
Stories Of Bethem: Full Moon FULL

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About This Game

Stories of Bethem: Full Moon is a classic action-RPG adventure full of puzzles and exploration. The game tells the story of Khoma, a young man of Bethem wh 5d3b920ae0

Title: Stories of Bethem: Full Moon
Genre: Action, Adventure, Indie, RPG
Developer:
GuGames Development
Publisher:
GuGames Development
Release Date: 11 Dec, 2015

English

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This review is from an old school 80s kid who grew up with Nintendo and Genesis games. This game is an excellent 2d ARPG. Yes, one could describe it as a Zelda Clone, but that shouldn't be taken as a negative. You play as a boy trying to find his father, or something like that. You gain magic spells that can be used to solve puzzles and fight monsters. Instead of weapons, you use spells to dispatch enemies. The game plays just like a top down Zelda would: you have a overworld that you can explore and find treasure; you find items that expand your abilities and allow you to progress further into the game; there are dungeons that test your physical prowess and mental ability; and the fighting is done in real time. There's a story tacked on, but it's not very good or engrossing. I really enjoyed playing the game because the puzzles are nice brain teasers and the game is easy to pick up

and play in short bursts or long sessions. Finding hidden items is never boring and there's always something new to discover. Also, you learn new spells that keeps the action fresh and entertaining. System wise: there are no options for resolution or graphical effects. However, I did not have any problem running the game and it looks like it was running at 1080p. The sprites are colorful and the animation, although not amazingly dynamic, looks fine and suits this type of game.. Great game, many people will compare it to a handheld Legend of Zelda, with magic replacing a sword and they're spot on. I enjoyed the combat a little less, and the puzzles a little more (compared to LoZ) so far, and I've only unlocked one out of I presume many spells so even that may change. Easily worth the \$5.24 I paid, would still recommend the game at full price (\$7).. If you're a fan of Zelda games for the puzzles, the adventure, the grand scale, seriously consider this game.

<https://www.youtube.com/watch?v=rTIAAdLebQYk> Stories of Bethem: Full Moon packs a LOT of content in it's small, unassuming package. If you watch my video, you will hear me complain about inconveniences in the game, the occasional slow-moving block puzzles, or even my own bad eyesight when trying to find out where to go next, but don't take that to mean that I think poorly of this game! In fact, 90 minutes into the game I can tell that the scale of the game is as grand as any Zelda game. Sure the design may be clumsy at times, or the dialogue may not always be well-written, but you can tell a lot of thought and a lot of HEART went into creating this game and in spite of its flaws I am very impressed. So many collectables, a relatively unique combat system, and solid gameplay make this game worth considering if you're really hankerin' for a new Zelda title.. At first glance, you think, OH! wait this is just another Legend of Zelda rip off, and you're right for the most part. The game tells you where to go but its up to you to find out exactly where in the general area of the X on your map that you need to end up. There are dungeons, bosses, trade quest lines, shops, rupee/coin currency, potions, bombable walls.etc Puzzles are abundant, taking advantage of the spells you get along the way to complete certain tasks but often times leave you exiting a room and re-entering because you accidentally burned a bush or something. the enemies are abundant, but 99% of the time they are just rendered different colors of enemies you fought at the start of the game with added HP. each new "ZONE" does offer a new enemy which you haven't encountered but it doesn't change anything considering right behind it is probably a blob from the beginning but this time its blue or beige. Bosses are a bit challenging since there is 0 indication on how you should kill them, you'd think a recent spell you just got is the answer but often times it isn't. IT REALLY bothers me that there isn't a sword, im about 58% through and still only have magic, it's nice dont get me wrong but my instinct BEGS me to mash the A button in hopes i will swing something faster than i can fire off magic. GET USED TO BACKTRACKING!!!! that is all i will say on that. PROS: Great music Funny dialogue Pleasing graphics LOTS of puzzle solving Simple controls Basically a Zelda clone CONS: NO SWORD!!!!!!!!!!!! Enemies will gang up on you and drain your health faster than you can fire off magic WAAAAAAY too much backtracking WAAAAAAY too many collectibles i can handle 1 or 2 things but 4? ugh thats so much when each item has around 25-40 Overall, for the \$5 price tag, it's a good purchase. what you are getting is a Zelda Clone that delivers everything Zelda related for the most part. OH!!!! i forgot to mention.this game doesnt have many guides if any at all so if you're looking for a game that you'll definitely get stumped in, then this is for you. it is 12/29/2017 and I have just finished the game. quite a long game IMO.. The "loads of madness" part makes it hilarious and totally worth playing. I am laughing my head off at certain parts and going "what the!?" at others. It is lots of fun for such a great price.. This game was exactly what I was hoping it would be, a delightful call back to the early Zelda games; particularly A Link To The Past. Though instead of someone descended from a knightly bloodline or sword training, you're a just a young man from the city using a magical bracelet with swappable orbs after a witch price gouged you for it. It's fun and has a few quest lines that enrich the world as you go forth to save your coma cursed father. Pros: World has a back story and mythology instead of generic doomed land, that works better parodies Plot is decent for this type of game, it could have just gone full blown parody and be done with it Puzzles feel like fun puzzles as opposed to obstacles. Cons: Writing could be a bit better, but might be more due to some loss in translation Until the very last bracelet upgrade Mana regen can be overly slow Aura quest pickups outside your ability to complete can't be skipped(as of this review it seems devs are seeking to resolve this con so Awesome there!) TRUFFLE FINDING-This quest line drove me insane. Overall for meeting my expectations I'm giving this game a 4.5/5. This review is from an old school 80s kid who grew up with Nintendo and Genesis games. This game is an excellent 2d ARPG. Yes, one could describe it as a Zelda Clone, but that shouldn't be taken as a negative. You play as a boy trying to find his father, or something like that. 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