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Oceanhorn 2 apple arcade review

Oceanhorn 2 looks and plays better with a significant update released Friday. Screenshot: Ed Hardy/Cult of Mac Every fan of role-playing games should try Oceanhorn 2: Knights of the Lost Realm. Especially now Cornfox & Brothers released major updates with new levels, better graphics and other improvements. I devoted hours to the original version, and got early access to The Golden Edition, which launched for everyone on Apple's gaming subscription service on Friday. Updates are increasing on what is already an outstanding title. Cornfox promises Oceanhorn 2 takes you on a magical journey through gaia's vast world, full of mythology and legend. A young Knight faces an impossible challenge, as Warlock Mesmeroth has returned with the formidable Dark Army. Will our heroes be able to unite Owrus, Gillfolk, and those in the fight for the fate of the world? I reviewed this game shortly after its debut last fall. Nothing in The Golden Edition update released today changed what I said about Oceanhorn 2 later. Even months later, this is still the best RPG in Apple Arcade. What's new in Oceanhorn 2 The Golden Edition And the latest version brings some much-requested features. Among the most famous of these is the better end. I won't spoil it, but Cornfox adds some scenes that give a greater sense of completion, while also more clearly recording this storyline to the original Oceanhorn: Monster of the Uncharted Seas. And there's new content. You can search for The Shield of Chronos, after which you have a shield that protects you from projectiles. Or do some little side searches. There are more clues on how to move forward in the game. Previously, sometimes it was unclear whether you needed to solve the puzzle to leave the room or just face the door. Plus, Cornfox makes a lot of tweaks. They brought back the actors to do more voiceovers. It's clearer that your character gets experience. The water looks more somber. Insects are squashed. That kind of thing. I load the latest version on my iPad and previous versions on my iPhone for side-by-side comparison. The newer one looks better and plays better. Golden Edition doesn't make Oceanhorn 2 a dramatically improved game because it's unnecessary. But improvement is welcome. However, there is still room for improvement. For me, the most needed feature is a way to save progress at any time. Currently, it only happens when you move to a new area. I can go a long way between saving in a large open area, which is frustrating if I slip up and get killed. Or just want to finish playing. You might think Oceanhorn 2 is standard until your girlfriend shows up on her jet. Screenshot: Ed Hardy/Cult of Mac Getting played now Oceanhorn 2: Knights of the Lost Realm is only available on Apple Arcade, which requires a \$4.99 a month subscription. If you only play this game for a month, you will get your money's worth and more. But there are more games Arcade. You can enjoy this title on your Mac, iPhone, iPad, and Apple TV. No problem on touch screens, but some Xbox or PS4 controllers are also supported. All MFi controllers are also supported. Um jogo quase perfeito the mobile phone plataforma, tem uma historia cativante, superior gráficos e uma boa trilha sonora, as unicas coisasUm jogo quase perfeito para a plataforma mobile, tem uma historia cativante, superior gráficos e uma boa trilha sonora, as unicas coisas que tornam o jogo menos bomb é a movimentação das personagens que é meio infantilizada e alguns bugs. Expand Some mobile games spark the same interest and excitement as Oceanhorn 2. It's a great adventure that looks, sounds, and plays like a combination of some of The Legend of Zelda's games, evoking a little boy giddily grabbing and rearranging parts of his favorite toy. Promising a meat RPG adventure to play anywhere, it's no surprise that he launched as the poster child for Apple Arcade. Results from cornfox developer's rigorous approach & Bros to create mobile games such as consoles is an experience that is in no way playing to the power of the platform, but it still mostly works as a technical showcase and a well-intentioned love letter to all things Zelda. At the same time, the fact that the appeal of the series is still deeply rooted in Nintendo's classic aping remains one of its main limitations. With the arrival of the Golden Edition being quite definitive, I look forward to seeing refinement and a more unique personality shine through. And while it made a big step forward with the first, Oceanhorn 2 largely remained stalled when it came to the latter. Oceanhorn: Monster of Uncharted Seas - Review This story begins 1,000 years before the original game. You take on the role of a budding knight tasked with the quest to unite the Gaia nations against Mesmeroth and his technologically advanced army. This time, you have followers who will help you in battle and can be manually repositioned by aiming and telling them where to stand. They are fine, although a little inconsistent in their behavior. Gen, a samurai robot, and Trin, the grandson of a powerful leader, are the party's preferred members, and the addition of a new voice line helps give the cast some extra life. The narrative is standard fantasy fare, but gaia's mix of high-tech sci-fi and more medieval design is regularly sumptuous, now more than ever given golden edition visual enhancements, which include new physics-based water simulations, enhanced animation, and optional 60 FPS mode. Those who remember the original Oceanhorn will know that it is played from a top-down perspective. The biggest change in the sequel, then, is the move to view third behind the shoulder. This opens up traversal and combat opportunities, especially when exploring the game's more open and often lush environment. These areas are generally large to offer a reason to venture off the beaten path without suffering the same bloated open world that has plagued similar titles in the past. It also means that the narrative moves along at a fair clip, because you never really get carried away in working your way through endless side content. My concern with Golden Edition is that it will pack more fillers that were successfully avoided by the vanilla release. Thankfully, the latest addition proved quite welcome indeed. Hidden side bosses, deflector shields and extra dungeons bring out the game-ending experience and give you fresh reasons to return to previously explored areas. But while the new foes provide a nice challenge, they also highlight the restraint of control and fiddly combat. Taking large groups at once can be monotonous, and the flow of battle still feels boyy, with enemies either telegraphing their attacks too much or too little. However, I still find myself consistently surprised by the fact that it can be played at all. It was like we were almost there; We were very painful, very close. General exploration and puzzles fared better than the more combat-intensive parts, and approachable dungeons are still in the spotlight. Across the board, Cornfox & Bros has clearly gone to great lengths to translate what makes the Nintendo series work, adapting the basics of such adventures - feeling, scenery, sound, and loops - while making the necessary concessions and integrating some of the more standard features of the RPG genre, including the XP system. It's also interesting to see what the team has learned or taken from Breath of the Wild, and the answer is, surprisingly, not a big deal. Yes, there are stamina meters and a little heavier leaning on the puzzle this time; However, I would say that the sequel really just dipped a toe into nintendo's reventive take. Its more linear nature and greater focus on traditional dungeons will scratch the itch that botw never intended, but there are limits to this approach that the game routinely clashes with. Beyond being playable on mobile devices, what exactly does Oceanhorn offer? The checklist tropes that, while very comfortable and technically proficient, struggle to establish itself as something bigger than stand-ins for other games. Why you should still play DanganRonpa ten years later - Review My problem is not that Oceanhorn took a lot of influence from Zelda, it was that she identified what was at the heart of those games, built herself around that core, and mostly stopped there. As a result, he never found his own voice or reached the best heights it doesn't have the narrative and mechanical courage of Majora's Mask or the extraordinary charm of The Wind Waker. Oceanhorn 2 is about as solid a replacement as can be expected to be on mobile, but a potential third game would do well to break free and deliver a truly own adventure. Check out our review section to see what we latest releases of iOS and Android Want more? Check out our 22 other Oceanhorn 2 articles! Article!

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