
Loot Hero DX - Original Soundtrack Free Download [License]



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Music Composed by: Jesse Valentine

Title: Loot Hero DX - Original Soundtrack
Genre: Action, Adventure, Casual, Indie, RPG
Developer:
VaragtP
Release Date: 17 Feb, 2016

a09c17d780

English







This is a spoiler-free review.

This is a type of game that seems to have people that either really like it or just straight-up hate it. There's also a lot of curious people that want to know if the game is worth getting, so rather than just tell you "Oh yeah, I like this!" I'm going to list all of the various things a person may like or dislike about the game.

First of all, this is NOT a visual novel. This is a simulation game mixed with RPG elements. A visual novel is a game in which you only point and click to get story to continue. This is NOT that kind of game. It becomes a simulation game when there are stats to alter and daily choices to be made. It infuriates me that so many people called this a visual novel, when it's obviously a simulation game. Since you can go into a turn-based battle with HP & MP, level up, use a sword or magic, that's the part that's RPG-like. Although, I definitely wouldn't call this an RPG, since the battling is definitely not the focus of the game. In fact, you don't have to step foot in a battle if you don't want to. You can progress the story without participating in battle.

Is this a dating sim? I believe so. I've seen others argue that it isn't, but I would say *it is* mainly because the only good endings you can get require you to have a good romantic relationship with a girl. There are only two girls to choose from, by the way.

How's the storyline? The best word I'd give the storyline is that it's rather odd. This isn't to say that it's a bad storyline, but in all honesty, I find the plot to be a bit weird. I've only gotten 4 endings out of the possible 10, so the storyline could be explained more if I get more endings, but they don't seem to explain the "weirdness" of the storyline very well. For some people, this isn't a problem though.

Otherwise, the story involves getting to know one of (or both) of the girls that the main character knows. There are also two optional characters one can interact with, but they're strictly platonic.

The main goal of the story is to save Claire. Yes, Claire is one of the two girls you can be romantically involved with, but you must save her regardless of which girl you choose, otherwise you'll get a bad ending. Save her from what? That would be giving away spoilers.

How are the battles? Too easy, honestly. All one has to do is learn enough spells, and a person can very, very easily survive battles without much effort. In fact, you could learn ALL of the spells before even entering into your first battle, and you're pretty much guaranteed to win. As I mentioned earlier, there's HP, MP, basic attack (with a sword), and magic. It is turn-based, like any old-fashioned JRPG. There are times while in battle that certain mechanics of it don't make sense. For instance, if an enemy casts a shield on itself, it also casts a shield on the main character. I think this was a mistake in the game design, not intentional.

How long does one playthrough take? It's really only the first playthrough that should take a while. My first playthrough took about 5 or 6 hours. Of course, I read all of the dialogue. If you were to skip the dialogue, it would probably only take you an hour or two. If you're a fan of story (which I'm not sure why you wouldn't be if you're playing a game that's heavily focused on story), it's only long the first playthrough, because after that, you can skip any *already read* dialogue. There's also the option to skip all dialogue regardless of whether you've read it or not, but that seems like a rather silly thing to do.

Are there walkthroughs for this game? Yes, but the only ones I've ever found were incomplete. I suggest doing a Google search to find various walkthroughs if you really want tips on how to get through the game. Some walkthroughs have given false information though, so be careful about which ones you choose to follow.

It's difficult to write a walkthrough for this game, because of the high randomization of events. Two different people playing the game could make the *exact* same choices, but end up experiencing events on different dates in the game. Basically, the games event mechanics are not set to specific dates. You, the gamer, have to trigger them yourself through either persistence or mere chance.

What do I mean by "persistence"? For example, the forest where your battles can take place has certain events within it. If you want those events to happen more quickly, then you need to keep exploring it over and over again until it triggers. However, if you're a patient person, you could just wait for it to happen by chance by exploring the forest every once in a while or something. Each time you explore the forest, the game randomly generates either a battle, a personal daydream of the main character's, or an event. Battles are the most frequent. Thus, you can have about a dozen battles before ever randomly getting an event or you could simply "luck out" and get an event straight off.

Is there any "ecchi" or nudity? Nope. Not even a little bit.

I think I've covered all the stuff most people ask/wonder about this game. I hope it helps the curious/unsure people about whether or not to get the game.. Takes a lot for me to be really moved by a game but this has to be it. The music, the atmosphere its just gorgeous and I wish there was more games like this and not the utter trash that is found on steam. It gives me such that buzz you get from a real classic nostalgic feeling. Nothing about this game I dislike. It (for me) is absolutley perfect and feel sadness when it nears the end. Thank you devs, I love this game more than anything. If you have a follow up or sequel then I will buy without a shadow of a doubt!. complete trash not even really a game. This is a great chapter and was interesting enough for me to play through it 3 times to see the endings! The logic in some places bugged me... like how there's chairs, spears and wood everywhere, but only certain items will work for firewood or as a long pole. Or how Bramble won't eat even though she asks for food and Wente says that food was "sustaining her" (she keeps asking for something else first). These are very minor complaints in an otherwise fun game. It was shorter than the 1st episode, but that's fine I suppose. A couple reviewers complained about the merchant, but he does react differently to you based on how you treat him in chapter 1. If he gave you a discount it would break the balance of the game.

