
Legion Tale Crack Code Activation



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About This Game

Overview

Legion Tale is a turn based tactic set in a medieval continent of Agia. Follow the story of a great war between two races, where you are the leader of a small legion putting your life to restore the world after the ambush of the Dark Lord's forces. As you progress, you'll uncover a hidden truth behind the never-ending conflict that engulfs the continent since a long time ago between the ruling states.

We implemented tactical combo battle system, inspired by games like Legend of the Dragon. To create continuous attacks, the player needs to immediately click the combo's circle when it is inside the attack's circle.

Features

- A story inspired by a lot of classic tactical games.
- Enjoy up to 30 chapters of epic battles.
- Tactical Combo Battle System (TCBS).
- Affinity Triangle. (Strength > Wisdom > Agility > Strength)

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- Beautiful, carefully designed pixel art combat animations.
 - Linear story with beautiful hand-drawn background painting.
 - Challenging turn-based combat, each with various kind of objectives from Kill Targets, Survive, Escape, and Elimination.
 - Meet 10 different heroes and follow their story.

Title: Legion Tale
Genre: Indie, Strategy
Developer:
Maulidan Games
Publisher:
Maulidan Games
Release Date: 20 Sep, 2017

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Minimum:

OS: Windows® 7/8/10, 64-bit

Processor: Intel Core i3 2310M or AMD Phenom II X4

Memory: 1 GB RAM

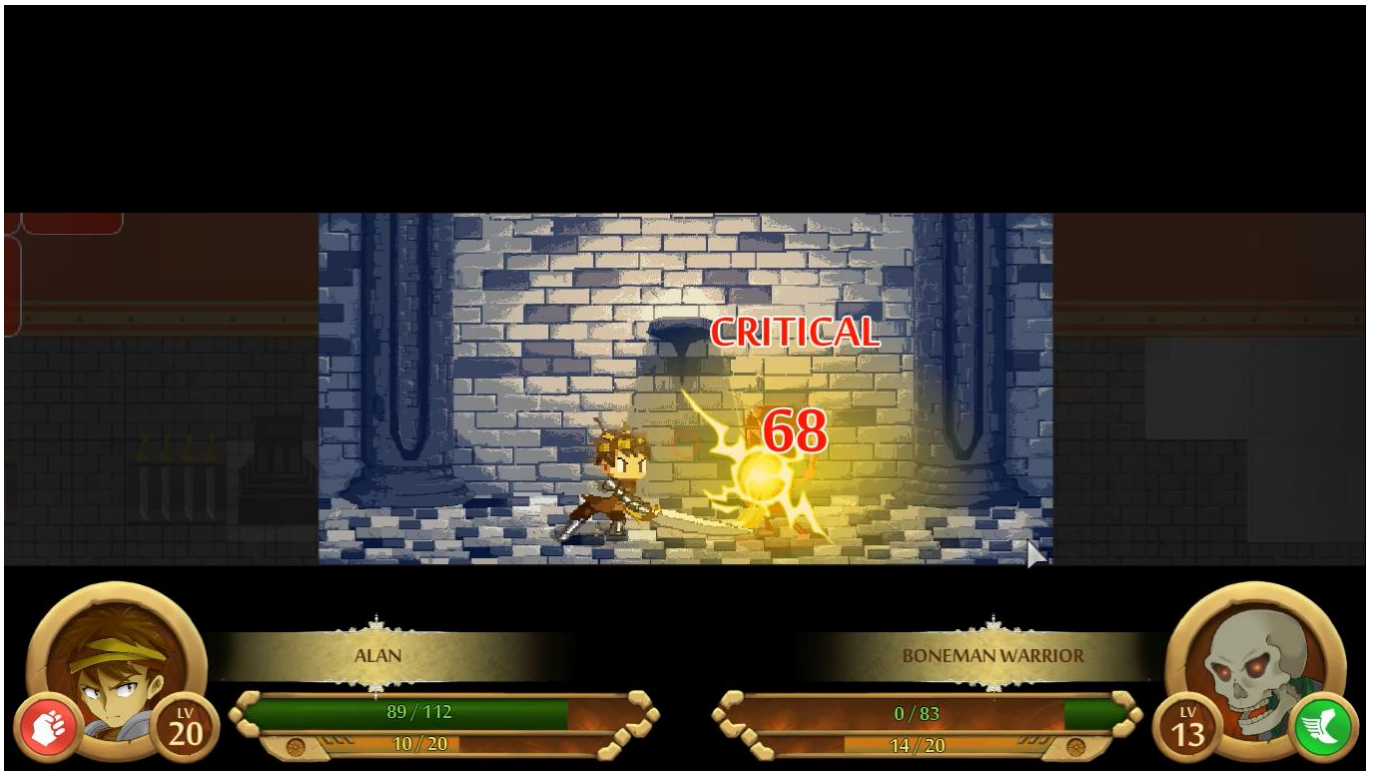
Graphics: OpenGL 3.0 compliant with 512MB of video RAM.

