
Sword Daughter Download] [torrent Full]



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About This Game

A licensed adaptation of an original 1980s fantasy gamebook, faithfully recreated with new soundtrack and artwork. Player choices lead to 22 different endings!

All your life, you dream of adventure: knights, dragons, magic rings, chests of gold, and all the danger and glory that awaits a professional swordswoman. But every dream has a cost. You are on your way across the desert wastes to compete in the Warrior Games when your caravan is attacked. Orcs and bandits murder your father, capture your companions, and leave you for dead.

Now alone in the world, will you choose to seek glory, vengeance, treasure... or love?

Your choices might make you into a hero, or a queen, or leave you buried forever in the dragon's lair.

Title: Sword Daughter
Genre: Adventure, Indie
Developer:
Hanabira
Publisher:
Hanako Games
Release Date: 13 Feb, 2015

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English



Weapons clash and steel rings, shattering the once peaceful calm of the wasteland. You can hear Ranth giving his tribesmen orders to fight.



Tyrna

I won't leave anybody to the mercy of the orcs. I've got to rescue the caravaners.

Save Load Skip AutoPlay More



As a fan of choose-your own adventure books, I was hopeful for this game but greatly disappointed in the end. The choices rarely seemed to be the main character's, with the elf male usually making the decision instead and the girl just following his decision. As a female lead, she was very disappointing, especially as a supposed warrior, since she needed to be saved almost every time and the elf would often insult her for actions in a supposed form of affection. The romance was also very unnecessary and dry - the handsome man and pretty girl fall in love just because for no actual reason.. Super short VN. But I do recommend this game, especially if you're starting to get into VNs and want a quick experience. Obviously, not all VNs are like this one (although this one might be short but it's really better than a lot of other games of its kind around Steam), but I guess it might a good start for beginners. The art style is pretty good, BG and BGM were fantastic too. Story and characters were kinda cliché, but it's okay.

4/10. Get this game only on sale and/or if you're starting to get into visual novels. If you already like this kind of game, Sword Daughter might bore you. (I wasn't bored, tho. Haha). Rubbish. Such a short game. I completed it with 3 different endings in half an hour.. I guess this is one where I wished steam had a number or star rating rather than a good/bad option. I bought it some time ago, didn't particularly like it so put it down for a while and picked it up again recently but found more of the same. Overall I'm coming down on the negative side of neutral with regards to it being a game book written in the 80's. It's not the worst thing I've ever seen but it has some significant problems with the story.

Firstly some of the graphics are nice. They're in a consistent style that suits the game book. I didn't find the music that intrusive (although I turned it right down after a while and it got repetitive) and the sound effects are ok.

Onto the story and this is where it falls down. I realise this is based on an 80's game book and it has dated noticeably. The characters are shallow, it's hard to feel anything much for them at all. The instant attachment to the elf who turns up is weird and creepy especially since her father has just been murdered. I mean don't you think you'd be too upset about your kin lying dead on the ground to repeatedly dreamily note how pretty the elf guy is?

Spoiler's ahead

What I really objected to was as far as I can tell, your character is constantly railroaded into a scenario where she is rescued...falls in love with elf....gives up prior dreams of being a warrior to play housewife with elf (most common). Or gets captured...then enchanted and spends life with Loric as his wife. Or gets rescued then enchanted and spends life as the unthinking slave-queen of a dragon.

Seeing a pattern yet? Your female protagonist seems almost (or often completely) helpless the majority of the time, basically having to be rescued and ending up as someone's wife. You're meant to be a warrior type (look at the strong warrior chick yelling with sword in hand for the promotional picture!) but in reality you're anything but that. It gets old and is not a great message to be sending to kids either.

It's a shame the story couldn't have been tweaked a bit to give Tyrna a few better lines and involvement in the quests and battles. Especially in places where your rescuer-elf is physically abusing you by shaking you or showing you on a horse against your wishes (which of course is just showing he cares) or forcing you to kiss him without warning (which of course is what you always wanted most in your whole life and you're instantly deeply in love!).... Anyway, can't recommend it. Sorry.. While there might be 22 endings, they're all somewhat short and a lot of the options you take in the earlier parts usually end up not working out and branching back forcing you to take the other option.

Tyrna's father dies within the first few minutes and she never really gets upset aside from wanting vengeance, instead becoming distracted by the handsome elf dude that appears a moment later and then proceeds to move the story way more than the character you choose actions for. Whenever you choose an option where Tyrna goes off on her own, the elf dude ends up catching up with her and scolding her, and whenever she attempts to fight with her sword, she's ineffectual or nearly gets herself killed and then the elf dude saves her. Only one line in the description references romance, and it makes it sound like you have a choice in the matter, and the preview puts emphasis on the fantasy setting of the story. I don't think I've gotten the ending that included the title image of Tyrna charging ferociously with her blade, but she probably trips and falls on it on the following page, causing the elf to have to rescue her *** and bridal carry her off to the nearest clinic.

