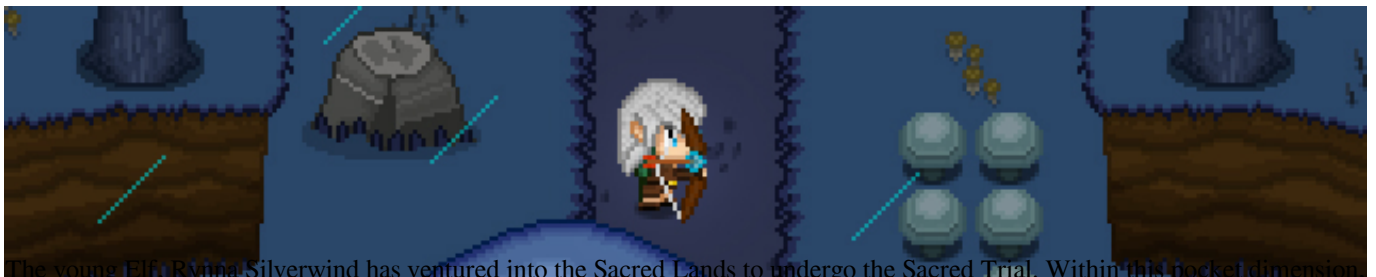


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About This Game



The young Elf, 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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I keep having my game crash at the area just in front of the cottage when going outside to solve puzzles. I have no idea what to do there, as no parts of this puzzle light up. After looking at it for maybe 15 seconds, the game crashes every time. I'm not sure I can advance past the first part without completing this puzzle and not sure how to fix the game repeatedly crashing? Bummer, because point and click puzzles like this are my jam.... ALL THE OTHER PUGS WITH THE PUMPED UP KICKS THEY BETTER RUN BETTER RUN. Quick Look: <https://youtu.be/Vle2wBfolrRY>

[Space Incident puts a heavy emphasis on story, you control the game entirely by selecting dialogue options when talking to crew members. Sadly the story is rather bland, crew members lack any sort of individual or consistent character and the dialogue options often feel irrelevant. Does have a cool dirty pixel visual style to it though!. Dont buy there is no content the same levels, the same enemies. I played it so much just to get all of the achievements.. This diorama-maker is really good! I love that you can scale any object and that the performance, even though there are many objects on screen, is pretty solid. The fact that more object will be added weekly is a deal breaker for me. Nice work dev!. VCB: Why City - The Ballad Of Drunk Khovansky is not a game I would recommend to anyone.](#)

[As it is clearly a rip-off of Grand Theft Auto: Vice City, or at least a parody of that game. I didn't expect great things from it - but I thought that, at the very least, this cheap game would be a bit of fun \(like the game Russian Car Driver - which, despite being very unpolished, I really liked\).](#)

[However, the potential for fun in this game is overshadowed by the really annoying voice-overs, which go on and on and on, in barely understandable Russian accents.](#)

[And the cutscenes are annoying too.](#)

[OMG, this game is so bad.](#)

[I don't care about the badly-drawn graphics \(I pretty much expected that\), and the somewhat clunky controls, but for the love of God, please get rid of the voice-overs and the cutscenes.](#)

[Thank Heaven I didn't play this game on the roof of a tall building, as I might have been tempted to end it all after playing this piece of Russian cow dung.](#)

[VCB: Why City is aptly named - why, oh why did they make this?](#)

[Why did Steam put it in their store?](#)

[And why did I buy this awful game?](#)

[Keep well away from this rubbish.](#)

[Don't buy it, you'll only encourage them.. Heads-up, game is NOT finished.](#)

[Fun toy game that is simple, fun and well-made for its current state, definitely worth to buy!. Addicting arcade game :\)](#)

[Not sure why it's called Freebie when it isn't free, but oh well.](#)

[Solid/10](#)

Game could be awesome. But controls for a 360 controller are horrible and work sporadically.. 10/10. WOULD recommend to children under the age of 6 but older than the age of 3 for a fun and exciting puzzle experience. this game is one of the best off road games i've ever played :). Bought this thinking it would be a casual puzzle game, turned out to be quite a stressful, timing/coordination/puzzle game which is quite challenging.. And that isn't a complaint. Great game!

To the devs, defiantly needs a leader board, but also if possible some co-op modes would be interesting if that could be worked out. I know that would be quite a big change but I think it would be worth it, like multiple colors to solve the maze. or perhaps just a racing mode.. Simple game, simple graphics.

Seems more like a mobile game. The basics of the game play are basically a giant QuickTimeEvent. Press the direction you want to go and avoid dead-ends while collecting fuel. Most comments are praising the music but I didn't find it to be anything special. The vector style is interesting but something about it looks wrong, I'm not sure how to describe it, it doesn't seem centered. I do like the options though to increase blur, line size, and even the CRT mode (Don't have one, but still interesting to see it).

The whole game strives to be something, but it doesn't seem to know what. It's overly plain and I find that to be its biggest downfall in what could have been a quirky game.

TL:DR Gameplay is extremely repetitive. If you really have to, wait for a sale that puts this at mobile game prices.. A short side story to NekoNin exHeart that follows the main character's high school friend Saiha, the story lasts a short half hour and provides more depth into one of the side characters from the main game. In this side story, Saiha requests aid from our main character, Haruki, in catching a runaway neko ninja of unknown origin. While I don't suggest playing this game without having played NekoNin exHeart first, I find it a great companion to the main story and the 18+ DLC is free on top of that. I was surprised this game itself was not a DLC to the main game or an entire full-length story of its own but it still has that DLC feel for those who want to continue the story from the first game before reading the second.. This is so far the most logical hidden object game I've played. I guess that's why it is also fairly short (no artificial lengthening by making you perform actions that make no sense). It took me about 2 hours. I don't mind the short length as this was more fun to play, because there was no need for using the hint button all the time. There is a map that shows available actions and lets you move quickly between places, so going back and forth is no problem. The only problem with item names in hidden object scenes I noticed was "leave", which got me stumped, but the hint revealed that it was "leaf" (should have realized that, but English is my second language). That's not nearly as serious as some I've seen in other games. The story is pretty typical for this type of games and not too bad. I paid 5.11€ for the game (bought the bundle and already had the other game) and it's worth that in my opinion.. the game is pretty good i love it interestingly enough the game is based on the actual board game and is really a treat for those who like turn based combat and role playing elements this game has a lot of potential on my list of potentially perfect games of 2018 on early access that including my playtime in other EA titles but i think this one is definitely going to make a budget hit cause its awesome budget hit in my language is basically saying a great box office review too many and thats a good thing it needs a lot, however my only complaint about the game is its pretty tough considering the amount of strategy it takes to beat the score to unlock make your own character mode and i find that a little frustrating considering the difficulty this game has set on itself its very hard but its good to have a challenge but maybe a little bit slower gameplay and a couple of touches to combat difficulty and food levels would definitely draw more people in not in a bad way though just a thought. Great game for parties, or big groups of friends, good for commentary videos. Love the game and it's a blast to play

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