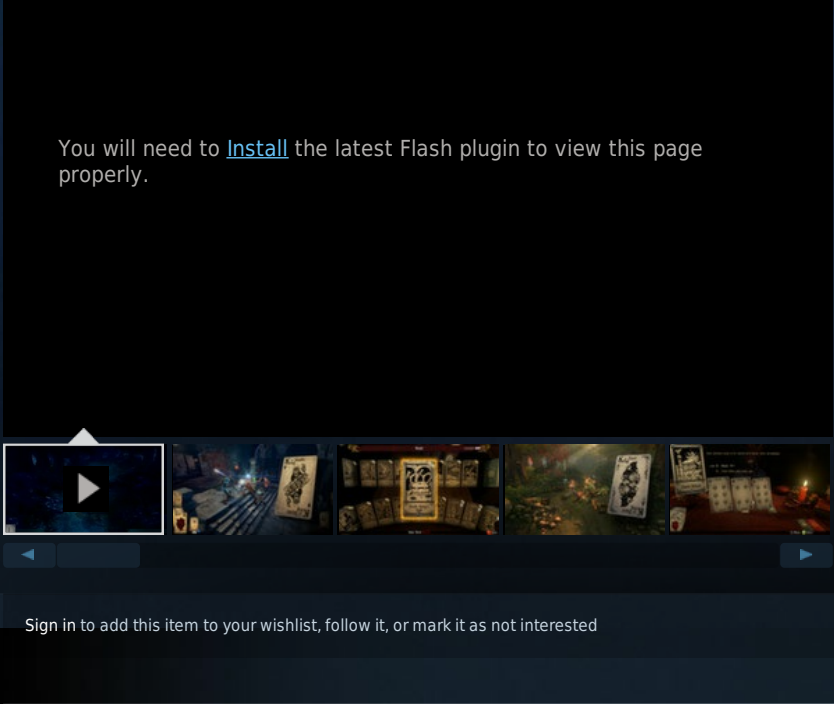


All Games > RPG Games > Hand of Fate

Hand of Fate

Community Hub



Deckbuilding comes to life in Hand of Fate! An infinitely replayable series of quests - earn new cards, build your deck, then try to defeat it! In a cabin at the end of the world, the game of life and death is played. Draw your cards, play your hand, and discover your fate.

User reviews: **Very Positive** (1,833 reviews)
Release Date: 17 Feb, 2015

Popular user-defined tags for this product:

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Buy Hand Of Fate
DAILY DEAL! Offer ends in 32:07:12

-50% ~~22,99€~~ **11,49€** [Add to Cart](#)

Downloadable Content For This Game

Hand of Fate : Wildcards	-33% 4,99€ 3,34€
Hand of Fate Original Soundtrack	-33% 7,99€ 5,35€

8,69€ [Add all DLC to Cart](#)

Recommended By Curators [View all \(55\)](#)

"A deck of cards generates a unique adventure each time. Your deck gives you equipment to fight brawler battles, the dealers deck screws with you. "

[Read the full review here.](#)

Recent updates [View all \(14\)](#)

Murder At Sea Update has arrived!

7 June

Thanks for playing Hand of Fate! We've just released a new, completely free update for all players.

Our latest update, Murder At Sea, adds a whole new questline to Hand of Fate.

[READ MORE](#) [17 comments](#)

Unleash the Wildcards!

17 April

Our first DLC has just launched - now is your chance to explore all the different Fates, and new ways to play!

Each Fate has its own custom chain of encounters, and its own potential rewards, along with new Achievements.

[READ MORE](#) [17 comments](#)

Reviews

"A surprisingly fun and original experience that comes together admirably."
8.75 - Game Informer

"This is definitely the surprise of the year so far and gets better with every run."
9.0 - Game Insider

"Hand of Fate is an extraordinary example of the best that indie development, Kickstarter, and Steam Early Access have to offer."
4.5/5 - Game Revolution

About This Game

"Words fail me at describing just how seamlessly Defiant Development managed to blend the tailored experience aspect of deck building games with the hack-and-slash excitement of action-RPGs." - The Escapist

"If you are a fan of either old school adventure books, Gauntlet from its glory days, collectible card games, Rogue or just general fantasy, this game is for you" - Gamestyle 9/10

"Whether you are a CCG veteran or not, you need to play this game...right now!" - Godisageek 9/10

"Defiant Development's newest project feels like playing a customizable card game."