I ended up wandering when my choices would actually make a difference, or at least go somewhere I wanted.

I liked the art, especially of Tyrna. The music and sounds also did a pretty good job at immersion. The idea of a dungeons and dragons type game done in a choose your own adventure novel is fun. This didn't have the story to hold up the potential-- it was

sorta dry.

I got it for like 2.49 during a sale which seems fair considering I liked the art. Still I'm considering a refund.

If you're still interested, go into this knowing that it's a romance!. I actually really liked this game. Yes, it's short but it was based on a Choose your Own Adventure game, so I expected it to be so. I really enjoyed it, and I hope they release more games in the series since the author had a couple of them! Also, I really loved the art so that was a huge plus.. The story is okay, but no matter what you pick you get some variant of "save the folk from the orcs and fade in the sunset with ladyboy elf".

The variation between paths is minimal and boring. The characters are dull. For a visual novel, there's just nothing here. Spend your three bucks on something else.. It didn't cost much so I thought I'd try it. But it just seemed to be lacking.. very interesting but it is too fackin short...17 min for one play through. The story made it sound like it was going to be a long adventure (an hour tops is what i was expecting). I made two choices before it ended. well despite the shortness of the fackin thing, it was interesting and made feel a short of connection with the heroin. all in it felt rushed but the brief "feels" are there for you to enjoy.. It becomes obvious almost immediately that Sword Daughter has a generic plot with little to no character development. The adventure aspects of this game were mildly entertaining, but other aspects were a major let down. Most of the endings are romantic ones that I found myself rolling my eyes at...not because I'm against romance, but because I'd expect a female warrior-in-training to be more interested in becoming a fully-fledged warrior rather than arm candy to some half-elf-man she just met.
Insert strong female protagonist role rant here

In a nutshell...

Adventure - check

Mythical creatures - check

Quality soundtrack - check

Decent art-style - check, although repetative

Sound and visual effects - very basic...what does a collapsing cave sound like? Someone clapping. What do swords clashing sound like? Someone clapping...

Humour - nowhere to be found

Very much a 'chick click', so I can't see many guys enjoying Sword Daughter.

If you want to get into visual novels, this might not be the best place to start as there are more engaging and visually appealing options out there.

This visual novel appears to be an adaptation of a 1980's-era Choose-Your-Own-Adventure book. Which, when you think about it, isn't the worst idea, considering how the typical visual novel is similar in form to a CYOA. And in that vein, it is a cool read.

You are Tyna, daughter of a general, and a trained fighter. You are heading to the Warrior Games where you will prove yourself to be ready to become an official fighter. However, orcs attack the caravan, killing your father, and kidnapping most of the caravaners. And this is where the story begins.

Since the game/novel has a method to go back to any place just after a choice, with marks to tell you if you had taken each choice, it is quite easy for you to complete each ending and get all the CGs, thus getting the achievements is quite simple. About the only thing holding it back is that the writing is... 1980's-style. That means you will be reading in a way that would be normal thirty-years ago... but not so much today.. Not a bad way to spend 1.6 hours, yep that's right 1.6 hours to 100% the game. Can't complain I got this game in a bundle but I would not pay \$7 for it as most of the time is spent playing scenes again to get new endings.. Well I thought this would be a cool fighting fantasy game but it's just some ginger bint after some elf knob.. I liked this game for what it was: a virtual version of an old Choose-Your-Own-Adventure book. I used to love those books when I was a kid, and this one is pretty typical of the genre. Well, other than the fact that this was clearly targeted at young girls. Not being a young girl, I had some trouble connecting with the characters and their relationships and whatnot; but I thought the descriptive text was very well done. Combined with the attractive artwork, it made for a pretty immersive read.

As long as you keep in mind that you're reading an interactive book and not playing a text-heavy game (and don't mind every path leading to romance) this will deliver.

Plus, I got what I wanted out of a Steam title: achievements and trading cards.. Great music, beautiful art. A generally solid visual novel.. Art is great. But so many parts felt way too similar to Dragon Age.. was odd. If I got captured and was forced to play one mediocre game, I'd choose this one. 6/10. Game was a bit short for my liking, took around 2 hours to finish every ending. Nice graphics, story was a bit rough and felt rushed in places. Felt more like a demo than a full game.

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