback and suggestions. Over the course of several updates, a number of user-submitted improvements have been implemented. Today, the last major request has been fulfilled: autosaves and an additional save slot!

# Patch Notes for 4/9/19:

- Autosave now exists - when Theseus dies, players can simply load the autosave and be transported back to the last location they visited.

- Additional save slot - Players now have an additional save slot they can use during gameplay.

- Load menu updated - clicking the load button now takes the player to a menu where they may select from the different save slots.

Now that almost all the suggestions have been implemented, and all the bugs seemingly crushed, future patches will focus largely on new content! Thank you for all the input, your comments have been an important contribution and taught me a lot about what makes a good game!. **Interface Improvement Patch**!: Notes for latest patch:

# INTERFACE UPDATES/IMPROVEMENTS:

- Scene transition is now automatic, except when on the road between Epidauros and Athens.
- During combat, hover your mouse over the enemy to see their name and health.
- Previously patched so that you no longer need to be so close to initiate dialogue.
- First screen now displays instructions.
- Shortcut key directly to inventory (press "i")

# BUGS CRUSHED:

- Medea's portrait now displays correctly.
- Correct ending slide for Phaia shown when the player recruits the Krommyonian Sow.
- Fixed King Aigeus' name on the tactical combat level.
- Fixed bug with Mortmal's dialogue if you have the kidnapping quest.

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