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About This Game

One day while staying at the distant city Gailville, Terret receives a letter asking for help in his native Ganzer Village. The village is situated in a small country Dasthir - a country full of legends and mysteries. Urgently come to the village headman, Terret learns from him that his uncle was gone a few days ago. The headman suggested that this has connected with the legend of the "Red Dragons" and recently appeared from somewhere monsters. Terret must find around Dasthir his uncle, and understand why the monsters have appeared in these places.

The Land of Dasthir" features:

- Fight with your opponents in the 1vs1 mode
- No ordinary enemies. Only bosses, and to each of the bosses need their own tactics
 - Resources in the game is limited, so use them wisely
 - A small, but at the same time, a compact game world
- At one moment, your actions can change the outcome of the events of the game
 - The game supports Steam achievements and trading cards

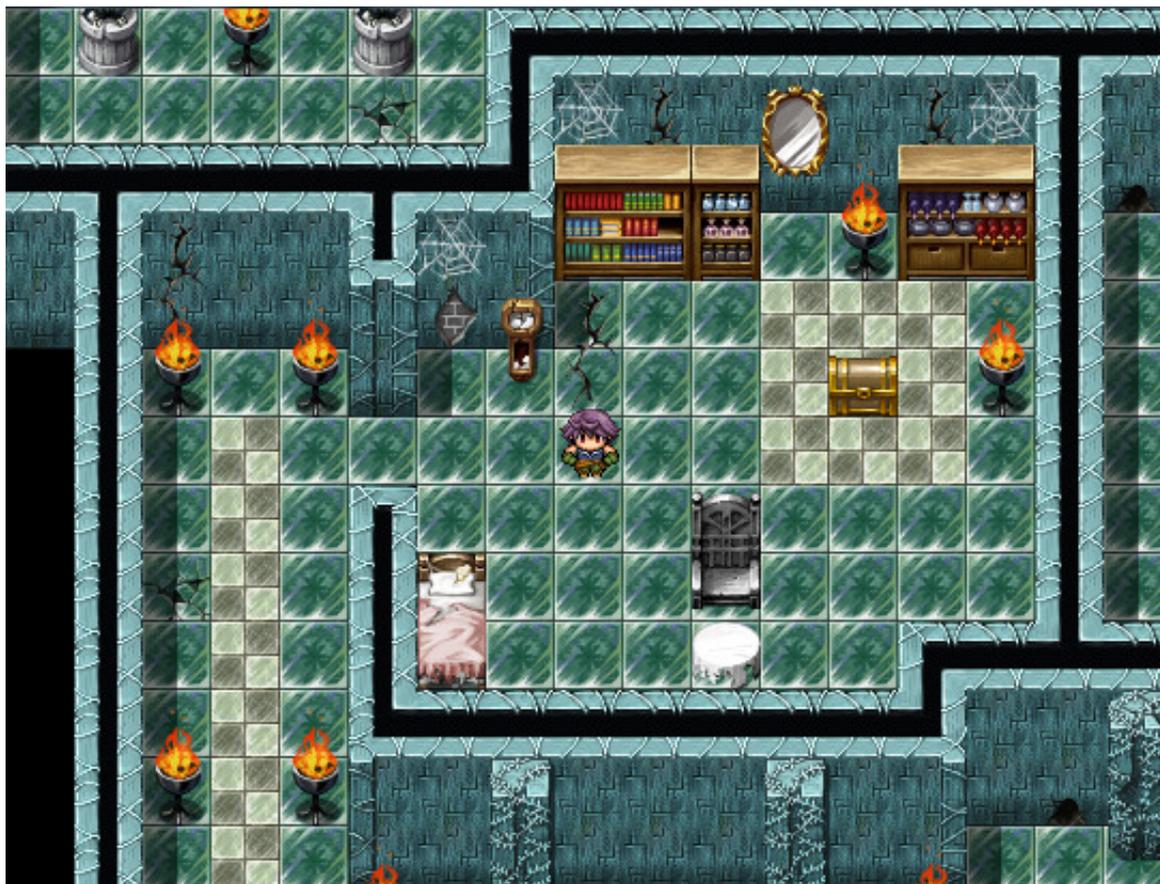
Title: The Land of Dasthir
Genre: Adventure, Indie, RPG
Developer:
RPG Video
Publisher:
Back To Basics Gaming
Release Date: 9 Jan, 2017

