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Legena: Union Tides Reset Key

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## About This Game

- **IndieGames - "A solid game with good writing and a lot of hooks to snag the player's attention"**  
**5d3b920ae0**

Title: Legena: Union Tides  
Genre: Indie, RPG  
Developer:  
Grandpa Pixel  
Publisher:  
Grandpa Pixel  
Release Date: 8 Oct, 2015

English

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A 'lil, maybe unknown, pearl. When i was first thrown into the game ( choosing the highest difficulty for enemies, so i base my judgment with that in mind ) i was kinda lost: You don't know the characters; It's clear they already had their share of adventures but you can hardly understand why they react/behave in some way early game. You get tutored but lil by lil like before entering a new area or before a boss fight. It was easy at the begining, later knowing the mechanics really helped out Enemies Lack a "level" reference, later it's not that important, but when i was looking for a better place to level. i usually got oneshoted. There's not world map map (at least i didn't notice one XD), locations do get pinpointed in dialogues but i occasionally didn't know where a place was. Accessories lack their description in shops (apart statuses preventing ones), not a big problem tou After finishing the game well: Music was fabolous all game long!! Love those battle themes Extra Side-quests i found were EXTREMELY enjoyable, especially The cave of valor. Finding a part of Atesan past in Tetiro's "future" was really unexpected, the necklace seemed a simple background item . Characters were

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fine, i was happy they were of different races, just a bit of a bother. some of them seems to "settle down" their problems with too much ease in particular after each met the narrator , same with their opinion from time to time. But among them Atesan surely shine, i appreciated, and liked, the dedication to his story Leveling. doesn't seems to be very rewarding, equips are simply better at handling stats. Add abusing of all buffs (or \*coff\* Dragon Helm \*coff\*) + debuffs and you can easily wreak havoc among enemies. Still, Bosses took a lil of strategy to be beaten, especially last ones. Main cause of a character death were a conjunction of spell+weather or a KO skill. Secret items EVERYWHERE OMG, be it a city. be it a dungeon. those helped a lot at making the game easier and i screamed "CHRONO TRIGGER!" each time i found one :3 (only thing missing. the sound :P) After finishing the game you get some secret words which should unlock things, i'll surely replay it! All in all, there'd be more things to say, but, if you're looking for a nice retro style game, this one is worth your money, they really put lots of effort and care in it and sadly, lately, you can only find this dedication in indie games.. If you love your classic RPGs you'll love it!. So much red and green. Wants to be Persona so bad. Plot and characters are really disjointed. Like your main character is supposed to be some famous hero or something but starts at level one and needs to be talked down at / adventurer tutored by almost every important npc you meet. You can occasionally make choices that improve relationships with party members. There are a lot of items. Most npcs in towns seem to be shop keepers and they will sell you bajillions of different items. It is really almost overwhelming. For instance, there is a store that will sell you a cure for each and every status ailment and a seperate store that will sell you a preventative for each and every status ailment. Same with single use / repeated spells. You can, uh, walk through people. But the game is strangely charming. I think a big part of it is the graphical style. i like the bright primary colors. The world full of lush red pixel trees against green grassland and blue sea. The world building is interesting. I like that spellcasting is done with magic feathers and there are towns set up just to harvest and refine them. I like that farmers have trouble growing crops because adventurers call in all sorts of magic storms with adventurer items. Most of the towns are your regular fantasy rpg single purpose theme town. Mine Town, Farm Town, Pirate Town, etc. But they are taken to their logical and silly conclusions. One of your party members is a weiner dog. You can see random encounters as colored whorls and sidestep them. Everyone talks in the same grating nerd voice. The entire game is written in smug, eyerolling, self aware gamer style and it is like having your very own cheeto encrusted GM come to your house with sock puppets for a bunch NPCs and run a dungeons and dragons game for you, but not the kind you play now that you are a thirty-something-year-old-dead-inside burnout. The immature and imaginative and fanciful kind you played when you were ten. And for some reason, that is strangely endearing.. So much red and green. Wants to be Persona so bad. Plot and characters are really disjointed. Like your main character is supposed to be some famous hero or something but starts at level one and needs to be talked down at / adventurer tutored by almost every important npc you meet. You can occasionally make choices that improve relationships with party members. There are a lot of items. Most npcs in towns seem to be shop keepers and they will sell you bajillions of different items. It is really almost overwhelming. 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Reminds me of what Zephyr Skies: The Winter Sage could have become if it wasn't a troll game. -Many colorful feathers to collect, many spells to customize your characters with. Extra points for having water, wind and earth magic. -You can tweak the difficulty as you wish and I find this a very considerate touch. -Feel free to walk right through people! Albeit not under tents. Cons -The dialogue writings are not impressive and that's already made clear within my half-hour play. I wish there were more commas to split those long sentences up. -Characters are little more than cardboard cutouts and I find it difficult to sympathize with them. -No stats comparison when buying equipment. Need a patch. -The tile colors look somewhat scruffy as I prefer more vivid contrasts. Suggestions for sequels -Improve

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the writing. And the characters. -The menus could use some polishing. -A feather fusing system, perhaps? For example, you can combine a soaked feather with a gale feather to create a powerful spell, which will affect the weather as well. All in all, I'm satisfied with my purchase and would recommend it to my fellow JRPG enthusiasts. This could very well be the start of another great series.

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