
Shalnor Legends: Sacred Lands Torrent

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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

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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.. 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.. 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.

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