
Pier Solar And The Great Architects Keygen

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About This Game

Being originally designed and developed for the SEGA Mega Drive & SEGA Genesis, Pier Solar is a turn-based RPG with state-of-the-art aesthetics about the journey of thr 5d3b920ae0

Title: Pier Solar and the Great Architects
Genre: RPG
Developer:
WaterMelon
Publisher:
WaterMelon
Release Date: 29 Sep, 2014

Minimum:

OS: Windows XP with SP2 or later

Processor: Intel Atom 1.6 GHz

Memory: 1 GB RAM

English,French,German,Japanese

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If you like titles classic JRPG games such as Final Fantasy, Lunar, Lufia, Etc Etc, If you Enjoy Classic elements of JRPG's such as Compelling stories, Turn Based Battles, enjoyable Music then you will enjoy this game. The wait was long for this game for the PC but well worth it IMO. This game has classic elements to it that are emotionally charged and fun to play through. This is a classic in many ways and new in many ways. If you enjoy JRPG's you will enjoy this game.. I love classic games and JRPGs in general. I had been looking forward to playing Pier Solar ever since I first heard about the game, so I was glad to see a digital version available for purchase on Steam. The music and art are both excellent, but everything else about this game is horrible. It's not a matter of taste or me just not liking the style---I'll give anything the benefit of the doubt and I would continue to do so for Pier Solar, but I just can't go on. Here's what's wrong with the game: 1. The game freezes often. 2. There are input problems when playing with a controller. The developer suggested fix did nothing to help. 3. The combat system is awful and battle times can be measured in minutes (usually 2 or 3 for every battle). 4. The design of the maps is terrible. Everything--including the towns--is like a maze. 5. Often, there are concealed paths or platforms behind what is visible to you on the screen. 6. The story moves at such a glacial pace that at 6 hours in, I still don't know what it is about. 7. Nothing in the game seems to fit together stylistically. There is a real lack of cohesion and everything feels off. I didn't believe the negative reviews when I read them, because most of the points sounded minor on paper. They really aren't. Please learn from my mistake and avoid wasting your money on this game. It is both frustrating and lifeless. If you want to play a good classic game on the Sega Genesis (which is what Pier Solar was originally designed for), check out Phantasy Star IV. If you want a unique JRPG that is a bit more modern, try The Legend of Heroes: Trails in the Sky.. was expecting an retro jrp. it is! in fact it is so retro that i want to punch a person right next to me and throw my controller in the corner. didnt know i still could rage at my age, but watermelon showed me i can :D why is it frustrating? for me its simple the minigames that you need to complete, to keep progressing. for example the sliding platforms. i was so happy to finish finally the magic school and i thought that would be the peak of frustration in the game. i was wrong. at the last chapter you have to do this u2665u2665u2665u2665u2665u2665u2665t again and this time it sets you even further back if failed. so you have to run all around the basement and the staircases again and again if you fail the platform. (wouldnt be a problem, but the movement in the game is really bad for this. tried 3 different controllers and keyboard also, it didnt make any difference) on the other hand, the soundtrack is mostly pretty nice, the graphics for that type of game is decent (i didnt like the maze structures, even the most towns are mazes) the combat system works for me, even if its slow paste. the characters are well done and the story also. but at the end its pretty basic and missing some depth. i can only recommend the game for oldschool jrpg lovers, who are able to get through the frustrating parts without killing there beloved people around ;) then you will have a fun time and maybe call it a gem. its not my gem tho (i also have read alot of reviews here and im kinda shocked, that people seem to really love the game, or really hate it. then i watch how much time those peeps spend with the game. so many people not even an hour played and give an bad review. also not even 10 hours played and give an good review. you guys havent even beaten the game at all! below 10 hours you havent even seen those minigames. and below that. you guys know what my point is.. If you love JRPG's, I'm sure you'll find something in here worth liking. If you only like JRPG's, I feel like you'll be as dissappointed in this game as I am. It's not terrible, it's just boring. There are positive aspects to this game, like the ability to control the encounter rate so you can set it to never have random encounters or have an encounter every step. Other than that, however, the magic system was frustrating, leveling was underwhelming, the battles were a chore, and the story was sparse. Overall it's not the worst JRPG I've played, but I just can't recommend to anyone but hardcore fans of the genre.. I tried to like this game but the controls are clunky, the UI is confusing and the map design is one of the worst I've ever seen. The battle system doesn't help either, it's slow and uninteresting. There's nothing unique about Pier Solar, it's hard to recommend it to anyone unless you're really, really in the mood to play some oldschool JRPG.. I was keeping my eyes on Pier Solar ever since it was known under the "Tavern RPG" codename, as many of fellow JRPG genre fans. Unfortunately, due to many reasons I missed the opportunity to play original Sega Genesis release (as many of us too, I believe) and was pretty excited to hear that Pier Solar will be coming to more platforms, including PC, and even with enhanced graphics and CD-quality soundtrack! "Now, that's pretty awesome chance to finally get to play this game", I thought, and when it hit the Steam u2014 the game was bought without a second thinking. Now, when the game is cleared, it is a good time to sum up my experience with it. First of all, Pier Solar is a good game. I will not be original here, but if titles like Lunar Silver Star Story, Chrono Trigger, Final Fantasy IV-VI make echoes of nostalgic tremble in your hearth, then you should get Pier Solar. It has many qualities of a great game - wonderful characters, beautiful graphics and soundtrack, interesting story and an old-school JRPG charm. You will be getting many random encounters with enemies (sometimes too many, he-he :D), looking for a treasure chests, crawl dungeons and oppose bosses. There's a bunch of fun dialogs out there, so keep talking with NPCs. Be aware that some of them have two and even three versions of replies to you, and sometimes it is necessary to talk with them three times to get an item or trigger some event. Now for the part that is not so good with Pier Solar. There's a few flaws in the game that may poison your experience -

