

## Chronicon Apocalypтика

by Robert Davis

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With no sword, you grab a pole from the wagon and ready yourself for combat, a test your Pictish ancestors have relished for centuries. A moment later, a Viking raider is upon you. You had expected a burly, dirty man with a horned helmet and an axe, but he looks like any professional fighter with neat armor, round helmet, and a well-forged sword. He holds up his blade and smiles. "Come here and don't give me any trouble. There'll be needing people like you in the Dublin markets," he says in a Norse accent.

The time for talking is over.

- This will be a test of sheer combat ability. Charge.
- Catch him off guard. Make a strategic retreat.
- He is not expecting resistance. Hold my ground.

Next

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## About This Game

Battle Norse raiders, ghosts, and changelings to save medieval England! But beware, if the elves can capture the Book you hold, the world will end.

*Chronicon Apocalypтика* is a 250,000-word interactive medieval fantasy novel by Robert Davis. It's entirely text-based, without graphics or sound effects, and fueled by the vast, unstoppable power of your imagination.

You are an Anglo-Saxon scribe in the year 1000. You hold a Book of secrets written generations ago, including this prophecy: "When Æthelred II is King, he shall not be King, but there shall be an elven changeling in his stead. Should it gain this book and its ink, the world he shall rend asunder."

The witan advisors to Æthelred have tasked you with a secret mission to research whether the Book is true. Build an unlikely party of adventurers: a nun, a holy warrior, a bard, a beekeeper, and his bee, each with a mysterious past. Judge a witch trial, infiltrate the magical land of the elves, and even travel through time on your quest to extract fact from fiction.

Lovers of England's mythic history will delight as you meet Excalibur, the Green Children of Woolpit, and the Tremulous Hand, a creepy disembodied hand with a predilection for parchment. Put your analytical, investigative, and storytelling skills to the test as you decide where your loyalties lie: to the church, the crown, or the people of England.

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Will you uncover the secret at the heart of English history, or succumb to the evil of the most deadly book ever created?

- Play as male, female, or non-binary; gay, straight, bi, or asexual.
- Discover rare sources, excavate ruins, and collect local legends.
- Fight the forces of darkness, or outwit them with your sharp intelligence.
- Explore decaying strongholds, funeral barrows, and even time itself.
- Choose romance or rivalry with your greatest foe.
- Determine who sits on the English throne.

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Title: Chronicon Apocalyptica

Genre: Adventure, Indie, RPG

Developer:

Choice of Games

Publisher:

Choice of Games

Release Date: 11 Jan, 2019

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English

# Chronicon Apocalyptic

by Robert Davis

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Picking your way through the rubble, you struggle to keep up with the boy, who seems to know his way through the dark by instinct.

The night is suddenly invaded by a searing bright green light.

"They're here!" the boy cries.

The light fades, leaving three creatures in its place. They look like tangles of vines, barely distinguishable from the overgrown ruins, but they move like humans, or predators on the hunt. As they walk through the rubble, tendrils unravel from their arms, uncovering debris and tossing it aside like pebbles. As they move towards you, you sense a darkness growing that might blot out the very light of the stars.

"Don't think about them. Follow me and do everything that I say," the boy hisses.

- This is fascinating. Hide, watch, and analyze these creatures.
- If I can trap one of these creatures, I can make a fortune.
- Follow the boy's instructions as closely as I can.

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"Whoever wrote this was either mad or in a mortal hurry," you observe, letting your hand trail over a page of furious writing.

"Or both," Stigand says. He turns to a marked page. "Read that passage."

You look over the text, which reads:

*When Æthelred II is King, he shall not be King, but there shall be an elvish changeling in his stead.  
Should it gain this book and its ink, the world he shall rend asunder.*

- "This is mere fantasy."
- "I can see why you want this kept secret."
- "Is this some kind of test?"

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Deciphering a mysterious book is the centre of this well-written story. Though contains the usual medieval-fantasy adventure tropes, the plot is very well paced and developed for each chapter without being dull. The side-characters are also interesting, even the ones having minor roles. For the price we pay, it is a very well worth adventure. Almost every decision have note-worthy effect. Only flaw is multiple numbers of stats that come into account for decision making, sometimes the phrasing kind of confuses me which stats come into account for the choice. If we can grasp that, the game becomes very enjoyable.

9.5V10. An interesting and engrossing story that is much more accurately medieval despite fantastic elements than most fantasy.. This was a hard read. To be honest I was constantly fighting between wanting things to go a certain way, and raging at the book when they didnt. Its like my choices always went wrong, but the story carried on anyway. As with all cya games, your mileage may vary depending on the choices you make, and of course you can always play again and choose differently. Still I always go by my first play throughs with these sort of games, As that when Im "choosing" the way I would, as opposed to knowing things and choosing to avoid bad things based on that knowledge.

All that being said, the writting is good. I believe I only saw one grammatical error the entire length of it. The world setting and the plot line are very interesting. The other characters in the game need a bit more fleshing out, the few opportunities I had to get to know them better didnt really tell me much more than their abbreviated backgrounds followed by a quick choice of how i felt about that. Also a certain character really really needs to be taken to accounting. I think I was actually more infuriated with how they were handled than the rest of how the story turns out.

So if your looking for something different and dont mind your choices having some strange V unexpected V dissapointing results, this will definetly provide you with several hours of diversion.. Deciphering a mysterious book is the centre of this well-written story. Though contains the usual medieval-fantasy adventure tropes, the plot is very well paced and developed for each chapter without being dull. The side-characters are also interesting, even the ones having minor roles. For the price we pay, it is a very well worth adventure. Almost every decision have note-worthy effect. Only flaw is multiple numbers of stats that come into account for decision making, sometimes the phrasing kind of confuses me which stats come into account for the choice. If we can grasp that, the game becomes very enjoyable.

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