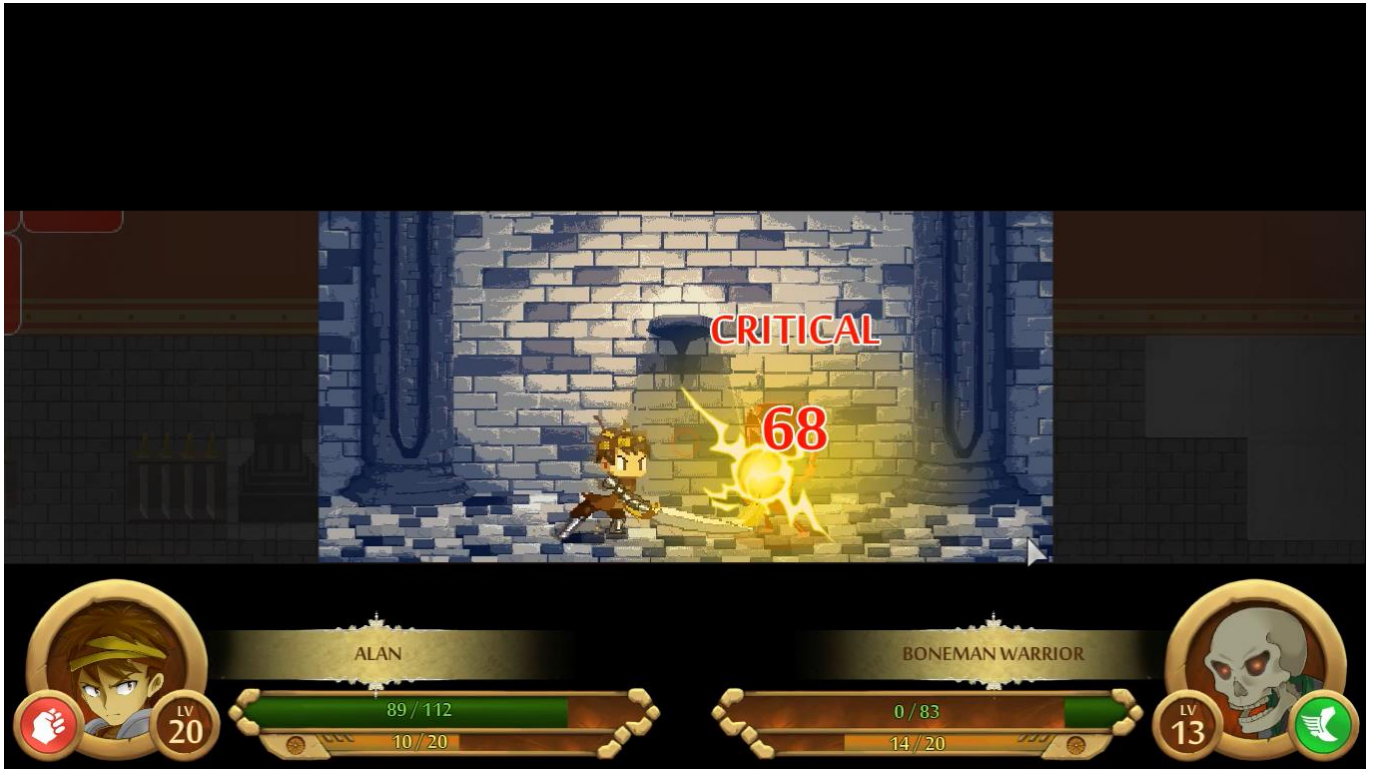
Storage: 500 MB available space

English



I am sure demi-human has already taken over the Capital of Scarleta.





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Bad translations kind of ruined it for me, kinda hard to justify in a story driven tactical rpg.

I like this style of game, I don't mind the graphics being on par with snes V sega genesis games like shining force...but it's hard to get into a story when you can barely understand what they are saying.