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English







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Another bad gamemaker game.. It's a disgrace that Steam would allow this unfinished garbage to be sold. Nothing works, the game has no plot and is full of grammar errors.. Is it just me or is the first enemy in the game (Sharr) unbeatable... I have 140 hp and i just get stunlocked with Confusion, Deep Sleep, Confusion, Terret hit himself for 25 damage, Sharr attacks! -21 damage, Terret attacks, miss. Sharr used confusion, Terret hits himself for 24 damage <GAME OVER>. Another garbage tier retro RPG on Steam. It's not even surprising anymore since it's full of them out here.. I feel like this game was neither proofread nor playtested before release here. The janky grammar and bad translation(?) definitely feel like older jrpgs, but I'm not sure that should be billed as a selling point. And the first fight--or at least the only one I can locate--appears to be impossible. This is NOT "an example of what can be achieved using RPG Maker, while working with the basic engine features". This is, in its current state, a rather sad and unplayable example of how to feel ripped off while spending less than 60 cents.. great game ,recommend for anyone

The writing is awful, quests are broken and combat is unbalanced.. This is not a good game!! INDIE TRASH YOU'RE BETTER OFF PLAYING A PROPER PS1/PS2/NES GAME THAN WASTING YOUR TIME ON THIS TRASH 0/10 SHAME ON THE GAME DEV. If you can't be bothered to proofread (or hire a proofreader) for your game that has a large amount of text then why should I be bothered to play it?. Fun little game, basic "bad guy trying to take over the world" storyline, atrocious spelling & grammer.... Had I not played it... I would have spent 5 hours in another random game I chose from my game list lol. It feels kinda incomplete. I couldn't defeat the second stage of the final boss (I can't seem to do enough damage even with the spell that is suppose to be used to defeat him & a pack full of potions). Max level is 5... That was kinda disapointing..... And good luck figuring out how to fill the empty bottles with water like the game says you can. Also you can't sell anything so all money must be made from grinding or chests... In the 3 dungeons is has.... Normal oldschool RPG.. I did not use this game to farm trading cards.. https://youtu.be/ndt6p_r46WQ

A slow narrative start is only diminished more the errors in the writing. Opening with no combat abilities provides only the blandest first taste of what the game has to offer.. This is not a good game!! I personally purchased this game. I reviewed it for my 99 Cent Gaming series.

The Land of Dasthir was a game I didn't expect too much from, being an RPG made in RPGMaker and priced under a dollar. Expectations of RPGs such as a deep system, a medium to long amount of playtime, tons of locations, and a complex story were set aside as I loaded this game up. After playing through to the first battle and dying at it, twice, I either need to skip cheap RPGMaker games or set my expectations even lower in the future.

To start, the grammar shows a complete lack of two things: proper translation and proof reading. While this may be acceptable in many games at this price point, for RPGs it's almost essential to get this right not only in terms of understanding the story but to keep players suspended in the world without getting distracted by incomplete sentences, among other errors.

It is possible that some players may excuse the distracting script as part of its cheap entry point charm, choosing to laugh and enjoy the mistakes like many did back when All Your Base was popular. Unfortunately the game play does not redeem The Land of Dasthir. While I did go into this blind and did not know that you only faced bosses with different strategies, there wasn't enough info in game to point out the rules and restrictions of your character.

You start the game off receiving a dagger but have no options of equipping it or any weapons you purchase. Instead (at least in the beginning) you have the impression that you can't equip anything and heading into your first battle is confusing because your FIGHT option does nothing to hurt the enemy. If you've bought a weapon from the town shop before this battle, you eventually find it in your ITEMS and use it, only to find out it has limited use as opposed to being a permanent weapon, and then you end up losing your first play through not because of the game's difficulty, but because there's a lack of knowing what you can and can't do. There's a right way to give players a hands off approach when it comes to RPGs and their difficulty (as Dragon Quest and Final Fantasy did back on NES) and then there's the way The Land of Dasthir did it, having players fail time and time again until they piece together all of the game's mechanics just so they can beat the first enemy they encounter.

I have more to say in my video review below, but as the game stands now it's not worth the dollar it sells for (or the sale price it has of this review), but that does not mean The Land of Dasthir is a lost cause. A rewrite of the script to fix the grammar errors and a way to inform the player in game how the items and world works can quickly turn it from being not worth it to definitely worth it.

<https://www.youtube.com/watch?v=5Gc8yUOGG10>

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