## Blood Ties Torrent Download [key]



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## **About This Game**

## Description

Join Chloe and her friends in a journey to stop the evil vampires! Chloe finds out there is another race living among the mortals, what will she do now? Play and find it out! Adventure yourself in a journey full of action and joy!

## More games by Warfare Studios

http://store.steampowered.com/app/337980 http://store.steampowered.com/app/368250 http://store.steampowered.com/app/362130 Title: Blood Ties Genre: Adventure, Casual, Indie, RPG, Strategy Developer: Warfare Studios Publisher: Warfare Studios Release Date: 21 Oct, 2016

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English







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\udb40\udc21. I love RPG Maker games and usually give very positive reviews.

However this game may be the only exception so far. The last boss, Gendall, is overpowered and cannot be killed.

I played this game from beginning to end and took me more than 7 hours. Most of the combat is easy, but the final boss is terribly overpowered and impossible to kill. I keep grinding all my team until they are at an extremely high level of 36. I equiped my guys with the best gears in the game. I do every single quests possible. I explore every single map and pick up every item to make sure that I did not miss anything.

When I reach the final boss, he used Shockwave and paralyzed either  $3\sqrt{4}$  or  $4\sqrt{4}$  of my team. Then he used Plague and kill all my team. I have replayed the final battle more than 10 times, but there is no way to kill the boss.

Have there been any testing and balancing done with the final boss?

I do not recommend this game if there is and balancing problem and there are no ways to kill the final boss.. A good simple game- reminds me a lot of Jade's Journey-worth playing just for fun. As always, I've completed the whole game. This is a typical jRPG, where a bunch of heroes ( here squad contains 4 characters ) are traveling to complete quests. Game is short, completing whole took me ~ 7 hours, so you will not have a lot of gameplay as a typical one. For me, the game wasn't challenging at all. Heroes level up fast, normal opponents aren't challenging, bosses might have been, but there is a safety crystal healing your whole team before fight. Since there is no tutorial, you use Space as action key V action confirmed, 'X' button for cancel and arrows to select target. Story was OK for me, but it's a typical one. However, soundtrack is strong point of this game. I would recommend it only to people which didn't play jRPG's before and want to try out this kind of games.. This game is a decent RPG. However I would wait until it's on sale.. Game is good Can be improved, Classic RPG game and fair story It lacks Some Details hopefully will be added soon.(Item Level requriements and etc)

Anyways Still a nice game. RPGMAKER FUNNY GAME ORIGINAL CONCEPT

Anyway, standard save the world fare.. It pained me to play through this game. I played another game recently called Oswald's Adventure which was pretty bad, but this game fixed quite a number of those, but it did several cardinal sins of RPG's that are so blatantly awful that this should not have seen the light of day. What do I mean by cardinal sins well let me list them for you:

I) The game's story is paper thin. And often times whenever it tries to build more upon the world within the game it creates a bigger plot hole than there was originally. This will be brought up further in later points.

II) Every single dungeon is basically a hallway crawler, there are VERY few side paths, and there are no extra dungeons in the

entire game. Meaning each dungeon whether its a forest, another forest, a cave, a swamp, a mountain pass (that's the exact same tile set as a forest), a castle, or a tower, you feel EXTREMELY railroaded. Making it seem like far less of an rpg than it should

III) The enemies even from starting out usually take 2-3 physical attacks from a character (even your big strong warrior Ven) to kill. And this is a consistent trend throughout the ENTIRE GAME. You will rarely one shot enemies except for Ven, unless you are constantly using your skills, which will be brought up later.

IV) You are very rarely ever given chests with good equipment in them, or opportunities to buy equipment. They all feel too spaced out. To the point it feels rather disjointed power wise.

V) This is the biggie, the game requires you to backtrack through nearly every dungeon in the game. There are a few which you have to backtrack through 2-4 times! This is the primary way this game pads its runtime. Most rpgmaker games allow a 'quickjump' through an area unless that area you are going through a second time has new story progress within it. This game does not do that and could probably be a 2-3 hr tale instead of a 5 hour tale in that case.

VI) There is no sprint button, need I go on?

VII) Chloe who is classified as your rogue, learns primary offensive fire 'spells' making her seem like she should have been a mage or something.

VIII) Lastly Chloe learns a screen nuke move relatively early (like lv 12) called fire storm this move makes all enemy mooks obsolete, one use wipes out pretty much any enemy party if you are lvled properly, or leaves them with a paltry sum of health.

IX) The final boss is a bit of an\u2665\u2

So simply put avoid this game.

Very interesting game, wonderful story, different characters!. Very confusing maps. Long cutscenes and sequences. Terrible plot.. I love the old JRPGs. Explore the world, grind your party members because the next enemy is just a little bit too strong. And of course find hidden treasure chests. And if the story and/or the characters are interesting....its pure bliss. Well, that said this game is nothing from the above.

The story could be interesting....I mean vampires saving the world.

At no did i feel a connection to my characters. Even an live changing encounter is told without any emotions.

Sad. But whats about exploring and all the other things?

Forget it! This is the most linear game you could find. Yes, you may see towns or castles on your journey. But you must first finish this or that and than you can enter. And funny every place looks the same (RPGMaker standard?). Every place, even the dungeons. There is nothing hidden. You see a chest..take it. No secrets. In dungeons the only variety is that each dungeon has some crossroads. One leads to the next part, at the end of the other you'll find a chest.

And its getting more boring...the enemies!!! Each dungeon, castle....has 2 sets of enemies. You'll see them as clouds. And after running into them the fight starts. A very boring fight. Because early on your main character learns an area spell that kills all enemies. And because mana potions (and all the other stuff like weapons) are cheap you don't need to be economical with your mana.

Sorry, but there are better free RPGMaker games around than this one...even for such a low price I can't recommend it.

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