

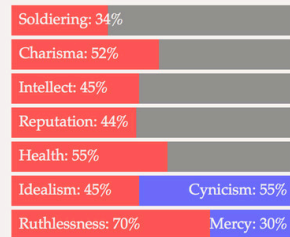
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## Sabres Of Infinity Download For Windows

### Personal Information

As of the Summer of the 606th year of the Old Imperial Era

James d'al Castleton  
Age: 22  
Rank: Lieutenant  
Wealth: 225  
Income: 10



### Decorations



#### The Cross of Saint Jerome

For gallant leadership in a  
naval action.

Summer, OIE 602

[Reference](#)

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## About This Game

Wage a war of gunpowder and magic! As a gentleman-officer of the Royal Dragoons, what will you sacrifice for victory? Your fortune? Your honour? Your men? . . . or even, your life?

*Sabres of Infinity* is a 200,000 word interactive novel by Paul Wang, where your choices control the story. It's entirely text-based--without graphics or sound effects--and fueled by the vast, unstoppable power of your imagination.

Fight in Tierra's brutal war against the Antaris, leading a unit of His Majesty's Royal Dragoons in the first episode of the epic Infinite Sea adventures! Will you earn the loyalty of your subordinates and the friendship of fellow officers, or betray them for your own gain?

Battle your country's enemies and lead the army to victory in "Sabres of Infinity!"

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Title: Sabres of Infinity  
Genre: Adventure, Indie, RPG  
Developer:  
Hosted Games  
Publisher:  
Hosted Games  
Release Date: 21 Jun, 2013

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English

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# Personal Information

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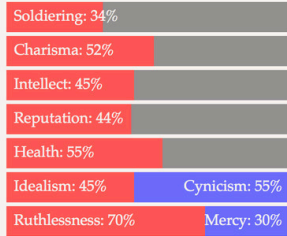
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Heeding your Squadron Commander's order, you spur your horse into a full run, your men following after you. The ground resonates with thunder as the awful din of half a thousand Dragoons fills the air. With your sabre out in front of you and the hot fog of powder smoke whipping by your head and getting into your eyes, there is no time for any thought or sentiment save the fearful adrenaline of the charge.

The Antari infantry do not see you when Thunderer ploughs bodily into their flank. Then again, you don't see them either. All you know is that in half of an instant you went from careening through the powder fog to finding yourself in the midst of a horde of enemy foot, your momentum carrying you deeper and deeper.

Thankfully, the enemy was no less prepared for your attack than you were, and had the added disadvantage of being taken in the flank. You slash frantically, trying to win free of the press. If the Antari are able to recover their wits and pin you down here, you are a dead man.

Your formation holds as you cut yourself free of the enemy. With Hernandez guarding your left side, your sabre flashes out against the hapless Antari, spilling blood with each stroke.

The Antari recover quickly, as you discover at your expense when two of them turn to face you, improvised weapons in their hands. While they may not seem like much, every moment you delay will surely bring more Antari down on your heads, never a good thing: The more enemies rushing you at once, the more likely the chance that they might take you off your horse - a death sentence in a melee like this.

What do you do?

- The enemy has been bloodied, and my formation is still intact. I have no reason to remain engaged. It is time for us to cut our way out.
- Rush the enemy before more of them try to attack me. I'll use my speed and my sabre to my advantage.
- Shoot them with my pistols.
- Ride them down with Thunderer.

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## Sabres of Infinity

by Paul Wang

Show Stats Restart Achievements

The ground trembles as the Antari spur their horses across the bridge, first at a trot, then at a canter and finally at a full-throated gallop. The cacophonous sound of eight hundred hooves smashing against stone assails your ears. Even through Scimitar's bulk and the thick leather of your saddle, you can feel the approach of the Antari horsemen shake your bones and rattle your body. You have never faced a charge like this. As the surging tide of steel, soldiery and horseflesh rumbles ever closer, every instinct and impulse in your body is telling you to flee.

As you look around, you can see your men looking over their shoulders, their expressions a case study in fright. It seems they feel as you do, hardly an encouraging sign.

A low, ululating roar from two hundred throats brings your eyes forward again, as the Antari begin their incoherent battlecry, levelling their sabres and lances at your outnumbered men. They are but a few dozen paces away now. You've but seconds to make a decision:

- "Dragoons! Draw steel and charge! We meet them sabre to sabre!"
- "Dragoons! Fire as you withdraw!"
- "Dragoons! Withdraw at best speed!"

Next

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As a military man, myself, I absolutely loved this story. I grew so attached to this story that I found myself physically reacting to the events as they unfolded. I'm now incredibly eager to get onto the next one. I give this a 9.5/10 only because the occasional grammatical error threw me off, but aside from that, if you haven't read this, then you should do so right now.. This is not an elaborate review, however the enjoyment and excitement I have been able to crop up from this game with only a couple of hours is astonishing. It's a steal at this price point, including almost 2 full 20\$ novels due to the nature of the varying paths and decisions available. I would highly recommend this to anyone with a love of reading, of role playing games. If you would like to check out some of the gameplay available, I will leave a link below to my channel, where I play through the game. Spoilers beware, although your playthrough will not be the same as mine.