Also a little information since the current reviews are sorely lacking in this aspect.

Options include - volume control
- fullscreen V windowed selection
- That is it.

No controller support for what is basically a 2 button game, aka yes V no, or select V cancel.

For 5 dollars it didn't seem like a bad game to waste time in but the translations were more then I could personally stomach after playing 2 battles.(as a side note the voiced part of the opening was decent, but the text between battles was pretty bad) If there was a neutral review option I'd give it that, but since there isn't and I requested a refund...I'm going to have to say thumbs down....Shining force 1 and 2 are like 3 dollars each if you want to play the actual games the combat system for fire emblem came from.. A pretty decent game! Usually RPG adventure battle is not my thing, but I suprisingly taken a liking to this! The turn based game is pretty unique unlike usual RPG maker games, and the story is interesting. Worth the money spent.. A pretty decent game! Usually RPG adventure battle is not my thing, but I suprisingly taken a liking to this! The turn based game is pretty unique unlike usual RPG maker games, and the story is interesting. Worth the money spent.. sausage party+men only world=meh. a decent game to kill time...

The price surely match the quality of the game :)

The voice acting (opening) is nice...
The story is also decent...

The game reminiscent of the early years of fire emblem game.... Bad translations kind of ruined it for me, kinda hard to justify in a story driven tactical rpg.

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Legion Tale takes many things from other games (mostly from Fire Emblem, but it also has the direction-facing guard and from

Ogre Battle and an active system during combat to concatenate attacks through a very simple QTE, like in Legend of Dragoon), and while it would seem a great idea I'm sorry to say that it isn't implemented very well.

I'm really sorry to say this because I can understand that the developers worked a lot on the game, but there are too many problems and even after self-forcing myself to continue playing I couldn't go on.

I played up until mission 20 (the game should be around 30 missions as it is written in the game's description), and these are the problems that I think must be addressed (most are within the combat system):

- *The Attack Point system has to be re-worked: in the game every attack uses a certain number of APs, so most of the time your units can't make combos (or even attack once during your turn) because they don't have enough APs. These Points can't be recovered with some items, but only increments automatically at the start of every turn. I understand that this is a way to make the game less easy (without this, after getting the rythm of the QTE you could oneshot every enemy with every unit), but this isn't the right way to do this: this is a strategy game with active combos and you can't send an unit to kill an enemy and discover that you can't do it because after 1-2 attacks he still has some HPs but you dont have enough APs to finish him. Other times, you try to be parsimoniuos and actively fail a combo only to discover that the enemy survives with 3 or less HPs. I think that the simplest solution could be adding a new item that restores APs (the balancing would also be simple because as any other item in the game it would be automatically given in a fixed number at the start of every battle).*
- *There is also another problem with the attack system: just like in Fire Emblem games, every unit has a hit percentage, but you can miss the attack even after doing the QTE right (and consuming APs). I don't think that's very fair. If you get all the QTEs right, the last attack is a critical, but as already said you need a lot of APs to do the complete combo, and most of the time you don't have them.*
- *Defense system has to be at least modified: when your units are attacked during an enemy turn, if they aren't killed they can make one (and only one) attack that costs 0 AP. So, it seems good, but in reality the enemies can make combos just like your units, which means that if you are unlucky, they can oneshot your unit and you can't do anything to avoid it. In a game that uses QTEs during attack phases, why there couldn't be QTEs during defense phases? Maybe, and that's just my two cents, the hypothetical defense QTEs could be to block enemy attacks (at 0 AP cost): this way if you're good enough, your unit could survive. Maybe to balance this, the response attack could be removed.*
- *Judging from all the above things and noticing that there isn't a limited number of turns, one could think that the right way to play the game is to fight defensively, but that way the lack of a way to speed up enemy turns becomes more glaring.*
- *I also find a problem with the behavior of enemy units: some stay at their location until one of your units enter their zone of menace, others continually swarm like zergs, both in the same battle. The worse time is when your objective is to kill every single enemy on the map, but they patiently wait for your units to come, resulting in an annoying stretch of time and turns.*
- *Last thing (but that's a minor problem), the english text should be revised. I think that this game could be much better, and I'll probably give it another chance after some possible update.. *disclaimer: I'm sad to put a thumb down mostly because there aren't many reviews and this would probably weight a lot on the game's rating, but I can't recommend it as it is now. I've written my review in english in the hope that the developers could read it and possibly think about my issues and suggestions**

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