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About This Game

Plot

Five souls, brought together in a simple rescue mission, to find and save one lone girl, find themselves pulled into something so much bigger than they had anticipated, so much larger than they know. Why are they opposed at every turn by an ancient sorceress? Why are they stalked by a vengeance-minded killer? How are the four greatest heroes in all of history connected? And is anyone who they say they are? Or who they believe they are?

As they explore a land founded by heroes and haunted by its tragic past, they will come to learn that they are more connected than they had believed.

Once they were strangers. Circumstances made them companions. The journey will make them friends. Destiny will make them heroes.



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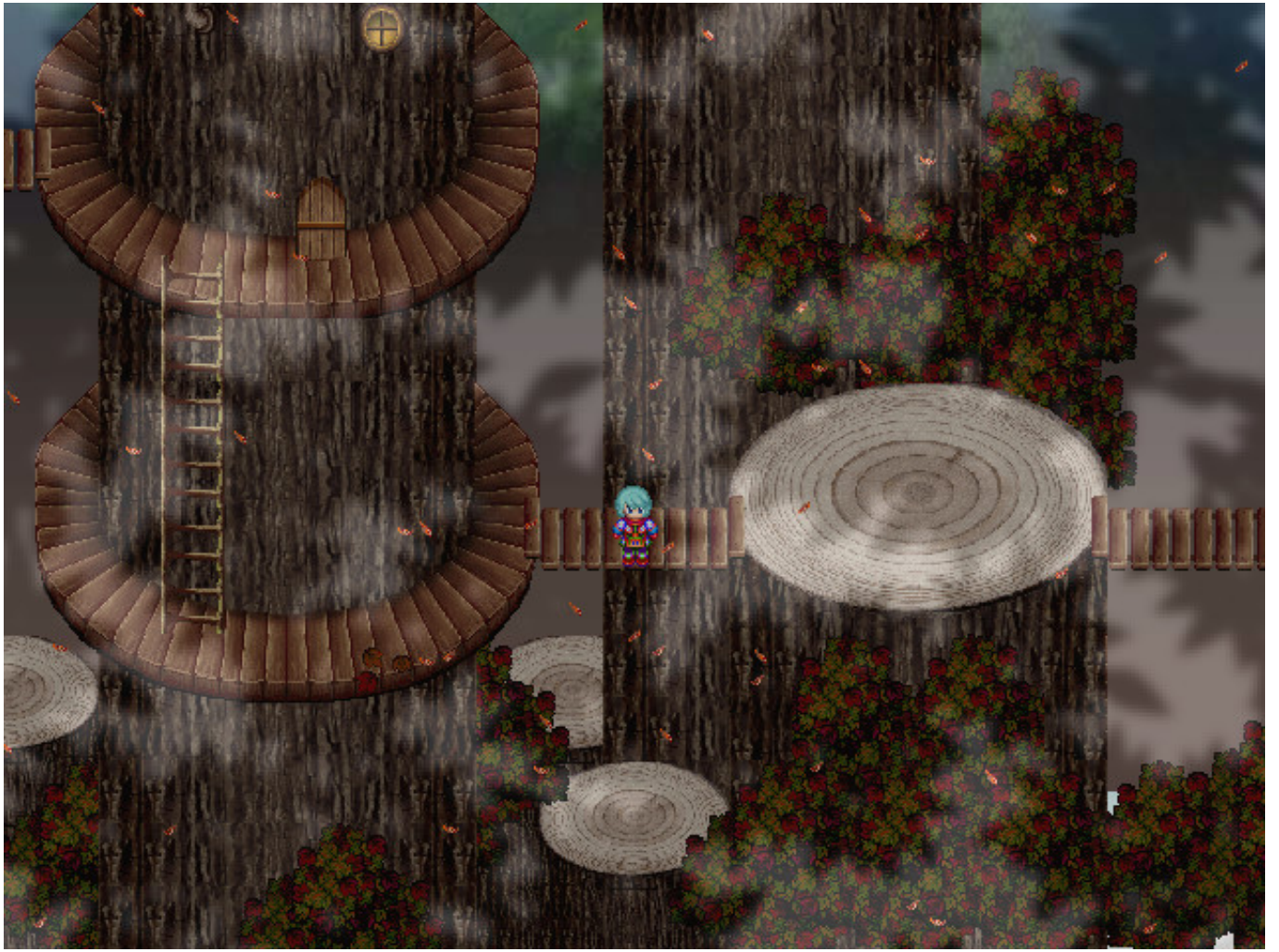
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Title: Wind Child
Genre: Adventure, Casual, Indie, RPG
Developer:
Valkyria Games
Publisher:
Valkyria Games
Release Date: 18 Mar, 2016

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English



Fight

Escape



Alexia



H 213

M 134

[Normal]

Fremon



H 299

M 156

[Normal]

Eccly



H 642

M 1244

[Normal]

Rense



H 473

M 405

[Normal]



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Combat is incredibly slow and boring. Levelling up grants no visible improvement to your characters. Also the sprites are clearly not aligned correctly, as seen when you try to walk a narrow path. Also the tiles are not configured coirrectly, you can walk into the first tile of a wall, and then you are stuck there unless you walk down (all other movement is blocked).. Loved it! Great plot/characters, lots of funny scenes, music at boss fight was awesome!
Wish I could've gone back to places I'd been to before.

