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About This Game

Description

DMM presents its first game to appear on Steam! "Obcidian Legacy" is an exhilarating hack-and-slash action RPG in which you kill throngs of rampaging monsters one after the other. Embark on an adventure to unravel the secrets of a polluted world. Become a "Guardian", an elite protector of the last remnants of humanity. Level up and become stronger while equipping gear, gems, and skills that enhance your ability to destroy monsters.

What's different about Obcidian Legacy?

● Waves
A "Wave" is a special gambling system activated during quests after killing monsters in rapid succession. It adds random variables to fights with groups of monsters that can pay off with greater rewards, or greater risk! The more monsters you kill, the higher the "Wave Level" will grow and increase your chances of getting a rare drop, more gold, or more XP.

● Cooperative Multiplayer
Team up with 3 other players to handle more difficult quests and take down bigger monsters. Work together to save the world!

● Character Customization System
Watch your character's appearance change as you equip new gear. Strengthen your weapons at the Blacksmith to maximize their damage. Add gems to weapons and equipment to boost their stats and give yourself new abilities.
Pick which stats to boost as you level up for the perfect min/max builds. Reset your builds easily to try out new configurations!

Title: OBCIDIAN LEGACY
Genre: Action, RPG, Early Access
Developer:
Black Tower Studios
Publisher:
DMM.com Co., Ltd., POWERCHORD STUDIO
Release Date: 31 Jan, 2017

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Minimum:

OS: Windows 7 32-bit

Processor: Intel Core i3-4160 @ 3.60GHz

Memory: 4 GB RAM

Graphics: NVIDIA® GeForce® GTX 480, GTX 570, GTX 670, or better

DirectX: Version 10

Network: Broadband Internet connection

Storage: 4 GB available space

Sound Card: DirectX compatible soundcard or onboard chipset

Additional Notes: 32-bit OS requires playing on "Low" graphic settings at 1280 x 720 and below. See this discussion to enable higher graphics options on 32-bit Windows 7 and above.

English,Japanese

Update: A month later nothing has changed. save your money

Im getting a retro vibe from this, similar to Shining games on PS1. Standard fare hack and slash, core mechanics are in place but still lacking content and polish. Considering its still in Alpha its rather far along than i thought. Excited to see whats in store for this :). Not recommended for it price. The game esthetic is nice and all , but the gameplay is rough, the balance is not there, and the map get repetitive quite often. If you have friend to play with sure,go on. Otherwise ,you should really wait until the game is done (i completed the main quest in 23 hours , and most of it have been heavy grind to level up)

The game feel like a korean f2p mmorpg. Be prepare for as much grind (quest give 4.5k xp upon completion... you need 400k to get lv 44 from 45 >>)

Oh and leveling isn't rewarding. The difference between a level 44 and 40 is non existent and gear oriented.... some skill are bugged,some are so efficient you should never put any skill point in it (because when you level up a skill it damage is barely increased,while it's countdown and mana cost goes way too damn high.) and etc.

In short, big thumb up at the dev for the graphic and art style. it gorgeous.

But fire your game designer please.. I like it, I of course still need to learn how to play, but.... :)

Don't know if it's common or if it's just my machine but music cuts out as soon as I do anything and I don't hear any combat sounds whatsoever...

Other than that it's an ARPG, kill things, grab loot and swing your sword all over the place. :)

Graphics are well done and it ran like a dream for me.. Obcidian is a fun Action, RPG that has three classes you can choose from. You are then chosen with a few other students as Guardians to go out and collect things for town folk and protect the town. you go on quests and defeat monsters you come across. Which, if done quick enough, can start a wave where you want to kill as quickly as possible to get the biggest and the most rewards. As you complete quests more areas open up which expand what you can find and get. The story is very simple but for an early access game it is very well done and has a lot more that can be added. It is deffinately worth it in my opinion and for an early access game it feels a lot more like a full game already even on the first day of Early Access release! I am so excited to continue to play and see what the developers add\/change!. So after been playing an hour in this game this is where my opinion stand....

It's one of those games you can just jump into with your friends and have fun a hour or 2 maybe even play longer periods grinding gear and level up your characters. Enviorment is "Ok" looking with a Final Fantasy vibe to it...

The downside to this game though is pretty major... I tried playing with mouse and keyboard witch is a BAD version of Diablo controles, got my gamepad in hope of things would get better.... no it didnt, you have to click your mouse through the dialogs and click NPCs with the mouse to talk to them.

More control issues during fights when using both Mouse-Keyboard \/ Gamepad... Your character is NOT hitting or using abilities where you aim... and this is something that will brake many keyboards\/gamepads or even make your neighbours wondering why there is half a computer on their lawn...

so as the game stands today? Im not recomending this game to any nice gamers out there.... everyone else feel free to get this frustrating game.

Oh yeah, you cant rebind any keys for controls at all... just the hotkeys for inv-charcter-options-help. Great.
. -Still losing characters slots ??????????????????????????????????????
-Quest item slots instead of sharing space in inventory would be nice
-Toreara Swamp stairs parralelle to path causes npcs to bug and run back and fourth on the stairs. Its easy to fix by walking away till they tp back to you

-Inventory needs to be enlarged
-Cetrain monsters resing will cause you to get stuck in place
-Either than lesser, potions are too goddamned expensive

It has a lot of fixing up to do. Especially when you lose a character without warning.. The **save system is BUSTED and you could potentially lose all your game data upon relogging!!!**

UPDATE 3\/6: the developers have gone MIA and haven't provided any news in the past month - go get Titan Quest or Grim Dawn or anything else, this game has pretty much lost all its potential and credibility for the time being.

