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About This Game

LEGIONWOOD2

LEGIONWOOD 2: RISE OF THE ETERNAL'S REALM is an epic fantasy Role Playing Game (RPG) in the style of the classics of yesteryear. Playing as an elite imperial soldier trying to protect their homeland, you'll get to explore a massive, fully detailed medieval empire filled with daring adventures, outlandish treasures and dramatic conflicts. Along the way, you'll have to contend with the likes of political corruption, zombie hordes, the onset of war and a game world that changes depending on your choices and actions. Get ready to pick a side on the stage of history. Will you be the one who saves Legionwood, or will you be the one who dooms it to an age of darkness?



Features

- 20+ hours of classic RPG gameplay.
- Dozens of minigames and sidequests to discover.
- Hundreds of different character configurations.
- Over 100 intelligent and dangerous foes.
- Non-linear storyline that makes your choices count.
- Six different endings.

The Director's Cut update also includes:

- Smarter enemy AI.
- In-game lore encyclopedia.
- Expanded endings.
- *Imperial Armaments*, *Bardsong* and *Journey to Charn* DLC packs.

Title: Legionwood 2: Rise of the Eternal's Realm - Director's Cut

Genre: Casual, RPG

Developer:

Dark Gaia Studios

Publisher:

Degica

Franchise:

Legionwood

Release Date: 28 Feb, 2014

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Minimum:

OS: Microsoft Windows XP/Vista/7 (32 bit or 64 bit)

Processor: Intel® Pentium® 4 2.0 GHz equivalent or faster processor

Memory: 512 MB RAM

Graphics: Intel GMA series or better

Storage: 400 MB available space

Sound Card: DirectSound-compatible sound card

English





Thanks again for everything you're doing for the people of Trevelle. Legionwood is a better place with people like you in it.

Townsperson



Finally beat the game! Well, one of several endings. I have to say that this game is an exceptional turn based RPG. Here are a few reasons that I personally enjoyed the game:

The class system is way more balanced than Final Fantasy ever achieved. With the right combination of skills and equipment, you can make every class a useful one. Every character can be developed however you see fit. There is a lot of replay value in just trying out differently developed characters.

There are a lot of side quests, but nothing that you have to devote hundreds of hours to complete.

The story line is fantastic. It's not over saturated with juvenile snark like most modern games in the genre. Its a story that grabs you, and compells you to keep playing. Apparently there are several endings, and decisions you make can affect the endings and storyline. That also adds to the replay value.

The difficulty is hard, but reasonable. You have to apply thought and strategy to get through it, which means it doesn't get very repetitive (except for later dungeons, where the switching mechanisms can drive you nuts!) But not so nuts that you throw the controller and give up. A lot of people complain about the difficulty, but if any of you remember playing final fantasy 1 and getting off your ship at the wrong port, or playing Dragon Warrior 1 and crossing one too many bridges, the difficulty doesn't even come close to those days.

The soundtrack is really good. I'm not a musical person, but I appreciated the variety of background music. It set the mood for the different scenes very well.

I'd give this an 8V10, and I personally can't wait to see another Legionwood game.

. This game is well made no doubt and you can feel that DarkGaia is a competent game designer. But this game feels extremely rushed and unpolished. I expected more of this game. I'd like to make this review short and to the point so I'll just dive into it.

STORY

Compared to the first game this game feels more like a spin-off story than a completed sequel. Although the storytelling and the writing is very good i still feel that alot more story could had been mashed in there. I cleared the final dungeon at around 12 hours at level 19. This was just after picking up my last party member. For obvious reasons this left me with a feeling that the game was not really complete. One bonus is that there is quiet alot of optional content in the game that provides more story. That's all fine and dandy but personaly i would had liked to see the main story expanded instead. Out of the six main characters only two of them have any time at all to see any real king of character development. With that said the characters are still very well written and atleast a couple of them are genuinely likeable.

GAMEPLAY

The gameplay is solid but nothing out of the ordinary. The battles are hard at times and can be quiet annoying but the game offers loads of different ways to tackle them. You can for example play a battle slowly with one heavy damage character and three Clerics if that floats your boat. The upside to the difficulty is that i found myself satisfied when i defeated certain bosses. Battles aside the puzzles are mostly frustrating and kinda feel placed in the game to expand the playtime.

GRAPHICS

I like DarkGaia's mapping alot. I really feel that he makes the most out of the built in Graphics in every RPG Maker engine. He has a real knack for making all areas feel unique and full of life.

MUSIC

Some really good choises here. I especially like the fantastic battle music from NemesisTheory. There is not much to say about this really. The soundtrack as a whole does it's job well and provides even more atmosphere to the areas and battles of the game.

