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About This Game

Description

The power of the elements is in your hands. Use them to claim your kingdom! As the heir to the throne of Flaywind, you set off on a journey to peacefully assume power. But all does not go as planned. Soon, you find yourself battling a shadowy evil bent on taking what is rightfully yours. To prove yourself a worthy ruler, you must lead a small band of followers across three spectacular environments on a quest to find the source of the scourge.

Along the way, you'll rebuild a devastated land, save your people from peril, and face off against an array of bizarre enemies. Your greatest challenge will be learning to control the weather and employing it to your advantage. Use rain to replenish crops, thunder to remove obstacles, and wind to destroy ghastly creatures! Play clever and play quick, and victory will be yours in Weather Lord: The Successor's Path, a captivating time management epic!

Features

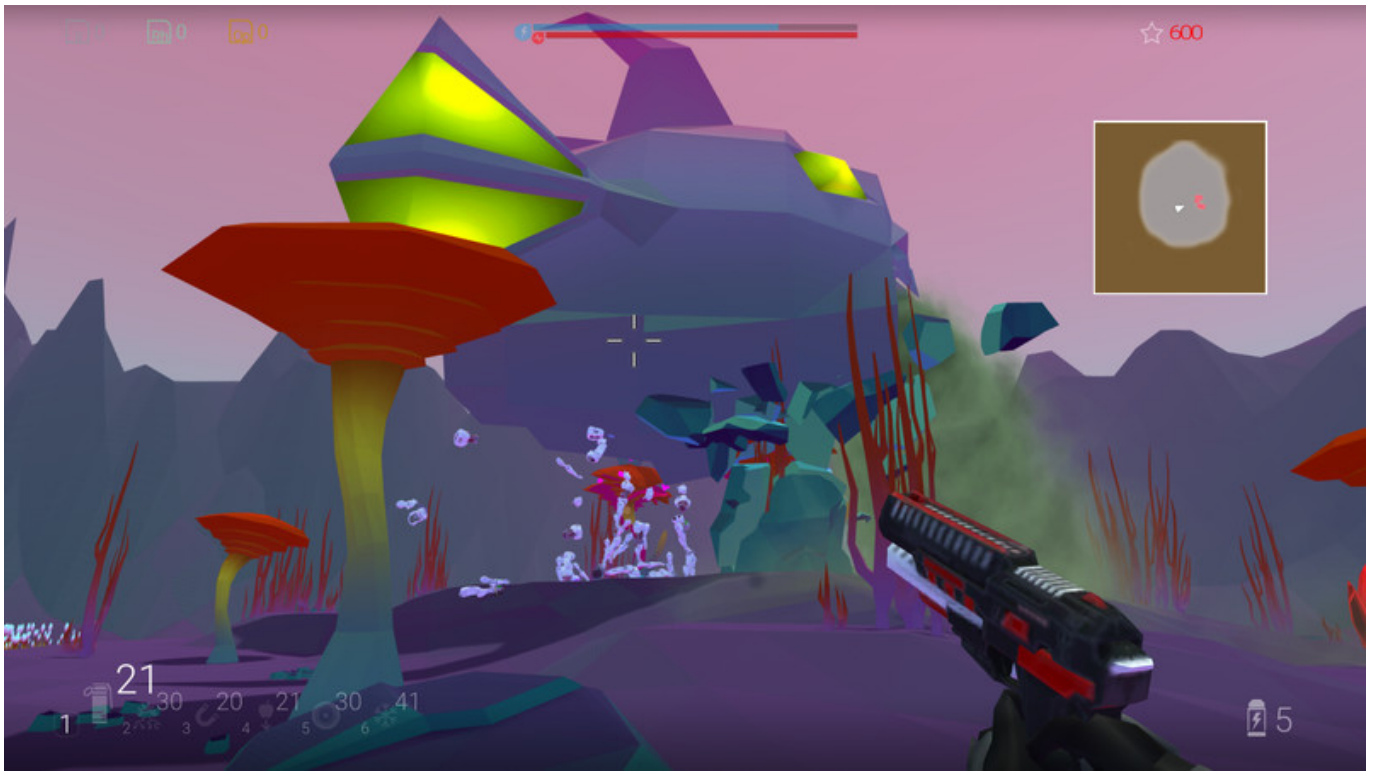
- 45 thrilling levels
- Fight mighty bosses that can challenge even the best warriors!

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- Master nature and control weather!
 - Three spectacular settings
 - Earn achievements and awards!

Title: Weather Lord: The Successor's Path
Genre: Casual, Indie, Simulation, Strategy
Developer:
Yustas Game Studio, Alawar Entertainment
Publisher:
Buka Entertainment
Release Date: 8 Apr, 2015

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English,Russian,German







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I don't think this game should have a mixed review... Was a great game on Wii and It's a great game now...

It seems like a lot of reviews were before a major update that fixed a lot of things, so there is that.