[READ MORE](#)

System Requirements

Windows	Mac OS X	SteamOS + Linux
MINIMUM:		
OS: Windows 7/8/8.1/XP/Vista (32 or 64 bit)		
Processor: 2.4ghz Intel Core 2 Duo or equivalent		
Memory: 4 GB RAM		
Graphics: Nvidia 260 GTS or Radeon HD 4850 - 512 MB of VRAM		
DirectX: Version 9.0c		
RECOMMENDED:		
OS: Windows 7/8/8.1 (64bit)		
Processor: 2.66GHz Intel Core i7		
Memory: 4 GB RAM		
Graphics: Nvidia 460 GTX / Radeon 5770 - 1 GB of VRAM		
DirectX: Version 9.0c		

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Helpful customer reviews [About Reviews](#)

FILTER: **Helpful** Recent Positive (1,708) Negative (125) Funny

235 of 260 people (90%) found this review helpful
1 person found this review funny

GrinR
278 products in account
7 reviews

Recommended
5.1 hrs on record

Posted: 17 February

Imagine a board game where the board "spaces" are cards laid out side-by-side. You move your token from card to card, travelling across them until you reach the end of them. As you "step" on each card, it is revealed. Whatever the card reveals informs the adventure - an ambush by thieves, a mysterious cave, a helpful vendor, it's all randomized and set out under the cards for you to discover.

Now imagine the cards are composed of a deck of cards that YOU build, as well as some cards the "gamemaster" stuffs in there. You don't know what you'll get in your travels, or in what order, and that is the core gameplay.

All combat is resolved in a simple, but elegant, action combat system similar to the Batman Arkham games (WASD, E to "counter", Space to roll, and sometimes # keys for specials) and it's fun. Are you wearing a magic cap that makes your hits explode with gold? Sounds good, until you remember that you revealed the "gold curse" card and the more gold you're carrying the slower you move. Or not! It's up to you.

So far only 4 hours in, absolutely loving it. Why has it taken so long for this kind of action CCG to come out?

Was this review helpful? [Yes](#) [No](#) [Funny](#)

131 of 141 people (93%) found this review helpful
7 people found this review funny

Alexspeed
4,387 products in account
28 reviews

Recommended
18.3 hrs on record

Posted: 25 February

Hand of Fate is a blast to play, but not easy to describe.

It is obviously a game with cards, but not really a card game in the usual sense. Think of it as a random adventure game where the cards are your storyline, equipment, quests, enemies, curses and blessings. And the actual battles are fought in Hack & Slash real time encounters which mirror the cards you have on hand. I hope there will soon be a Demo available for people to try it, because its really unique and should be experienced instead of described.

The strongest point of the game is probably the Narrator of the Card Dealer, very well done and highly immersive and even comments on your situation or what cards you have on hand. The second strong point is the randomness and replayability, every adventure you start will be different, depending on the cards you choose and how they are played.

The presentation is top notch, the card animations fluid and pretty. Only the switches to the Battles are a bit tiresome after a while, but they can be skipped.

There is a big luck factor in the game which makes things interesting, it can screw you over royally, but also make you come back against all odds. You will die, and you will not be successful in every quest and adventure. And you probably have not many ways to prevent it, its the luck of the cards.

If something is missing then maybe character variety, there is only the main character. At least the character equipment is displayed nicely on him.

The real time battles are short encounters against one or more groups of enemies with varying abilities and are visually pretty and also randomized. The actual fighting is not too difficult as long as you learn how to block & dodge and use the abilities. The store page says howler recommended, but i played with M&KB just fine. The Battles might be easier with a controller.

The game feels like playing a real board game and I highly enjoyed it so far. It came out of Early Access and was updated regularly. I encountered no technical issues or bugs, its pretty polished from what i can say.

I think this game should be played =)

Was this review helpful? [Yes](#) [No](#) [Funny](#)

147 of 166 people (89%) found this review helpful
6 people found this review funny

Morse
509 products in account
27 reviews

Recommended
10.6 hrs on record

Posted: 20 February

Hand of Fate is an amazingly fun card game based adventure with a hack and slash style combat system. Its wildly addictive and honestly some of the most fun I've had in a game for a while, and I intend to play much more.