nothing too major, but still the game would be definitely better without them. Sometimes you will get stuck. First of all, the environment design sometime will get you wondering where you should go. Yes, maze-like maps is classic for a JRPG, but there's more than that to well-designed map. I often caught myself missing the path to the next location or route to another area of current map just because it was looking like there's nothing interesting (dead end). Be prepared that if you feel that you got stuck and there's nowhere to go next - you should look more carefully for a path. Oh, and there's hidden paths inside the walls. Sometimes. Somewhere. Second, the directions from the storytelling could be better. When you finish your quest in current location and should move to the next area, there was times for me when it was not so clear from the dialogs where should I go and what to do next. Most of the times you should just go to the next area, but there's few exceptions from this rule. Maybe I'm just getting too old. Third, the Sanctuary and the damned platform behind the pillar. Seriously, I will be making a small spoiler here, but when you will get stuck at this point in Sanctuary (couple of hours from the start of the game), look for a moving platform that is hiding behind the pillar near the room entrance ladder. I do not understand what was the point of making such design decision, but I'm taking it as a bad idea. In general, "getting stuck" was the most annoying thing that happened to me with Pier Solar. When you wander from corner to corner of the map and face endless random encounters, getting ambushed often and the game is not so quick in its battle system - it is not long when you will get bored from it. My advice is such u2014 don't hesitate to look for a guide or ask a question in forums, you will get much more pleasuring experience from this game actually progressing through the story, and not from lurking in forest or dungeon. Well, that's about it. I can recommend this game to any fan of JRPG genre. Some tips for the game that may be useful: There's a detailed walkthrough by Tim Maurer at GameFAQs for this game. As was mentioned above, I advise to everyone who got stuck to take a peek on it (just in case :D). If you played Pier Solar on Sega Genesis you may notice minor differences with this version. Same goes for the Tim Maurer's walkthrough u2014 it was written for Genesis version of Pier Solar and contain very minor differences with PC version (you should get the Beaver in the forest). There's nothing inside the regular barrels and crates (apart from very few hidden items in some special places), do not waste your time on them. Some walls can have hidden paths, look at the radar and to edges of the screen - if there's some graphics "in the middle of nowhere", most likely you can walk behind the wall to get there. Sell unnecessary items (primary weapon and armor). The inventory system is very basic and you don't need a mess there. Metal and Gold Coins, blocks, etc. is money. Do not look for them in your inventory, after finding something like this in a treasure chest it will just add to your wallet. You will get new spells at higher levels. Some spells can be learned only from the books. Look for the accessories that can halve elemental damage, they're very useful.. Waited since before the Genesis version of this game. So disappointed. 1. Graphical glitches, some enemies have lines through them where the sprites disconnect, no biggie, but it bugs me that this wasn't fixed. 2. Controls suck. Just, you have to experience them. they push you in ways you don't want, and make no sense, so when you run you feel more like you're being punished rather than getting to places quicker. 3. No clear sense of direction in the beginning, and it was difficult to play a few 10 minute sessions. 4. Whatever they made it on (The Linux "engine" for interfacing with the game) sucks. No alt-tab out of the game, once you're playing you're committed. You can't fix those god-awfully loud sounds, and the keyboards functions are cut from the OS. It's horrible over all, the whole way the game takes over everything is awful. I feel terribly underwhelmed. There's no polish. It looks good, it sounds okay (Until you hear most sound effects), but everything else is a disaster. Wouldn't not purchase again for \$1. Buyer beware.. Reminds me a lot of Lunar: Silver Star Story, if you love old school JRPGs you will love this one for sure. oh the battle system here is turn based and it is random encounters. hope i helped, enjoy.. An oldie but goodie. Remember when RPGs used to be fun, and with good stories? Well this is one of them. Played the Sega version a long time ago. So happy to see it on steam. Ah the nostalgia. This game is way too underrated and should be more popular. After all, Without these classics, There would be no Final Fantasies, or Skyrim, or anything else. Although FF12 was the last great FF game.. This game was made back in 2010 for the Sega Genesis by the developers WaterMelon. The developers wanted to make this game as if it was released back in 1994. Everything about this game is FANTASTIC! Pier Solar is very reminisce to other RPGs of the time including Phantasy Star and Chrono Trigger. This game does have some issues, but every other game of that era had issues. I have beat this game once, but I will be playing this game multiple times.

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