[-https://www.youtube.com/playlist?list=PLQRhrEoQAG0E86fEnakjSlwL9otl3yl4W](https://www.youtube.com/playlist?list=PLQRhrEoQAG0E86fEnakjSlwL9otl3yl4W). **GET THE ANDROID VERSION INSTEAD!**

[This is a brilliant game, but honestly - it's not particular computer friendly.](#)

[You have to pretty much play the entire game in one sitting - where on the android version, you can shut down you phone and reopen the app, and it picks up right where you left off.](#)

[Rating: 8/10](#)

[Budget: Extremely affordable](#)

[Replayability: Medium](#)

[Length: This is a fairly long text based game - it should take most people few days to get through it.](#)

[I would have given a higher rating if:](#)

[There had been pictures, background music and perhaps a few sound effects.](#)

[Also, the Android version is honestly SO much better.](#)

[The game is more or less described on the steam page. You play as a Junior Officer in a cavalry regiment in a fictional world resembling ours in the early to mid 1800's, but where Germany has apparently been replaced by an Elven Nation, and the rest of Europe appears united against, what I deduce to be Slavic nations.](#)

[There even appears to be some reference to Colonial America in some of the provinces held by the European-Equivalent nation.](#)

[The technological is prior to the invention of revolvers and proper artillery platforms.](#)

[The game features minor magic - all nobility in the game are referred to as "bane blooded" who have the innate ability that they are sensitive to magic. Some can even cast spells through runes, used for healing and killing on the battle field, as well as forging magical weapons and armor.](#)

[Banecraft armor and weapons are very rare in the world though - reserved for particularly elite soldiers and Knights of the Red order.](#)

[Banecasters are also fairly rare - only on few occasions do they become relevant in the actual game.](#)

[The game is continued in a Sequel called Guns of Infinity, and your save-file can be transferred.](#)

[I was disappointed that certain choices leave very little impact in the game, and other choices leave no impact at all - where as it often seems to be some of the more unlikely choices that seem to have lasting impacts.](#)

[There is a balance act to the game, but ultimately your story will always be different depending on your choices, which is very interesting.](#)

[I can't wait for the third installation.. I wanna be in the cavalry if they send me off to war](#)

[I wanna good steed under me like my forefathers before](#)

[I wanna good mount when the bugle sounds and I hear the cannons' roar](#)

[I wanna be in the cavalry if they send me off to war](#)

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I wanna horse in the volunteer force that's riding forth at dawn  
Please save for me some gallantry that will echo when I'm gone  
I beg of you sarge let me lead the charge when the battle lines are drawn  
Lemme at least leave a good hoof beat they'll remember loud and long

I'd not a good foot soldier make, I'd be sour and slow at march  
And I'd be sick on a navy ship, and the sea would leave me parched  
But I'll be first in line if they'll let me ride, by god, you'll see my starch  
Lope back o'er the heath with the laurel wreath underneath that vict\u2019ry arch

Let me earn my spurs in the battle's blur where the day is lost or won  
I'll wield my lance as the ponies dance and the blackguards fire their guns  
A sabre keen, and a saddle carbine and an army Remington  
Where the hot lead screams with the cold, cold steel let me be a cav\u2019ryman

Let 'em play their flutes and stirrup my boots and place them back to front  
For I won\u2019t be back on the rider-less black (jack) and I'm finished in my hunt  
I wanna be in the cavalry if I must go off to war

I wanna be in the cavalry, but I won't ride home no more. Sabres of Infinity is a text-based choice game. You should try it out if you like that sort of stuff, and it has replayability in the certain paths of it. I wouldn't pay more then 5 dollars for it though.

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Low reputation, low charisma, low intelligence, no one likes me

10/10 life simulator would play again. -I am going to be plain. This is a book. A book with choices in it that draw you into the story and lore of the world more so than a normal book.

-So yes...I do recommend this. I loved the story because I felt like I was that Dragoon officer. They don't exaggerate the whole "VAST UNSTOPPABLE POWER! OF YOUR IMAGINATION" thing.

-This is a great story to get sucked into.

-10/10! Books are cool again!. Incredible game, truly. One of the most replayable in its kind and one where decisions matter a lot. beautiful writing as well.. Brilliant !

For fans of military adventures in the age of muskets this interactive book fulfills every dream. I won't say anything about the plot and let it be for you to discover. Suffice to say the military atmosphere has been completely respected, the different plots are well done and there is great replayability.

One thing that bugs me though :

- "choose your own adventures" games are always about maximising some stats and use them correctly in battles. Once the pattern has been discovered, it loses some of its charms. However the game is still able to make the mechanics behind it plausible.

Still, a gem for the price. 9/10

Would like the possibility to save for an upcoming title. Otherwise, keep up the good work and thanks for this !. Definitely one of the better Choice of Games/Hosted Games style CYOAs. Well written. Definitely recommended.. You beautiful bastards did a great job making a very interesting text adventure and love the replayability and diverse options to pursue.. Originally bought on the apple store, now buying again on steam. Easily one of, if not the best game on Choice of Games roster. I have to say, I have mixed feelings about this game. The writing is superb, but I often feel like a very passive observer who doesn't really do anything other than to watch other characters doing their stuff. I don't play CYOA to be a passive spectator, I have novels for that. I play CYOA to be an active participant in a dynamic world, where I can truly immerse myself into the character and make choices that I want to make. Sadly, this game fails to deliver that.. Definitely one of the better Choice of Games/Hosted Games style CYOAs. Well written. Definitely recommended.



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