UPDATE 2\/9: while it isn't entirely fixed, saving has been made much more secure since last patch:
http:\/\/steamcommunity.com\/games\/568190\/announcements\/detail\/240217180982147571

simple hack n' slash ARPG with shades of Monster Hunter + Torchlight:

- Quest-hub style town sanctuary

- Instanced areas - *no open world*

- *4 person online multiplayer lobbies*
  PROS
  + Wave System is a wet dream for people who enjoy grinding. you kill enemies until a bar fills up which spawns wave after wave of mobs - kill non-stop to spawn more waves with slot machine style RNG.
  + visual progression for equipment - both armor and weapons.

  CONS
  - itemization is extremely basic. all weapons and armor are just stat sticks in the worst way with no unique properties. each class can only wield one type of weapon and wear one type of armor.
  - limited character customization. the few skills in game are very boring and there is no variety as the skill trees are restricting\/small. the skill scaling is utter trash (when putting points into skills, their CD goes up ludicrous amounts... you also can't progress in the tree unless you have invested a minimum of 3 points in the previous skill in the tree) and you will be autoattacking pretty much everything.
  - the attack animations feel sluggish and not impactful, you also can't change direction of your swing\/cast mid combo. some animations are just straight up bad and put you in horrible positioning (assassin's regular auto-attack chain causes you to jump around the entire goddamn map into telegraphed attacks).
  - disassembling items is extremely tedious as you can only break down 10 at a time
  - multiplayer is basically nonexistent and you can't trade items at all (good luck if you are hosting hoping a random player will join. you literally can't do\u2665\u2665\u2665\u2665\u2665while you are at the lobby screen except wait for someone level appropriate to join as quests have a minimum level threshold).
  - game cannot be played offline. character data is saved to their server, and you can actually "lose connection to server" while doing things only concerning your character (such as disassembling items).
  - main story quests and side quests are extremely basic\/repetitive, which is fine for an ARPG (killing x number of mobs); but, the collection quests suck\u2665\u2665\u2665\u2665\u2665(there is no toggle to pick up quest items only, so you have to pick up everything and deal with your limited inventory space or click the items on the ground manually in a sea of trash loot).
  - no named or unique mobs. no enemies with special properties.
  - you can't change the keybindings for hotkeys and the controls are unresponsive at times - moving skills\/items on and off the hotbar is tedious and unintuitive (you have to drag an item back to your bag or a skill back to the talent tree page just to remove them from the bar).
  - you can't skip the stupid intro screens and it is loud as all \u2665\u2665\u2665\u2665 regardless of your audio settings for the game.
  - inept devs rarely respond or address pressing issues in a timely manner - tbh, this is probably what will hurt the game the most. nothing is transparent until after the fact\/frustration.

early access content is geared for level 55 atm with nothing to offer past that. I think the game can be good, but it will require a \u2665\u2665\u2665\u2665 load of fixing - that being said it is pretty fun if you enjoy mindlessly grinding mobs, farming for insignificant loot, and holding right-click to autoattack all day. I would have refunded it by now if I could have - save your $25 dollars and literally go buy anything else; there are plenty of finished, polished games you could get that are better than this mediocre early access title.. Don't buy this game cause it was clearly abandoned as no update was made since February. The game had potential to buy a nice RPG but not in this state.. This game is pretty lame. Other than the framework of "You're a guardian" there is a lack of any real, compelling story. You are limited to 3 character options, which would be okay if there weren't just 10 active skills and 5 passive skills to invest in per character. It just doesn't offer enough interesting possibilites. The main gameplay loop of the game seems to be 1) Accept as many outstanding quests as possible 2) Pick a mission in a zone where you can clear the most of those quests 3) Mindlessly kill monsters (it's REALLY easy) 4) Pick up all the loot 5) Return to the main hub and sell the loot\/invest points into your character. I found myself overlevelled for all available quests less than 2 hours into playing the game, and got a refund. I wouldn't recommend this game to anyone looking for anything more than a casual ARPG, there is no depth here. 4\/10

Simple yet fun ARPG with random loot, item upgrading, stage-based missions, and the option to use a full group of AI bots to fight with you.

If I were to compare this game to another game, I would say its like Dungeon Fighter Online but 3D (And no stamina restrictions)

8\/10... I will continue playing and see where the game takes me. =-D. A solid base for a hybrid action rpg, feeling like a cross between a console action game and pc hack-and-slash. Needs alot more work, some tweaking and additional content before I could really recommend it to anyway.
Right Now Obcidian Legacy feels like a proof-of-concept, but it has some promise. I'll give this a miss until it's a little more developed but some players may enjoy it's current uncomplicated state.. Kind of the ARPG equivalent of Monster Hunter, but very dumbed down. Still fun though, I guess.. Save your money, this game hasn't had an update since it dropped and seems to be abandoned already. Unless you like tossing cash away, stay away from this game. If things change, I'll change this review.. 6 months. No sign of devs. Game has likely been abandoned.. a decently fun arpg to pass the time, if you ever played monster hunter it works like that, your in town get quests go out and hunt come back and turn in and repeat, but arpg style.

updating because it seems like dev's abandoned the game.. servers shutdown making the game unplayable even for single player. dead game dont get! no updates no developer cummunication

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