
Shalnor Legends: Sacred Lands Patch

Download >>> <http://bit.ly/2QNuXax>

About This Game



Title: Shalnor Legends: Sacred Lands
Genre: Action, Adventure, Indie, RPG
Developer:
Johnny Ostad
Publisher:
Johnny Ostad
Release Date: 25 Jan, 2018

English

shalnor legends sacred lands achievements. shalnor legends sacred lands trailer. shalnor legends sacred lands steam. shalnor legends sacred lands guide. shalnor legends sacred lands xbox one. shalnor legends sacred lands test. shalnor legends sacred lands review. shalnor legends sacred lands. shalnor legends sacred lands walkthrough. shalnor legends sacred lands gameplay. shalnor legends sacred lands switch review. shalnor legends sacred lands switch. shalnor legends sacred lands wiki

The only reason I'm writing a review, and a negative one at least, is because the dev cares about this game a lot, so getting this opinion voiced might actually change something. As of right now, I cannot recommend this game wholeheartedly, and that's in spite of playing both normal and 'heroic' mode all the way up to the 'completionist' reward. It took me 16 hours to accomplish

this feat, but honestly it shouldn't have taken more than 8 (5 for the initial playthrough and 3 for the replay in heroic mode). The gametime is inflated due to a SERIOUS issue with inventory and money management. It's perfectly natural in this sort of game to have your progress correlated with unlocks and upgrades to the amount of gold and stuff you can carry around with you, but in this case it's completely off balance. Instead of linear progression throughout the game, you spend the sheer majority of it hustling through with barely any upgrades, only 2 potions you can carry, and in heroic mode everything kills you in 2 hits (utterly terrible when going through a spike riddled maze without checkpoints). All of that is because you need 250+ coins for each upgrade or purchase (and there are A LOT), but enemies drop only one coin (if at all) and you don't get enough from barrels/plants either, even if you go in and out of rooms just to repeatedly smash the same chunk of barrels (you usually get between 10-20 coins for such an action). When you get to the final area of the map, right before the penultimate dungeon, if you've explored enough, you're very likely to unlock a (spoiler alert, I guess?) fishing mini-game that solves this problem by making it easy to get money from it. There's no 'selling' mechanism, so you literally just fish and get money from it, so problem solved, right? wrong! Now you want to upgrade everything to compensate for what you've been missing all along, but sadly you can only carry around 1000 coins (if you've upgraded your wallet, which you probably have by this point), and 10 of each crafting components required for the 30-something upgrades that you've been vying for all this time. Said components are ONLY dropped from barrels, plants and enemies, but not nearly as frequent as it should be (in heroic mode it's even worse). So you walk in and out of rooms to shoot barrels until you get enough for the next upgrade, then go to the fishing spot to get some cash for it, rinse and repeat. When you've done with this ordeal it's a cakewalk to finish the 2 dungeons you've got left, you can walk on spikes without any care in the world and heal the hp you've lost through killing enemies. The bosses die within moments from the start of the battle, without any strategy or planning required. I think it's even supposed to be this way, since you get the item you need to proceed before you fight the boss, so there's no need to fight them unprepared and underpowered. If you've made it this far, just know that you might disregard all I've just said, play the game 'the normal way', die a lot of frustrating deaths, acquire 5 or so upgrades, finish normal mode and go home. Still, there's a lot of potential within this game, and there's a lot of things it does absolutely right, but it's a few tweeks away from being there. It's a nice zelda clone overall, and I believe the dev really cares about it, so this review will probably change to a thumbs up in due time.. Starts out kind of fun, but gets repetitive and annoying.. This game really reminds me of the gameboy version of LOZ, like Oracle of Season and Oracle of Ages. I only have one real issue with this game and one nitpick. My issue with the game is with the grinding for upgrades. I would prefer having gameplay that involved completing a dungeon that rewards you with an upgrade rather than grinding gold and resources to get it (Sorry if that is too LOZ but it made it more enjoyable). The nitpick deals with the sprite artwork for the pushing of the blocks. The arms just look kind of weird being straight when she pushes a block. I would say make the arms look more bent when she pushes something. However, it is still enjoyable and I will definitely look forward to the sequel to this.. Starts out kind of fun, but gets repetitive and annoying.. I've been on a 2D Zelda-style RPG binge recently, and this is one of the good ones. Plenty of well-designed puzzles, loads of hidden secrets and enjoyable combat. Upgrades are available to spend your gold on but the more tedious RPG extras, like crafting, are (thankfully) simplified and not too much of a focus. The first playthrough had a few tricky parts but is generally easier than average. Anyone wanting more of a challenge can play through a much harder 'heroic mode' (unlocked by completing the standard game).. This game really reminds me of the gameboy version of LOZ, like Oracle of Season and Oracle of Ages. I only have one real issue with this game and one nitpick. My issue with the game is with the grinding for upgrades. I would prefer having gameplay that involved completing a dungeon that rewards you with an upgrade rather than grinding gold and resources to get it (Sorry if that is too LOZ but it made it more enjoyable). The nitpick deals with the sprite artwork for the pushing of the blocks. The arms just look kind of weird being straight when she pushes a block. I would say make the arms look more bent when she pushes something. However, it is still enjoyable and I will definitely look forward to the sequel to this.. It has a Legend of Zelda vibe to it. If you like Zelda, this is surely to be a go-getter.

[FrightShow Fighter serial number](#)
[Cockroach VR Torrent](#)
[Simutrans - Pak128.Britain Ativador download](#)
[Knights Rubbish addons](#)
[Crystals and Curses Activation Code](#)
[Raygun Gadabout Download\]](#)
[Tiger Fighter 1931 Tora! download for pc](#)
[Zafehouse: Diaries FULL](#)
[dontbegrey torrent Full](#)
[The Botanist Patch](#)