I did not like the confusing moments (thank God for the guide), spelling errors, and cliff-hanger conclusion. Left a lot of plot holes and unanswered questions. We never find out who the main character really is and why she has mysterious abilities, characters did not get shipped even though there was a little kiss there at the end, we don't know if certain characters survived or not, and there was no explanation as to why that one cray-cray chick went choking-people-crazy.

But I hope they all get answered in Wind Child White. Need answers soon!. It's not easy and that makes it interesting, I really liked the story, the dialogues and the characters are the best.

But anyways, you need a lot of patience.. The classic RPG about five souls. Really worth to take it, even without the discount. Aldorlea Games bad games doesn't make!. Good rpg maker game. Not sure what the complaints are about the story or characters. Most are enough to make you smile at the very least.. I can and can't recommend this game at once. I will begin with good sides of the game:

Story:

It's really fine, there are many threads you need to follow and the story itself is not straight-forward. You need to read dialogues to know what to do, as quest log is not updating frequently - which is a great positive. NPCs know about RPG system, including turns, ATB, equip and stuff like this. There are also many references to Final Fantasy series. If there would be a book written in that world, I would buy them for sure.

Soundtrack:

I always liked soundtracks in rpg maker games and this I really enjoyed this one, too. There weren't any annoying sounds or 'songs'. There are classic (standard) rpgm clips and some outside ones.

Characters and graphic:

They are well developed, they don't suddenly do things that don't fit to their personalities. Graphic is really nice, maps and models are detailed and look really well.

Now bad sides of the game, that kind of counter what I've written above.

Tile problems:

This is game with most number of wrong tile options I've ever bought. You can literally skip half of the story by moving through walls or edges. That path is blocked, you need to find way around. Well, just move through walls to pass through - and then you realize that when you reach new zone, you have new character in party... That is not added, so you can pass the game without even meeting main characters. This problem is *game breaking*, I really can't think that someone was actually testing it.

Gold system:

I understand game conception that is non-grind, but prices of items are both too high and too low. Bread costs 50 gold, while armor that allows you to play for really long time on god mode, costs only 300. (it has so huge defend statistic that everything is hitting you for 0). To all of that, you find hidden treasure rooms that contains 100-250 gold, while fighting with low level animals (even frogs) gives you 150.

Combat system:

Combat itself is ok, but speed of it way too slow. The fights in the game takes too much time overall. It's not a big problem, as it's all about getting used to it, but it's annoying. It would be much better with 'Rush' option.

Price:

The price of 4 euro is way too much for this game. If you see this on discount (price less than 1,50 euro), then it's worth to buy, but overall - it's not.

If the game would get update fixing tiles, it would be really good game. For now, the problem is so huge, that it's breaking most of fun of playing it as well as destroying whole experience. Wait for patch - if it's ever gonna come!. very good game. Great game with a good story line! Unlike some games, there is plenty of cash to upgrade weapons and learn new spells, and it isn't required to upgrade every time you hit a new area. Looking forward to the sequel!. It's a bit of a bait and switch. A catfish if you will. Clickbait one might say. Bewbs are front and centre in the thumbnail, yet there is no such celebration of the female form within the games content.. I enjoyed playing this game. I played it until the end which has a to be continued ending. I like the story. I like the characters. I can hardly wait for Wind Child White to come out so I can continue the story. I like to be coninued games because it says there's gonna be more later. This was a fun game to play and I look forward to the sequel. I like buying spellbooks for characters and finfding some too. I just hope we keep our characters weapons, armor, accessories and level and skills.

Started off a little slow and confusing, with a slow battle system. However, there were several things I really enjoyed about this game. One was the storyline. Once it gets a little further in, you start to appreciate the characters, their roles/abilities. And the dialogue is quite witty and really funny at times. I also appreciated having visible monsters that I could actually walk around if I needed to explore (which you will have to). The only negative was that the ending was quite a cliffhanger, and now I'm wanting to see what happened!!!. was alright, got it 90% off.. Awesome game! I ship Alexia and Fremon. I just finished Wind Child today, and am completely blown away. It was pretty good for an RPGmaker game. I loved the dialogue, the sarcasm and insults were on point. A lot of it made me laugh. There was also a lot of inspirational words and moments throughout the entire game, which I liked a lot. This game is hefty on the dialogue, which I like as a writer who loves to make conversation. I got to do voices and have some fun with it too.

The characters were pretty dang good as well. I got attached to the people in the entire party. The way they would interact with each other and others was always a delight. Lytan is by far my favorite character. He's sarcastic, brave, and fun.

I played this game ignoring the mixed reviews that it had (some of them fair and others stupid). I recommend people play Wind Child and any other RPGmaker game with mixed reviews. Sometimes good things are buried underneath the rubble of negativity that may, or may not have been valid.

Sure, it's not perfect. But who wants to play that type of game? If you like heavy dialogue, turn-based gaming mechanics, an intriguing story, and characters that are in no way false. Play this. You'll not regret it. And if you do regret it. Well, then that's that. Move on and find a game that will satisfy you. Thank you for reading.. It's a bit of a bait and switch. A catfish if you will. Clickbait one might say. Bewbs are front and centre in the thumbnail, yet there is no such celebration of the female form within the games content.. First, this is a RPGMaker game. That means the graphics may not be to some people's liking. The game itself has an engaging premise and plot, and interesting combat.

You start as a gypsy girl... whose friend is kidnapped. And now you must find out how to rescue her... and save the world, because once you start after her, it gets much more interesting...

Good game.. I tried, but somehow not fun for me. To each his own I guess. Definitely love this game! It's fun and super challenging which i kind of like!

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