The tone was darker than Ch 1 and it was a lot of fun to make nerve-wracking decisions. The graphics are great and it was cool to see the moat monster. The artists even took the trouble to draw a proper hole for a rat's butt.. Interesting mix of shoot'em-up bullet hell games and 4X strategy. You can explore the Universe, fight through thousands of various enemy units, research new technologies, build a lot of stuff and experience the storyline, something that 4X games usually lack. The music is awesome, too. However, the storyline itself is somewhat shallow, character depth is nonexistent, and the game only runs at 640x480 and 800x600, forcing you to play in Windowed mode, if you have a 16:9 monitor. Overall, it's a great game, which I played for around 30 hours outside of Steam, and 13 more hours here. It's not worth the full price of 10 dollars/euros, because it's outdated, but you should definitely grab it during the sale.

Wow didn't had that much fun since a long time for a small game like this WOW!!! GOOD JOB GUYS!!! For that price...1\$ I would of buy it at 5\$ to know how much fun I would have with it. With a some frineds at home, it's the perfect game to laught and have fun. Again, one of the best buy i did for a long time!. It starts out OK, but it seems to me like it's very incomplete, like the story just skips a few chapters, picks up again, and leaves whoever's playing the game floundering. Characters don't develop so much as they suddenly jump from spot to spot on their arc, with no progression, they're just suddenly there, and some parts(specifically anything involving receiving a text message) are just broken, and don't display at all. For all that there's supposed to be conversation trees, there is almost no choice when it comes to actual conversations. Also, while the RPG mechanics are interesting, they're also very incomplete, as you are lacking anything to indicate level progression.

RE: Developer response

The storyline goes on with or without the player? I would have visited the characters in question every day if I had the option, but I wasn't given the option. Story arcs just plain vanish literally the next time I see the character in question. Also If you're going to have the story continue with or without the character, you really really REALLY need to reflect that in the in-game writing("What happened to him? Oh right, you weren't there. He got arrested\shot\broke up\won an award for community service\whatever"). Neither you, nor your character should know what happened off screen, so it's annoying when your character knows more about the story than you. I know it's just a game, but what kind of person can go a week without seeing a friend and not ask, "Hey, what's new with you?". If there is a scoring system, i will give it a 6\10

Not the best game nor the worst game i ever played but also nothing worth remembering.

Story:

Main plot is interesting at the end, i like the direction it's going, the uncertain future rather than happy ending.

But the pacing is bad. First few act is full of random event happen over one and another. There are like 7 different plots on going and you get interrupted every few scenes with random thing. I barely know what's going on and still trying to remember the location name and game terminology. Still have no idea what is hoplon blastia after 50 hours

Also, if you pay attention to the graphic, you notice most the "small" incident is not shown when it happen. The party will look at the incident and react to it but you only see their face and comment. This really disconnect the player and the character in game. I would rather they downgrade the whole graphic down a few notch and show us what the character see as it happen. For bigger event, they will play a short animation to show it. But it's only reserve for the main plot and most of them at the last few arc.

There are also a lot of plot holes left unexplained. Not going to spoil it here

Gameplay:

Battle felt clucky overall. Most of your attack hit vertically but a group of monster can attack horizontally. This game consist of the old 2D battle system with 3D battlefield. It's feel so bad when you fight a large group of monster and monster has better AI than your party member. Once i get stronger, i just spam arte directly without caring about combo to kill thing faster. There is no room to do combo when you get interrupted by other monster all the time

Sound:

The english dub is really good. Usually i prefer Japanese voice in video game but I like the english voice here. Patty voice is excellence.

The BGM is meh...i remember when a tragic event happen in the guild town, it still playing the hype battle BGM in the town. I couldn't remember most of the background track since I moved town so frequently.

Overall, it just a decent JRPG game. I don't regret playing it for 40-50 hours but i won't replay the new game+ or the extra mission. If you don't want to spend 40-50 hours on mediocre game, you won't miss much by skipping this one. Unique spin on Christmas, santa's cheery holiday torture chamber really adds to the cheer. Make sure to read all the happy letter to santa you find around the workshop, really brightens your spirits! I made a little video on it, I hope you love it

<https://youtu.be/V6jgnjkRwc9g>. Super Metroid. but as a procedurally generated rogue-like with tons of new elements and an

amazing setting. Nearly a dream come true. Deserves a LOT more attention than it got!. Honestly, I cannot recommend this game.

The puzzle mechanics are clunky, you don't even use one of the "rooms" to beat the game (it's like they forgot to finish adding in a puzzle), some of the grammar of the dialogue is off, and overall was not a particularly satisfying game. Not a particularly logic heavy puzzler.

One of the puzzles at the end of the game is straight up guess work. As far as I can tell, there isn't any real logic to it, you just have to guess. (Also, the pitch order of the xylophones is completely reversed, and kinda bothered the crud out of me.) On top of it all, the game is short for the price. I took a dinner break while playing, so my actual play time is closer to 1.5 hours.

The graphics ARE really pretty, and they included a mechanic where the map will have a check mark for when you have completed that portion of the map (keeps you from needlessly revisiting locations). Nice features that I wish were in all puzzle games, but nothing that saves the game.

This game feels like the makers didn't polish or fine tune the game. If it is on a good sale and you have a craving for point and click that you need satisfied, sure, get this game. Otherwise, I say pass this one.. Not what I expected at all.. Short and sweet: This table is fun and easy to play.

It plays like what shooting the rapids would probably be if it came out in the year 2000. I like the spinny wheel the most because it feels a little more random. I also like hitting the man in the canoe for easy points.

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