
Valdis Story: Abyssal City Download Dlc



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About This Game

Assume the role of Wyatt in this Action/Exploration Platformer as you explore the ruins of a holy city that was lost many years ago. Battle various types of demons, angels, and a new threat known only as the “Ferals”, using swordsmanship, martial arts, and sorcery. There are many customizable skills and equipment that will aid Wyatt on his journey.

STORY:

Over 40 years ago, the goddess Valdis was killed by her daughter, the dark goddess Myrgato. Since this event Myrgato has been at war with her twin sister, Alagath the goddess of light. This perpetual war is fueled by human souls that the gods use to create their warriors; Myrgato twisting souls into demons, and Alagath manipulating souls to create angels. Each day the remaining human population dwindles as they are forced to choose a side or die.

FEATURES:

- Intense combat weaving sword and sorcery together seamlessly.
- Find magic souls that aid in combat and traversing the ruins of the city.
- Level up stats and a variety skills to customize your play style.
- Upgrade Weapons and Armor.

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- Unique accessories that can give you the edge in combat, or get you killed!
 - Interconnected zones allow you to explore new areas or backtrack.
 - 2 playable characters on release and more to come!
 - Compelling original soundtrack spanning over 2 hours of music!

Title: Valdis Story: Abyssal City
Genre: Action, Indie, RPG
Developer:
Endlessfluff Games
Publisher:
Endlessfluff Games
Release Date: 8 Sep, 2013

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English







I disliked this game when it released due to melee combat, however, these days I actually don't mind melee combat.

But now, I still dislike this game for different reasons.

There's no sense of direction of where to go, and you just end up at a boss that you shouldn't be at yet until you are stronger. This makes it very easy to get lost, which I'm not a huge fan of in any game (if I'm going to get lost, I'd rather play a real labyrinth game designed around actual mazes).

Some bosses are difficult to figure out a strat. I've played other platforming games over the years that are a lot more fun and more rewarding to me when figuring out a strat to defeat each boss.

Also, Normal difficulty is actually quite difficult for the easiest difficulty level selectable. Not sure if anyone else thinks the same.

I've played this for at least 20 hours now. I tried to like this game, I really did. The soundtrack is very good, I'll give you that.

I usually like platforming games, but unfortunately, Valdis Story just isn't for me.. Solid throw-back to SNES Metroidvania type games.. I love Metroidvanias, but I just couldn't get into this one. The art, music, and story are all fine but nothing to write home about. The combat however, is unfairly punishing. I get that metroidvanias are supposed to be hard, even near impossible...on the hardest difficulty. I was playing on normal and dying constantly(especially on the ridiculous boss battles) and I'm not bad by any means. I really wanted to like this game and I tried to make it through an entire playthrough, but due to poor level design I got stuck between two villages because I didn't possess the required skills(double-jump would be my guess) to reach certain areas. Absolutely nothing I can do to progress anymore. It was just a frustrating experience all around.. How have I never reviewed this game before? I've been playing this game since Alpha/kickstarter.

This is one of my upmost favourite hack and slash games ever.

The art is beautiful.

The music is beautiful.

The game play is a lot of fun and challenging.

Multiple skill builds and fighting styles to choose from.

The characters are awesome.

Exploration and item collection is fun.

Controls could be slightly better with quality of life between switching from magic.

I extremely hope endlessfluff makes a sequel or other action based game.. I had to write the review after reading a few other reviews to clarify some things.

This game is an insanely good little gem.

I read some of the complaints being about performance issues and balancing issues to combat. Let's get that out of the way. I played this game on a 3 year old laptop i had bought for 350 dollars back when i got it before i replaced my gaming rig. I can say that with more playtime then my steam account is showing and i personally didn't have any issues. The other portion is people saying how unfair the game can be. the game is punishing, but I would never go to unfair. It's a hard game, certain bosses you don't want to take on until you've progressed into other areas. YOU. WILL. DIE. Probably a lot. Certain decisions you make can have permanent negative or positive effects including not making any decision such as ignoring a catastrophe that is about to happen to one of an entire town for example, (that's part of the replay value).

Gameplay: amazing Metroidvania. There are 4 characters, each customizable in terms of stats, skills, and weapons that give different play styles. Tons of secrets and some bosses that are extremely hard but beatable. Platforming sections where you have to beat the clock to get to an area you opened for a set time are so tight that a split second can change whether you make it or not, but it is doable and rewarding. This game had every bolt and nut tightened in terms of combat and platforming, and

customizing, be ready for a challenge and use the respec guy that IS IN THE STORY (people need to google before they write reviews).

Controls: It has a learning curve but becomes easier over time. The only thing i didn't like is that to progress in the story you have to be changing out skills by having to go into the menu and manually change it out then going back to the menu and changing it back. Example, I need to get on a ledge but i need to use the skill that makes a block of ice to get up to there. Simple enough, but it does slowdown the experience at times. Other then that, very tight and defined controls when it comes to platforming and combat.

Story: There is a war between demons and angels and these chaotic beings ferals (which are beings of the original god). All of them want the holy city you traverse and they are all your enemies. You're part of a ragtag group made up of demons and angels that are a resistance to all these baddies including the angles as there is major corruption among their midst. The story has lot's of spins and turns that you discover as you unlock more portions in the game that gets even deeper as you start unlocking new things in multiple playthroughs.

Music: very good, never been one to care much for that though

Replay Value: put it simply a lot, you almost have to if you want to get into it's biggest secrets. The game rewards you for finishing bosses in faster times with less damage.

Difficulty: Very hard, even on medium (their easiest difficulty) and even harder when you are trying to go for S class rank on all of them (you get better rewards but need to beat bosses with taking little damage and time to do it in). There is a respec guy somewhere in the game and you will want to use him eventually, specially first playthrough. Don't try to be the - i'm going to spec to be able to do everything - person. You want to try to concentrate on certain builds to min max what you can to make this game hard instead of near impossible.

End of the day I wish they had made a part 2 as the story sets it up perfect for that. I would buy it in a heartbeat. I liked it as much as Hollowknight which I played all the way to the secret last boss, but better in certain ways. Not quite as big (no metroidvania is as big as hollowknight in my opinion), but the replay value is much much higher.

just not my cup of tea.

Really tried to like it but the game is just not fun for me.

Can't even pinpoint why.

Maybe I don't like the grumpy main character.

The controls feel off, too. A bit clunky and I fall of platforms way too often.

Feels more like a chore than a fun game for me ;)

Normally I'm a big metroidvania and platformer fan, but this is one of the few games I had no motivation to continue after the first few areas and boss fights.

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