This game makes me feel like I'm sitting down for a single player DnD game with the dealer as sort of a "dungeon master", laying out the adventure for me to go through. There are a lot of stories to be told that keep fairly short but interesting, and will occasionally result in combat. The combat of the game isn't amazing or revolutionary, but I find it fun and enjoyable. I'm into hack and slash style gameplay and this game does it well enough while not overstaying its welcome.

The combination of RPG, card game, adventure with some roguelike elements mixed in, come together in Hand of Fate to make an outstanding experience that makes you just say "One more round"

Pros:
-Unique genre
-Strong and interesting atmosphere
-Fun stories and adventures
-Competent combat system
-Several different weapons, armor and accessories to unlock
-Strong difficulty(Starting at about 4 hours in)
-Nice ambient soundtrack

Cons:
-Occasionally Janky animations
-Flow of combat can be somewhat awkward

Was this review helpful? [Yes](#) [No](#) [Funny](#)

114 of 131 people (87%) found this review helpful
11 people found this review funny

PlaneShift

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- Single-player
- Steam Achievements
- Full controller support
- Steam Trading Cards
- Steam Cloud
- Steam Leaderboards

Languages:

	Interface	Full Audio	Subtitles
English	✓	✓	✓
French	✓		✓
German	✓		✓
Spanish	✓		✓
Russian	✓		✓

See all 7 supported languages

metacritic **78/100**

Read Critic Reviews

Includes 49 Steam Achievements

[View all 49](#)

Title: Hand of Fate
Genre: **Action, Indie, RPG**
Developer: **Defiant Development**
Publisher: **Defiant Development**
Release Date: 17 Feb, 2015

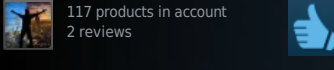
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Awards

Editors Choice : Popzara
"Defiant Development's newest project feels like playing a customizable card game, Dungeons & Dragons, and Batman: Arkham Asylum all at the same time; if that idea doesn't excite you, then I have no idea what will."

Selected for the Indie Megabooth at PAX East

117 products in account
2 reviews



Recommended
58.9 hrs on record

Posted: 4 April

If I had to describe this game with one word, I guess it would be "wow".

"Wow"

Few games lately have made me feel such wonder, had played many as videogames are my main passtime. But what makes this game so special? So unique? Well, it is a card game, and there are plenty of card games. It is an action game, and there are plenty of action games. And yet this game can suspend my disbelief like no other.

This game just want to make you fell like you are... playing a game, and in this simplicity lies its brilliance. It does not try to suspend your disbelief to great heights and in doing that it brings an incredible immersion. All I need to feel is that I am playing a game with that strtange fellow in front of me. A fellow that, like no other character, I wish to pull of the screen just to have a chat over some beverages. Or maybe... a game of cards.

It is impressive how a game that does not create anything new, but just mixes what we have already seen in a way we have never seen can fell so fresh, so different.

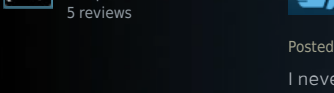
As for the game itself, it plays as a roguelite. The randomness, the decisions based on your circinstances, the reset after a failure. Failure that does not bring the game back to the begginging, as the bosses you already defeated will remain defeated, but the entire board of the one you are chasing gets reset. Failure that can still reveal some minor rewards as you unlock tokens. Or even just comments from the dealer.

And I press forward. Not for a quest to save the world, but for the wonder of discovery after each new card. Or even some old ones. Or just to spend some more time with this intriguing character that feels almost real.

Was this review helpful?

117 of 137 people (85%) found this review helpful
1 person found this review funny

monsto
164 products in account
5 reviews



Recommended
26.6 hrs on record

Posted: 19 February

I never do these reviews but this game absolutely deserves it.

It is based on the mechanic that would get me to actually buy and play a video game based on Pokemon or Magic the Gathering. . .

- 1) a card comes up with an enemy
- 2) you actually fight the enemy

The flavor packet is in the scenarios, An ambush, a travelling circus, a hungry vampire, some of which are decided by your ability to "draw success" card from 4 shuffled cards.

And if you can't make it? CHANGE YOUR DECK to be more favorable to that thing you need... food, gold or health.

Insanely replayable. Insanely unique. Insanely fun.

Was this review helpful?

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