I'd say to get it and try the game, its a lot of fun, an uncommon and fun gameplay, cute and funny characters and story and overall an amazing game in my opinion.

It might not have the best optimization, but it did run smoothly when i closed a few programs on the computer.

I'd say get it and try it \o/. good program. No servers.

Try to host a server. *game crashes*

Would not recommend.

*refunds. Solid. For shizzle.. Honestly, rFactor is hands down one of the best titles ever, ISI has made a master piece! The mod support for this game is beyond any game. You can literally find any mod, from any cars, tracks you could possibly want, want fantastic sounds, great force feedback, with realfeel. 10/10.. i\u00b4d buy this for the guns rather than the expansion itself it has bad and boring quests not to mention once you start it you cant go back until you finish it. this is the easily the worst DLC for Fallout 3 beside the guns there is no real reason to buy it

Horribly bland, boring, repetitive gameplay. Most upgrades do nothing to change the gameplay in any way. Enemies (randomly drawn, pixelated abstract shapes) move into the screen slowly, single-file, and require zero thought to be beaten down. This is the most mind-numbing experience I've ever gone through on my PC. To the developer: you earn no points, and may god have mercy on your soul.. Terrible and dull voice over, poor voice directions, location registration from mission waypoint to waypoint and pass conditions inaccurate or simply not well programmed.. Interesting game. You start of already being guilty, how do you lie in the best possible way to get out of a situation you are in? The only thing is we wished the gameplay mechanics was explained earlier in the game, because it can get confusing.

[Playthrough](#). **THE GOOD:** Can breed and sell animals, nice amount to manage, reasonably free construction/placement. **THE BAD:** Park space is an issue, performance is unacceptable for the age of the game, park visitors have unreasonable requests for what is at your disposal, some more depth and management would have been nice, UI is terrible but you do get used to it.

It's... Ok. But not brilliant. It's definitely showing its age. If I could give this a 'Neutral' I would but there's nothing that draws me back to this game.. It may look like just another cutesy retro platformer designed to provide a brief dopamine hit of nostalgia, but MagiCat is surprisingly deep.

Getting the three gems on each level requires equal doses of platforming precision and strategic thought, and the latter can often be fairly tough (moreso than I was expecting). I'm 7 hours in, only about halfway through, and the game is still humming along - my initial reaction to seeing the screenshots was that this game would provide about 5 hours of entertainment max before it either ended or became too boring to continue.

I'm often pleasantly surprised by the way MagiCat consistently introduces new mechanics and concepts, rather than drive the existing ones into the ground. Hats off to the dev for keeping things fresh while still providing a healthy dose of familiar and comfortable tropes from classic games like Super Mario World. Great bang for your buck here.. Unpolished and unbalanced at times.

Sound quality is not up to par with the visuals. What I mean with this is that theres very little amount of sounds, and at times it makes the game feel really muted and barren.

Stage design can be completely unbalanced at times. You will be on situations where you cant really see beforehand whats you have to do.

The weapons from the bosses are not very good for regular use except for one (1 of 4 weapons). However the game will require you to use all of them to get past some areas, so they didnt go to waste completely.

Besides that, the music is nice and the boss fights are actually good.

The controls are very good, but the movement has a "light" feeling.

Also once you beat the game once you can choose from 4 additional characters to play the game again, tough the stages arent fun enough to warrant you will play the game over again.

In the end its just an average game, definitely not worth \$4 (maybe 1 or 2) considering theres games out there for the same price with more attention to detail and better game design overall.. OK not put to many hours in to this game but.....It's a good game a bit cartoon ish like one of those free-to-play (with micropayments things). It makes you think a bit when doing things like research and how many workes you need and there wages and product cost etc etc and then selling the item and buying a selling company shares. There is 3 levels to play at Easy Meduim and Hard all with AI...

Hope there will be more content in the future as it can be a good game to play and even better if they had multiplayer so you can play other people.

So I've given it 8/10 as it's very good but needs more.....

Check out my video of the tutorial walk-through here.....

<https://youtu.be/VTStjDWiE8k>

. *This is my first review on steam, so let that tell you something about this game.*

So where do I start?

I love jump and runs, I love a creative approach to game and level design and I love good music. Those are also the things I found in this game.

At first the game seems pretty simple and straight forward. But the design is so clever, the mechanics so precise and creatively used that the game just elevates itself far above the crowd of "normal" games. Every time you think you know what to expect the game switches up mechanics, uses old mechanics in new ways and makes you approach a problem completely different than in the last level you played.

Add to that a pulsing soundtrack which gives you the rhythm to solve some puzzles or conquer some of the most precise platforming obstacles I have ever witnessed.

I love this game. I haven't even nearly 100%ed it and haven't even tried the things you unlock post game, but let me tell you: this is a masterpiece. Absolutely worth your time and money, so stop reading and go play it now!

TLDR: Imagine Meatboy level of precise movement with the creativity on overdrive and a fistful of LSD in your system.

10/10 will definitely play again!

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