MINOR POINTS

There are some bugs in the game. It's one of the things that makes the game feel rushed. Overall it's nothing game breaking though and it does not really lower the overall experience that much.

OVERALL

The game is still worth the price in my opinion. You get 10-15 hours of really solid old-school gameplay out of it. But you better be sure that you enjoy the SNES era of JRPGs because this game is not for everyone.

. As a fellow RPGMaker enthusiast I truly wanted to be able to give this game a favorable review. But for every enjoyable part, there seemed to be an unequally annoying part that made me forget it shortly after. I often felt that I was playing a contest entry NOT a published product.

Enjoyed: -----

- The simple, but well thought class\job choices.

(One of my annoying list was slightly mitigated by the ability to sub-class everyone as a Cleric.)

- The availability of a multitude of items, with actual utility.

(making up for possible bad class choice in battle, and when out of mana.)

- A reasonably believable story line.

(Much less suspension of disbelief is necessary to enjoy it, unlike many JRPG stories.)

- Competent map making.

(A little boxy, but for RPGMakerXVA default tiles, the attention of variety is acceptable.)

- Market pricing.

(It is nice that the price of goods and acquisition of money are relatively painless, but not excessive.)

Annoyed: -----

- Complete lack of any quest log.

(It's nearly impossible to keep track of side quests without writing them down on paper.)

- Painfully linear game play.

(Everything, including most over land map access is key-to-open, without any reason to return once completed.)

- Long winded and RAMBLING dialogue.

(To each their own, but after the third 500+ word story sequence, with dramatic pauses and area transitions to boot, I had to FORCE MYSELF to push through them without quitting. Your story is NOT bad, a little cliché but not bad. Do yourself a favor and try not to spell out every detail in WORDS. Leave some of it up to the reader to intuit from setting, animation, and music. It reduces the tedium of reading it, and respects their intelligence at the same time.)

- WTF Difficulty curve!?!?

(I realize that you added a difficulty slider to the options menu, and it works, but the difficulty goes from laughable on CASUAL, to randomly deadly on NORMAL, to survival? ROFLCOPTER! on PURIST. It seems that you are using a random troop member replacement script for battles, and that results in some battles where you MUST escape, or die. Period. And if you aren't using a random replacement script, you must enjoy\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665off your customers. -- While I can accept this in a scenario where battles are visible, and I have at least a chance to 'chase' them, the default random battle mechanic makes it downright infuriating at times. Ex: The difficulty spike, in NORMAL, inside the second dungeon\cave was enough to finely make me rage quit for the day.)

- What? That was a puzzle?!?

(At least a few times, I was left to assume that I was looking for an item to 'pass' an obstacle. Neither the obstacle itself, nor the item I found that allowed me to do so, had any indication, in its description or dialogue, of its actual purpose. I either randomly returned, or hoped I was right in back tracking, to discover how they related.). I just finished the game and although I did enjoy it and the battles were very challenging, a great improvement over Legionwood 1's battles which were pretty simple strategies.

Unfortunately the story just failed to grab me, I kept thinking "Right beat that boss, soon the map will open up and the story will

start to make sense - Oh no wait I just finished it. Huh."

The ending is... abrupt to say the least. I got what I believe to be the best ending of the game, Reboot A. Where a stable time loop is formed which sets up the next game's Plot - Heroes of Legionwood. But also makes everything I did be reset. So... Yay? I guess?

I did enjoy the game, Its well made. Its just the story failed to grab me like the first Legionwood: Tale of Two Swords did.

Still lthat game was free and this one was cheap so I feel like I got my money's worth by far ^_^. i have a problem with the cave-ins and moving the rocks to progress. It seems impossible to get to the other side without the rocks blocking progress. Can anyone help me?. I am a little dissapointed about this game.

Its nothing like an epic quest. In fact its a very short game (under 10 hours for the first gameplay) and don't even start with the ending(s). The idea of mixed skilled classes is useless because the possible skills are mostly useless. This is the first RPG I played without a mage and cleric. Fights...yes there are many random ones but you can skip them with running or equip a trinklet that stops them completely. You don't need the exp. or money because in fights just use one of the drop agility skills in combination with poison and even the endboss never gets to hit you.. Legionwood 2:RotER is a solid addition to the RPG maker roster for the cost, but be warned, it is DIFFICULT.

The story and characters are standard RPG fare, with an interesting if somewhat ambiguous class system. If you play this game and get frustrated I recommend reading some of the class guides and planning ahead.

Pros: Again, has everything an RPG needs to work well enough to be worth the purchase cost if you have the stones to finish it. This game is hard enough to be a challenge to even the most hardcore RPG fan.

