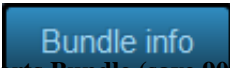


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## Vagrant Hearts Zero License

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## About This Game



Bundle info

~~ BUNDLE: ~~Vagrant Hearts Bundle (save 90%~~ on the trilo 5d3b920ae0

Title: Vagrant Hearts Zero  
Genre: Adventure, Casual, Indie, RPG, Strategy  
Developer:  
Warfare Studios  
Publisher:  
Warfare Studios  
Franchise:  
Vagrant Hearts  
Release Date: 28 A

English

vagrant hearts zero walkthrough. vagrant hearts zero

Well, I couldn't figure out how to make it full screen so that's a nope.. Vagrant Hearts Zero is an amateurish, janky, and very easy 3-hour JRPG. The graphics are never terrible, but they never go beyond decent, and the maps are full of graphical errors where parts of buildings are cut off or you can walk through things that seem like they should be solid. (Or the opposite - you can't walk through flowers, but there's some places where you can walk through barrels and trees.) Similarly, the music, story, and characters all exist, but are pretty unremarkable. For characters, you have the two main characters Jenko and Jullia, siblings with unusual magic powers which both amount to clobbering things with physical attacks, Amanda, a woman who can supposedly sense the location of people with magical powers but can't find the (magical-power-using) pirates that wiped out most of the main characters' home town, Lynch, a somewhat senile immortal with 999 max HP in a game where no one else has more than mid-200s by the end, and two fairly generic spellcasters, the black mage Hellius and the white mage Telma, who don't really get much characterization. None of them are very interesting, and you're forced to keep Jenko and Amanda in your

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party of four for almost all of the game, which would be more annoying except that Jenko, Amanda, Jullia, and Telma is basically the best party under all conditions. The majority of the game systems feel half-implemented, what with the game providing multiple elemental skills to half of the cast and then having essentially no enemies with elemental weaknesses or resistances, or the items from the hidden dungeons not actually functioning, or there being shops that sell incredibly expensive and yet useless spell scrolls, or the game providing you with very little money to buy the items you are offered - not that you need them, because the game is incredibly easy. In fact, for most of the game even bosses went down in a scant few hits, and only the last two bosses and some enemies in the final dungeon were at all threatening, and that not seriously: given that almost nothing resists status effects, I paralyzed the final boss on the first turn of the final battle and it never took a single action, and Telma was more than capable of healing any damage my party suffered, given that she could heal the entire party for more than their max HP a dozen or so times before running out of MP. Also, there's no getting around it: Vagrant Hearts Zero is trying to be a classic-style JRPG while only 3 hours long, with characters gaining their final skills at level 12 at the latest. While a short length can work in some JRPG-styled games, here it just ended up reinforcing my feeling that it was not a finished product. So, yeah: no. Short and still a waste of time.. Vagrant Hearts Zero is an amateurish, janky, and very easy 3-hour JRPG. The graphics are never terrible, but they never go beyond decent, and the maps are full of graphical errors where parts of buildings are cut off or you can walk through things that seem like they should be solid. (Or the opposite - you can't walk through flowers, but there's some places where you can walk through barrels and trees.) Similarly, the music, story, and characters all exist, but are pretty unremarkable. 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Taking place years (maybe centuries) before Vagrant Hearts 1 and 2, this game tries to show some of the background to those games. Jenko and Julia are two children in a far-off village who have manifested powers. Thought of as Wierdlings (which based on the list given later is actually a good term in comparison), they are treated with respect. and as a way to earn money for the village from travelling tourists. Unfortunately, word of them has reached a bunch of pirates. who like to kidnap and force Wierdlings to work with them. This is partly bungled by the appearance of another who is part of an organization dedicated to protecting what she calls "Gifted". Will you be able to make a place for yourself in the wider world? Giving your kind a place to belong without fear because of your differences? Note: This being a Warfare Studios game, it is likely a port of an earlier version. They seem to be bringing their library over to Steam slowly.. Well, I couldn't figure out how to make it full screen so that's a nope.. its a 40 cent game don't buy it if its not in sale This game is nice for a trial run, the number of bugs are a perfect example. there are way to little enemys on the streats and in the dungons, and they are all the same, well ok there are like 7 or 8 diferent kinds but ok, the map is empty and boring, there are way to little secrets, cities and dungons. the island is strange and unrealistic in shape. the graphics are more or less copy and paste on a raw level eaven i could do. i like the idea and the story, but its not well worked out.. Definitely get this one on sale. It's pretty short, 3 hours and I had it beat. But it's a cute game, decent story line, and fun to play. None of the monsters are overly difficult. Good little time waster if you have a few hours to kill.. Definitely get this one on sale. It's pretty short, 3 hours and I had it beat. But it's a cute game, decent story line, and fun to play. 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