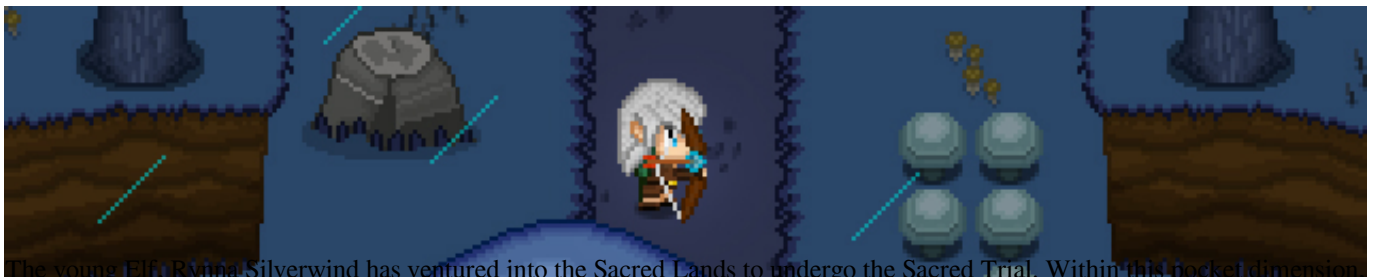

Shalnor Legends: Sacred Lands Keygen



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About This Game



The young Elly Rynda Silverwind has ventured into the Sacred Lands to undergo the Sacred Trial. Within this pocket dimension she will face many challenges all in hopes of becoming the goddess's chosen champion. Will she succeed? Or will she fail like many who have fallen before her?



Features:

- There are 9 large zones to explore along with 5 major handcrafted dungeons and 30+ caves/side dungeons.
- Talk to the inhabitants of the land to upgrade your gear (upgrades such as, protection from slime projectiles, increased bow damage, leeching health from enemies when striking them, etc.)
- Find hidden Alchemy Recipes, use crafting materials to brew potions and elixirs and carry them with you in your Provision Bag.

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

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English







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Starts out kind of fun, but gets repetitive and annoying.. 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.. It has a Legend of Zelda vibe to it. If you like Zelda, this is surely to be a go-getter.. Very nice game.. not sure why it isn't more popular.

The soundtrack is great.

The only gripe I have with it so far is slow movement speed.

I like the minimalistic approach.. the atmosphere is really intriguing.. Fun little rpg. The dev is great and cares about the game. I had an issue and they worked with me to get it fixed. A lot of devs will not do that.. Very nice game.. not sure why it isn't more popular.

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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.. 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). Thumbs-up!. It has a Legend of Zelda vibe to it. If you like Zelda, this is surely to be a go-getter.. 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.. For 10 dollars it's incredible value.. Fun little rpg. The dev is great and cares about the game. I had an issue and they worked with me to get it fixed. A lot of devs will not do that.. 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). Thumbs-up!. **I enjoyed this game, despite its roughness around the edges. It had enough of that Link to the Past-esque feel to be fun all the way through. Even mowing the lawn is fun, just like in ALtTP!**

I beat the game in about 7 hours. I completed every main quest but not all the side quests or grinding.

This game was good, but it had the potential to be GREAT. A few design flaws prevented that. Here are my suggestions to you, Johnny, so you can learn from this experience and create a totally awesome next game.

- Increase the difficulty, or allow the player to choose a harder mode from the start. I would have enjoyed playing Heroic Mode from the get-go. Shalnor Legends' difficulty is very low. This makes it great for someone's first Zeldalike, but limits the appeal to experienced players.
- Increasing the difficulty in a more interesting way would be more fun, e.g. more enemies and slightly faster traps instead of simply taking more damage.
- Money is broken. I can get 500 gold in 3 minutes by walking back and forth in a room with lots of barrels and shooting them with a fire arrow. This means I end up running past most enemies instead of fighting them, because what do I get as a reward for fighting them? 1 gold. This disincentivizes the player from fighting enemies, especially hard ones.
- Too grindy. Even with barrel grinding, I still didn't want to bother buying many upgrades, because the difficulty was already too easy for me and the upgrade wasn't worth 3 minutes of effort.
- Traps are too repetitive. If you're going to have that many traps in your dungeons, it would be more fun if you added more variety in some way.

- Bosses can end up on a trajectory of a compass point, in which case they just bounce back and forth instead of going diagonally. I presume this didn't come up during playtesting because there's only a 4 out of 360 chance of it happening, but it makes for an uninterestingly easy boss fight (:

All that said, none of these flaws stopped me from playing, finishing, or enjoying the game. Thanks for making it and I'm looking forward to seeing what you do next!. This game really reminds me of the gameboy version of LOZ, like Oracle of Season and Oracle of Ages.

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