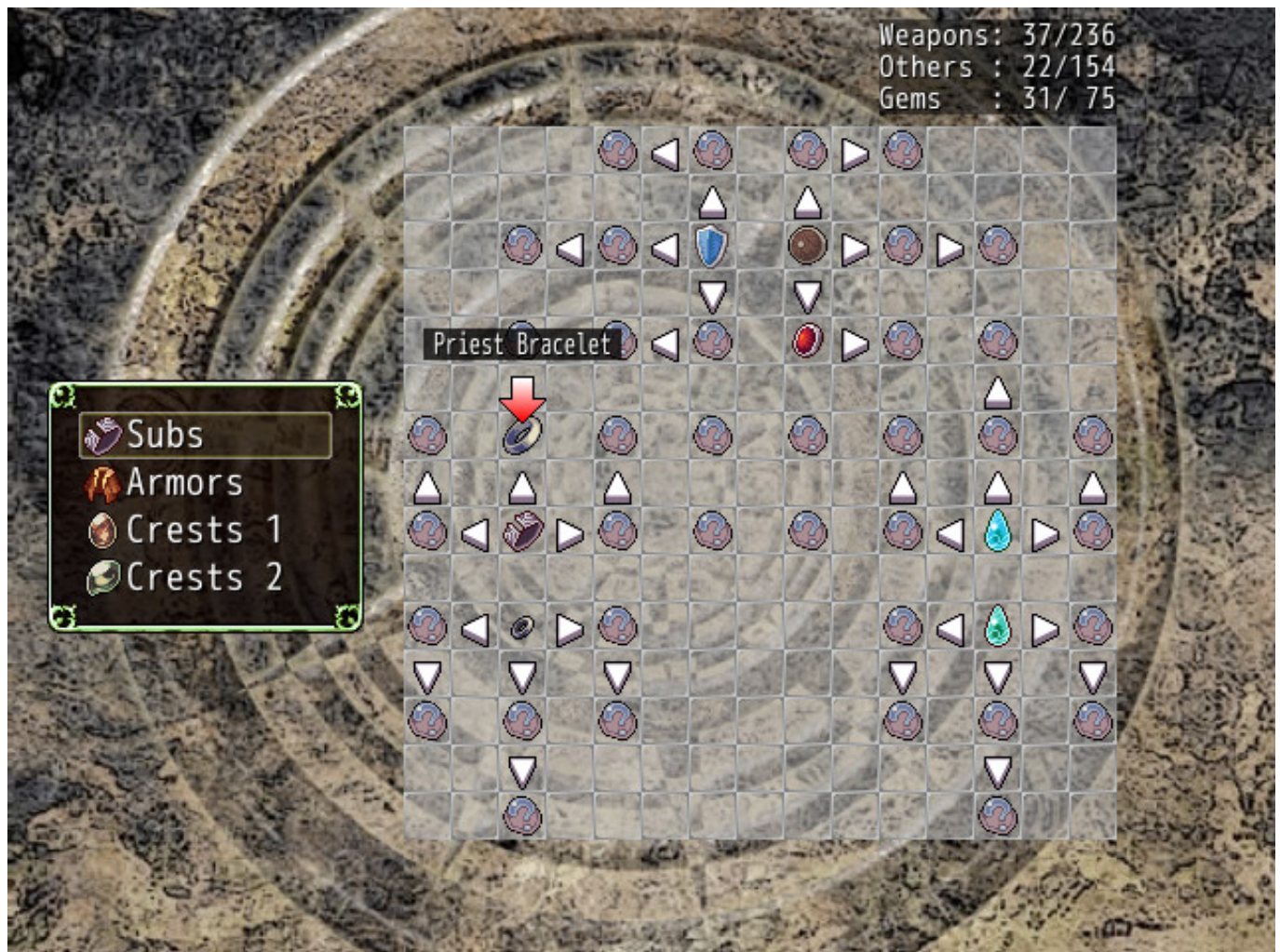


Lord Of The Seal Crack Only



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About This Game

Grid based first person RPG, dungeon crawler game.
12 playable characters.

Warrior :A knight trusting in their body.

Crusader :A knight shielding others.

Fencer :A swordsman possessing strength and skill.

Chaser :A ranger who reads the path ahead.

Dark Knight :Those who have sworn themselves to darkness.

Enchanter :A knight wielding magical powers.

Hunter :A nimble hunter.

