

Next Hero Free Download [Xforce]



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About This Game

A 'Blond' who lives a happy life with his girlfriend 'Sofia' in a peaceful town. One day, the dragon's invasion causes his girlfriend to be kidnapped and the whole village destroyed. Will 'Blond' be able to defeat the dragon and save his girlfriend? Let's get to know the villagers and let's become the heroes of the village! Elders and villagers will be willing to help the brave 'Blond'.

Features of the game:

- Roguelike shooter action RPG
- Randomly generated dungeons and hidden places
- Dungeons in 5 themes (forest, sea, snow, castle, lava)
 - Beautiful classic game style pixel graphics
 - 20+ Playable characters
 - 220+ Equipment and items
 - 30+ Bosses
 - 50+ Monsters
 - 80+ Destroyable stuffs
- Three endings and one true ending (feat. Blond Marriage Promotion Committee)
- Take advantage of facilities such as blacksmith, tavern, and monastery in town
 - Invest in gold coins to rebuild the town and help the people live
 - Please solve the problem of the villagers

Title: Next Hero
Genre: Action, Adventure, Casual, Indie, RPG
Developer:
LINE Games Corporation
Publisher:
LINE Games Corporation
Release Date: 16 Mar, 2018

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Minimum:

OS: Windows Xp, Vista, 7, 8/8.1, 10

Processor: 2.0 Ghz

Memory: 2 GB RAM

Graphics: 128mb Video Memory, capable of

DirectX: Version 9.0

Storage: 200 MB available space

English,French,German,Korean,Traditional Chinese,Russian





Holy crap that was boring.. i even went and played it alot too, so that i could give you, my esteemed reader, a comprehensible and in indepth review. And here it comes:

Hnnnnnngghh :DDD

Well, lets examine it even more indepth.

Its another of those repeat the same levels a million times (but but its never the same level, its PROCEDURAL..T.T) and die a million times to get enough shinies to upgrade a town where everyone thinks youre their personal pet hero(slave). Oh and a dragon stole your.. princess. Combat is simple, run around and fire swords, bows, staffs etc in 4 directions, its kinda fun and decent enough in itself, but (math incoming) limited enemy variety+many enemies are slow\annoying to kill+player has 1 attack+do same levels 288 times=boring game. The pixel art would have looked lazy on a snes. Music is pretty good, dont matter much tho if the game is boring. Very little to actually upgrade. Feel it could have been better if there were some sort of overworld to explore and a choice of dungeons to grind out. As it is theres hundreds of games like this and most of them better.. first Hour and half into the game. So far I like it. I got to stage two before it started to get challenging. So don't get fooled by it's cute looks. Simple enough story which see's you getting gold to buy houses for your village which was destroyed.. This game appeals to the Binding of Isaac players. So I'll recommend it. Personally, I do not like the Binding of Isaac controls, they're ridiculous. And don't make sense. But that's just my opinion.. At first, I hated this game. But wait...

Using the controller makes the game basically unplayable since you have to aim with one stick and move with the other and then find a way to fire or use items.

But then I mapped it to my keyboard (an easy in-game option).

Then I found the game too hard. I am terrible at rogue-light games and I thought all the enemies were too difficult.

But, I kept playing. I eventually learned the different AI patterns and that you can randomly find items that will boost your health massively. I also learned how to use bombs against clumps of monsters to overcome those really tough rooms.

Then, I started unlocking the houses like the Mercenary Shack (where you can switch out your crappy starting character for a slightly better character) and the Blacksmith's (where you can buy starting weapons and armor).

The game got really fun and I'm sure I'll be playing it for years.

It reminded me of the old Bomberman games for the NES but was, of course, more complex and colorful.

It's the sort of game you can pick up for a half-hour, collect some coins and tradable items you can use some other time, and then drop it quickly.

Don't expect complex story or immense customizability, but just a simple and fun way to burn some time.. I found this game way too boring and simple, it is a cheaper and has less content then binding of issac but is much worse, i suggest getting binding of issac over this no matter the price

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