
Journey Of Greed FULL

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About This Game

The demo is out! Try it with your friends! (Details at the bottom)

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Title: Journey of Greed
Genre: Indie, Strategy, Early Access
Developer:
Dird Games
Publisher:
Dird Games
Release Date: 25 Apr, 2019

English,Simplified Chinese,Traditional Chinese

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It's a very addictive game indeed and with this price tag it's a steal! No 2 matches are the same and you are engaged 100% of the time.. This game is fun and hilarious, and is very well executed. As your first question in reading this review section is probably pertaining to whether this game is p2w, allow me put your mind at ease. You acquire cards and build a collection as you play, but there are no in-game microtransactions. This adds to the feeling that you've earned the ability to build effective decks (which doesn't take long at all). Journey of Greed is a great example of how digital board/card games can be, and for that alone I am willing to support the developers by paying the small price tag. The game's name is actually quite ironic in this sense, as the people who made this one are clearly not in it for the money. As far as gameplay goes, the game reminds me of Gremlins Inc. in the sheer ruthlessness of things you can do to advance yourself at your opponents' expense, but Journey of Greed is not nearly as long and tedious as Gremlins. In fact, the short timer for each turn is one of my favourite elements of the game, as players are

presented with relatively little time to make decisions. This means you have to think quickly and often make decisions based on speculation or probability, knowing that your opponents can impact the order of the islands at a moment's notice and throw your plan into jeopardy. A few suggestions that could improve an already great game in future updates: 1) Add cosmetic rewards for players to purchase using gold or diamonds. These could be different emotes, voice lines, or player portraits. Having at least one male and one female portrait for each character class would be nice. 2) Incorporate friends' list and the ability to send friend requests to opponents after a match (and invite them via the friends list to private matches). 3) There are some minor spelling/grammatical mistakes that need tweaking.. This game is fun and hilarious, and is very well executed. 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If you're looking for a game with a lot of deception, danger, and hell a loot this is the game for you. A four player card/board game that plays out like an explorer's grand adventure. I don't write a lot of reviews, but the fact that this game is so good at early access, and has such a low price means you should get it and give it a try even if you're on the fence. The game can be sort of challenging at first, but there is just so much freedom in each players strategy that you never really know what will happen in any game.. If you're looking for a game with a lot of deception, danger, and hell a loot this is the game for you. A four player card/board game that plays out like an explorer's grand adventure. I don't write a lot of reviews, but the fact that this game is so good at early access, and has such a low price means you should get it and give it a try even if you're on the fence. The game can be sort of challenging at first, but there is just so much freedom in each players strategy that you never really know what will happen in any game.. Game is absurdly fun. Very satisfying mix of RNG and skillful tactical gameplay. You can really make some cool decks once you know what you are doing. I've already got a ton of hours out of it in just a few days.. This game is fun and hilarious, and is very well executed. As your first question in reading this review section is probably pertaining to whether this game is p2w, allow me put your mind at ease. You acquire cards and build a collection as you play, but there are no in-game microtransactions. This adds to the feeling that you've earned the ability to build effective decks (which doesn't take long at all). Journey of Greed is a great example of how digital board/card games can be, and for that alone I am willing to support the developers by paying the small price tag. 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v.0.1.5 Update Log : 1.All the features in the main menu will now be unlocked after finishing chapter one 2.Each daily task can now be switched once every day 3.Playing room mode will grant you all the rewards except for ladder points and steam achievement 4.Reduced the wait time when all players are dead or escaped 5.Added support for transitional Chinese 6.Some performance optimization.. v.0.1.7-8 Update Log : v.0.1.7-8 Update Log 1.Increased mouse scroll sensitivity, now that it has become a meme. 2.Pack count now displays on the top left corner. 3.Re-balanced following cards: Alarmist, Show Hand, Mislead, Potion Sales 4.Tried to fix the display errors on the match result screen. 5.Tasks will now track your skill cards correctly.. v.0.1.2 Update Log : 1. Updated the Land Point icon on the decks screen and match start screen. 2. When showing

other players' cards, we now also display its keyword descriptions. Same logic applies when displaying card logs. 3. Added a settings button at the top left corner of the match screen. 4. We now return to the main screen after finishing chapter one of the campaign instead of staying in campaign. 5. Task screen will be always be updated after finish a task. (Some tasks might not be tracked, we are still tracking those issues.) 6. Some bug fixes.. About this Early Access : First of all, a huge thanks to everyone participated in our closed Alpha. We've been making this game for over a year, and sometimes you can't see the whole picture if you've dived in too deep. And your feedbacks really helped us see things clearer, such as what the game really is about and what we should focus on. And it warms our heart to see so many people playing our game and having fun, which reaffirmed our determination for this early access release. Now that we are launching Early Access, I want to take the time to address some of the common questions: 1. Are there micro transactions? No, since we are charging you up front, the packs you get with in-game currency is more of a progression rather than a way to grind you out. 2. I don't have 3 buddies to play with, can I play this by myself? Of course! You can use the ladder or casual mode to play online. And you can still use the custom room even if you don't have exactly 4 people to play with, the system will just fill the empty slots with bots (difficulty depends on your average rank). 3. Looks a bit cartoon-ish, is this game for me? We chose this style mainly because of the comedy theme we are going for. While the game can be stupidly fun and hilarious to play with your friends, it is actually pretty hardcore and brain consuming to play with high rank/skill players. So I would say if you are a board game lover, a hardcore TCG player, or just want to find a game to play and banter with your friends, this might be for you! 4. What are the chances to gain rare cards? You can get at least one legendary card for every ten packs. Again, we are not using card packs for monetization purpose, you should find it pretty easy and fair to get packs and rare cards. More importantly, if we've done everything right, more cards just guarantee more strategy, but it doesn't guarantee a win. 5. What is your plan for the future? While you can play with your friends using custom rooms, we do recognize the importance of the friends feature, so that's our most immediate concern. Besides the weekly tweaks and changes. Other big stuff that's on our plate: fill in more chapters (with challenges and rewards) for the campaign; A new character and more cards; custom expressions. Also, we did receive some comments about the art and music in the game over the last few weeks. If the budget permits, we will start looking into how to improve the art and music. All of this can be changed based on feedbacks, part of the reason why we are doing Early Access. Thanks again everyone for your interest in our game! At the end of the day, we are just a small team of 3, so if you enjoy our game, share it and get the word out, it would help us a lot.. The Demo is here! : A lot of you asked us for a discount to buy 1 or more copies for your friends, but it doesn't sound right for us, in fact, you shouldn't have to buy the game for your friends just for them to try it out. So we decided to add a demo so you can play with your friends without any additional burden. Here are the differences between the demo and the complete version: 1.You can't play Ladder Mode after rank Rookie 2.You can only create custom room 3 times (but can join unlimited times) 3.You can open 20 packs in total 4.Your data will be synced after you purchase the complete version. Welcome and enjoy! If you encountered any technical issues, don't hesitate to contact support at supportyoutufun.com

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