Felpurr :Those without a care in the world.

Magician :A researcher of the magical arts.

Cleric :A priest healing the wounded.

Druid :One who mutters curses.
Mystic :An eccentric wizard.

Old classic style game.
now version 1.05

Title: Lord of the Seal
Genre: Indie, RPG
Developer:
N-Soft
Publisher:
N-soft
Release Date: 16 Sep, 2016

7ad7b8b382

English,Japanese

STR up Lv×2%
MAX BONUS:STR +20



Luke
Warrior
POOL_SP: 5
USED_SP: 29

-Requirement-

-None-

HP Force	1SP	0/10	STR Force	1SP	3/10
VIT Force	1SP	0/10	MEN Force	1SP	0/10
Warrior Guard	2SP	5/ 5	Warrior Protection	2SP	0/ 5
Atk Caliber	1SP	0/ 5	Def Caliber	1SP	0/ 5
Giant Killing	1SP	4/ 5	Revive Soul	1SP	0/ 5
Parrying	5SP	0/ 1	Release	10SP	0/ 1
HP Recover	1SP	0/ 5	STR BOOST	1SP	0/ 5
Fountain	5SP	0/ 1	BOOST Force	10SP	0/ 1
Eagle Blow	2SP	1/ 5	Might Blow	2SP	3/ 5
War Cry	2SP	2/ 5	Hell Cry	2SP	0/ 5



LOAD:3 ELEMENT_RES: +2% AILMENT_RES: -

ITEM	 Hippou Lv 5	   
PARAM	 Purple Fire Lv 5	
SUB PARAM	NO-SLOT	

COST	1900 G	 	9999999 G	
	42 g			1692 g
	Bear Claw		×1 (3)	

alchemy_enhance	 Empusa Lv 1
gem_setting	 Belial Lv 1
boost_enhance	????
derive_enhance	EMPTY



seal of the lord of change. lord of seals expedition vikings. lord heal my lips. lord privy seal henry viii. lord draco seal. lord of the rings wax seal. lord privy seal. lord baltimore seal. lord privy seal 1940. lord keeper of the great seal of england. what is the lord keeper of the seal. the lord keeper of the great seal. lord privy seal england. lord belial the seal of belial. lord fell seal. lord keeper of the privy seal. lord privy seal 1976. lord privy seal ne demek. lord of sealand on passport. lord keeper of the great seal leicester. lord keeper of the great seal menu. whose father was lord keeper of the great seal. lord privy seal meaning. lord privy seal 1536. lord keeper of the seal. lord keeper of the seal oadby. lord keeper of the great seal meaning. lord privy seal uk. lord chancellor seal. lord keeper of the great seal definition. lord privy seal definition. lord privy seal churchill. lord privy seal tudors. english lord keeper of the great seal. lord privy seal kido. lord of the seal. the lord keeper of the great seal oadby. lord privy seal cromwell. lord privy seal sketch. lord belial the seal of belial rar. lord to seal. lord keeper of the great seal. lord privy seal in churchill's wartime cabinet. lord privy seal nedir. lord of the sealed realm. lord great seal. lord privy seal wikipedia. lord privy seal editing. lord of sealand legal. lord privy seal cecil. lord privy seal effect. lord keeper of the privy seal of japan. lord privy seal traduction. lord privy seal joke. lord privy seal tonga. lord keeper of the great seal oadby. lord of the seal game. lord of sealand. lord of the rings wax seal stamp. lord of sealand title. list of lord keepers of the great seal. lord privy seal salary. lord keeper of the privy seal japan. lord of the privy seal. lord of the seal steam. tripadvisor lord keeper of the great seal. lord privy seal thomas cromwell. leopard seal lord of the ice. lord privy seal frost report

Sadly i have refunded it fast.

At first i was really happy that i found a game like etrian odyssey on steam.

I love the etrian odyssey games, but playing them at the tiny screen of a handheld device is not really fun gaming.

But this game is more like a cheap ripoff.

The skills are not really interesting, almost no active skills, most are passive skills.

I mean, only 4 different magic skills for your mage? And the only difference is, that they have another element?

But i would play it anyway, if the english translation is not so bad.

Almost nothing makes sense, you have to try and error what every stat and every skill really means.