Cons: This game is PUNISHING. Nearly all fights, even the every few second random battles, are quite hard and cannot be plowed through as in most RPG games. Your characters are extremely weak early in the game, and require some grinding to strengthen yourself each time you progress to new areas/Venemies. Most of the random enemies have some combination of brutal evasion rates, damage type immunities, multiple attacks per round, spellcasting, AND status effects linked to those multiple attacks, and in some cases ALL of the above (Im looking at you Dire Wasps!!!)

Honestly most of this wouldnt be all that bad, except that you do not get a truly dedicated healer, and must rely mostly on items and "guarding" to regenerate health and mana in combat. This will FORCE you to spend alot of your time whittling down enemy groups to the last enemy, and then blinding/silencing it so it cannot damage you while you slowly regen your characters up for the next fight.

Tips: Save every 2-3 battles in most areas, as the end can come unexpectedly with one unlucky ambush by multiattack enemies.

Stock up on status effect cure items at all times. You will be curing 2-3 times a fight or more against some enemies (Curse you Dire wasps!!!)

Do yourself a favor and read some class guides, the tips therein will save you many tears and much hairpulling.

Keep older weapons around for a while, you never know when that shiney new elemental sword of uberness will be met with a whole area of enemies totally immune to it... sigh.

Worked 10 hoursthen get new party membersays in menu its supposed to say party...this is where you choose who you want. Iv seen screen shots but mines not there....also sometimes takes 2hours for an item to register into my inventory.....i just wasted so much time.....done..... I played a lot of RPG Maker Games but Legionwood showed me the bad sides of this genre. It actually punched me right in the face.

Dont get me wrong, hard games are okey but i acutally like to have a choise.
This game forces you to grind in the first real area after the intro fights!

Story might by tempting but there a so many good games around, nope. Sorry. Not this time.
No grinding for me please

If you like games who come around hard from the beginning this might be a game for you, if not -> a lot of fish in the ocean.. This game is nothing more than a quick cash in. The gameplay is unengaging. The cast is uninteresting and the world lacks character. There is promise here with the morality system and job combinations, but a lot more development time is needed to reach it. As it stands, this game isn't worth the price they are asking for it, or any price for that matter. It should be free. If you want something made with RPG Maker that is worth your time and money get To The Moon, Deadly Sin 2, Aveyond, or Skyborn.. Kinda Cheesy

I like the 1st Legionwood better, this game has some very good retro elements, aside from the facts that there are side quests, secret classes & techniques\spells. 2 bad things I will say is

#1 - that the main villian usually is the final boss, but instead you fight some demonic creature thats not even challenging enough.

#2 - Cinematics, or scenes (whatever you call'em) are very dull, especially the multiple endings.

Overall, this game isn't too bad to play, I just wouldn't recommend this to a low class RPG player..... I bought it on Steam sale (thank god) just because the first Legionwood had a nice story and I was willing to continue it. It's hard as

\u2665\u2665\u2665\u2665. I can't even pass the third boss on easy! Level up takes a lot of time and you cannot farm like the previous game because there isn't something to heal you again fully. You must pay a lot of money to heal at the church. It has a promising story but the difficulty is so high without any reason. I will continue it only for the storyline because I've already bought Heroes of Legionwood and I don't want to let it go to waste. But I advise anyone who isn't a big fan of the storyline to not touch this game.. Just started this game can already tell its 10V10 im old school games like this are good ways to releave stress. for 1.25\$ cant go wrong. use your mouse or key board... :) such a chill fun game... Set 300 years after the events of Legionwood 1, this game starts with a mysterious barbarian invasion searching for information on "the Eternal Gates". As usual, some poor guy gets thrown into the deep end and has to save the world. Considering the game starts with him losing his beloved... let's just say he's got a bit of a sword to grind...

This game is a slight improvement on the previous game, and grips you from the beginning.. Legionwood 2: Rise of the Eternal's Realm is a classic RPG game set in the expansive world of legionwood. It follows 1000 years after the first game Legionwood 1. Another problem arrises after 1000 years after Lann (Gaia) kills Castoth and it is up to you to save Legionwood once more.

Legionwood 2 is a very difficult game in which requires more planning and quick thinking than traditional RPG games. It offers extensive character customisation, allowing you to choose the class of each character given to you. Legionwood 2 offers non-linear gameplay and gives many optional side quests to explore and conquer as well.

Legionwood 2 has a morality system as well whether you will be hailed as a hero in the end or be dispised by many for your cunning acts. Apart from the morality system, certain actions and decisions and completion of quests would also contribute to the final ending. Simply saying, Legionwood 2 is not a 1 time affair. It has great replay value in that aspect.

It offers around 21+ hours of gameplay if you are to finish the game once through and it is a fully enjoyable 21 hours of gameplay. For those who would like a very challenging traditional RPG game, this is the game for you! (The battles are very difficult if you do not plan, you have been warned)

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