A lot of it can be guessed from etrian odyssey, but there are a lot of other mechanics that seems new, but i never found out what they mean.. I'm going to be honest; I really like this kind of game. Turn based dungeon crawlers in the vein of Wizardry or Elminage Gothic are my favourite sort. I've even been known to break out the grid paper and do some mapping. With this in mind, it might not be an entirely objective review. If I had to make a comparison for people who don't want to read much, it's Etrian Odyssey without manual mapping and better combat.

This game is good.

Ok, so I guess I have to back that up now, because the production values are low and I must admit it looks rather like RPG-maker shovelware when you first see it. It'd be easy to discount it because of that, but that would be a mistake though, because this is obviously a labour of love from someone who's a massive fan of Etrian Odyssey and this genre.

PROS-

- Combat is really good. There's a lot of depth with plenty of different skills, strengths and weaknesses. And it's TOUGH!
- Character development is surprisingly good. Chars can be customised with skills gained from equipment as well as class and then levelled up each char level. There's quite a few different character classes to choose from as well.
- There's item levelling as well as char levelling, but it's not overpowered broken like in Class of Heroes.
- The dungeon is hazardous to explore as there's no saving in there, but an item that can teleport you out instantly is very cheap to buy.
- The price is ridiculously cheap.

CONS

- Weeaboo overload. I cringe at some of the character art, but at least it's not fan service.
- Production values are low. Like, low. Look past the 'SP_POOL' and 'alchemy_boost' code text and the basic dungeon graphics.
- It's obtuse to the point of puzzling. The manual is not a lot of help, just being 7 screenshots with some text overlaid. I've figured a lot out so far, but if you want everything explained through tool tips and tutorials, it ain't happening.
- Lacking lore and story besides 'go seek your fortune in the labyrinth'. This may well change later, I'm only up to floor 3.

If you like this sort of game, you'll probably already have it in your library. If not, what are you waiting for? A Steam sale on a

game that's this low in price already?! This probably isn't the game to convert people who don't like turn based blobbers, (that might be Stranger of Sword City), but for those of us that do, this is a no-brainer.. I'm going to be honest; I really like this kind of game. Turn based dungeon crawlers in the vein of Wizardry or Elminage Gothic are my favourite sort. I've even been known to break out the grid paper and do some mapping. With this in mind, it might not be an entirely objective review. If I had to make a comparison for people who don't want to read much, it's Etrian Odyssey without manual mapping and better combat.

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A lot of it can be guessed from etrian odyssey, but there are a lot of other mechanics that seems new, but i never found out what they mean.. I can't possibly recommend this as it is. The AWFUL English translation and utter lack of meaningful tutorials means you'd have to have a lot of patience to just brute force your way through this game and figure everything out on your own, which I don't always have the energy for. Maybe if the translation is fixed and someone writes a guide or something I'll pick this back up but until then I'm getting my money back.. it's etrian odyssey. when i tell people this they say man you are young dungeon crawlers have been around forever but no, it's etrian odyssey, they even stole graphics from it. so if you want to play an EO ripoff made in rpg maker for some reason here it is baby, yeah. 8 hours in, and I'm not planning on stopping.

After thoroughly searching through all of the options in the game menu, I can finally change my review verdict from "Not Recommend" to "Recommend".

Lord of the Seal isn't for players who are looking for great graphics or immersive worlds.

This game is more geared towards players looking for a basic, simple, and fun RPG grind.

Pros:

- Classic dungeon-crawler (kill, farm, sleep at inn, repeat)
- Simple combat
- Fast gameplay (no flashy effects, quick animations)
- Easy to learn
- Auto-battle option ("A" on Xbox 360 controller)
- Items and skills are straight-forward (obvious and easy to understand)
- Music is basic and easy to listen to
- Job/Class system is acceptable
- Tons of control over how your characters (team members) develop and what skills they gain (reminds me to FFX-2's job system).
- Mastery/Orbs are easy to understand
- "Encounter" icon in the top-left corner makes it easy to anticipate an enemy attack

Cons:

- Sounds made from attacking or getting attacked, seem too loud compared to the rest of the sounds (selecting, confirming, encounters, purchasing, etc.)
- Shop sub-sections are inconsistent, and thus, confusing (for the item merchant, it's on the bottom-left; for the alchemist girl, it's in the top-right).

Neutral:

- The Xbox 360 controller support is non-traditional:
- It seems like "X" is the "confirm" button, although it makes more sense to bind it to "A".
- "B" opens up your party menu instead of "START".

Some of my issues prior to searching through the game's menu options have been solved and thus, removed from this review.

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