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Pier Solar And The Great Architects FULL

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## About This Game

Being originally designed and developed for the SEGA Mega Drive & SEGA Genesis, Pier Solar is a turn-based RPG with state-of-the-art aesthetics about the journey of thr 5d3b920ae0

Title: Pier Solar and the Great Architects  
Genre: RPG  
Developer:  
WaterMelon  
Publisher:  
WaterMelon  
Release Date: 29 Sep, 2014

### Minimum:

**OS:** Windows XP with SP2 or later

**Processor:** Intel Atom 1.6 GHz

**Memory:** 1 GB RAM

English,French,German,Japanese

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I was keeping my eyes on Pier Solar ever since it was known under the "Tavern RPG" codename, as many of fellow JRPG genre fans. Unfortunately, due to many reasons I missed the opportunity to play original Sega Genesis release (as many of us too, I believe) and was pretty excited to hear that Pier Solar will be coming to more platforms, including PC, and even with enhanced graphics and CD-quality soundtrack! "Now, that's pretty awesome chance to finally get to play this game", I thought, and when it hit the Steam u2014 the game was bought without a second thinking. Now, when the game is cleared, it is a good time to sum up my experience with it. First of all, Pier Solar is a good game. I will not be original here, but if titles like Lunar Silver Star Story, Chrono Trigger, Final Fantasy IV-VI make echoes of nostalgic tremble in your hearth, then you should get Pier Solar. It has many qualities of a great game - wonderful characters, beautiful graphics and soundtrack, interesting story and an old-school JRPG charm. You will be getting many random encounters with enemies (sometimes too many, he-he :D), looking for a treasure chests, crawl dungeons and oppose bosses. There's a bunch of fun dialogs out there, so keep talking with NPCs. Be aware that some of them have two and even three versions of replies to you, and sometimes it is necessary to talk with them three times to get an item or trigger some event. Now for the part that is not so good with Pier Solar. There's a few flaws in the game that may poison your experience - nothing too major, but still the game would be definitely better without them. Sometimes you will get stuck. First of all, the environment design sometime will get you wondering where you should go. Yes, maze-like maps is classic for a JRPG, but there's more than that to well-designed map. I often caught myself missing the path to the next location or route to another area of current map just because it was looking like there's nothing interesting (dead end). Be prepared that if you feel that you got stuck and there's nowhere to go next - you should look more carefully for a path. Oh, and there's hidden paths inside the walls. Sometimes. Somewhere. Second, the directions from the storytelling could be better. When you finish your quest in current location and should move to the next area, there was times for me when it was not so clear from the dialogs where should I go and what to do next. Most of the times you should just go to the next area, but there's few exceptions from this rule. Maybe I'm just getting too old. Third, the Sanctuary and the damned platform behind the pillar. Seriously, I will be making a small spoiler here, but when you will get stuck at this point in Sanctuary (couple of hours from the start of the game), look for a moving platform that is hiding behind the pillar near the room entrance ladder. I do not understand what was the point of making such design decision, but I'm taking it as a bad idea. In general, "getting stuck" was the most annoying thing that happened to me with Pier Solar. When you wander from corner to corner of the map and face endless random encounters, getting ambushed often and the game is not so quick in its battle system - it is not long when you will get bored from it. My advice is such u2014 don't hesitate to look for a guide or ask a question in forums, you will get much more pleasuring experience from this game actually progressing through the story, and not from lurking in forest or dungeon. Well, that's about it. I can recommend this game to any fan of JRPG genre. Some tips for the game that may be useful: There's a detailed walkthrough by Tim Maurer at GameFAQs for this game. As was mentioned above, I advise to everyone who got stuck to take a peek on it (just in case :D). If you played Pier Solar on Sega Genesis you may notice minor differences with this version. Same goes for the Tim Maurer's walkthrough u2014 it was written for Genesis version of Pier Solar and contain very minor differences with PC version (you should get the Beaver in the forest). There's nothing inside the regular barrels and crates (apart from very few hidden items in some special places), do not waste your time on them. Some walls can have hidden paths, look at the radar and to edges of the screen - if there's some graphics "in the middle of nowhere", most likely you can walk behind the wall to get there. Sell unnecessary items (primary weapon and armor). The inventory system is very basic and you don't need a mess there. Metal and Gold Coins, blocks, etc. is money. Do not look for them in your inventory, after finding something like



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before the Genesis version of this game. So disappointed. 1. Graphical glitches, some enemies have lines through them where the sprites disconnect, no biggie, but it bugs me that this wasn't fixed. 2. Controls suck. Just, you have to experience them. they push you in ways you don't want, and make no sense, so when you run you feel more like you're being punished rather than getting to places quicker. 3. No clear sense of direction in the beginning, and it was difficult to play a few 10 minute sessions. 4. Whatever they made it on (The Linux "engine" for interfacing with the game) sucks. No alt-tab out of the game, once you're playing you're committed. You can't fix those god-awfully loud sounds, and the keyboards functions are cut from the OS. It's horrible over all, the whole way the game takes over everything is awful. I feel terribly underwhelmed. There's no polish. It looks good, it sounds okay (Until you hear most sound effects), but everything else is a disaster. Wouldn't not purchase again for \$1. Buyer beware.. THIS GAME IS AMAZING, Seriously, If you've ever played the Megadrive release you'd know that, I'm playing this baby on my Arch Linux system. Who says us linux users don't love games? It's a great RPG with witty dialogue and a great story. I've been playing this release so far and am loving the updated music (Which was available on the megadrive release if you had the CD addon) and the updated Graphics. They definitely add to the game, the combat system is tried-but-true with updated features, what else can I say about this game? BUY IT RIGHT NOW, BUY THE DREAMCAST RELEASE. BUY IT. 10/10 would buy again.. Hello everyone. First off, the time shown is wrong. I have at least 100+ hours in this game totally. Second off, let me mention the minor bugs with this game and the one bad one. The worst bug is the Zephyr map bug. I wrote a short walkthrough that may bypass this bug. Please check the guide page for it or below. As for the other bugs, there minor and do not effect the gameplay very much. One of the minor bugs it has is the disappearing menu wheel, which happens sometimes during battles. The way to fix it is just push esc or some other button on your keyboard. This is probably has to do with the joypad on your pc. <http://steamcommunity.com/sharedfiles/filedetails/?id=719111425> Now, my Main review of this game pro's and con's: PRO's: Interesting Storyline Unique Characters Skills and weapons differ for each characters Side quests! Mini Games! Some bosses have their own theme music A hardcore RPG. Some towns don't even have healing in them, and are few and far in between. Side Areas that are not relevant to the story, but are fun to explore! Con's: Grinding for levels and repitition of this type. The storyline waits till practically at the end to actually tell you what the heck is going on. Some bugs effect gameplay, mostly small, but one big one at Zephyr map was game breaking. Sometimes it takes awhile for the characters to "talk" in the game and you have awkward pauses at some points No hints on what to do next. but as i said above, hardcore RPG. It does not hold your hand. this is not really a negative to me, but i know alot of people will want this, so i put it in con's for that reason. I actually like the exploring aspect of games like this and how you figure out stuff on the map yourself. Final Thoughts: All in all, a great example of a classic RPG from the late 1980's and early 1990's. Also, this maybe a harder rpg than younger people are used to nowadays. This is how the rpg's i played as were young, so now you know how easy the games are nowadays, you young people! This game does not hold your hand. It does have a tutorial library in the 1st village (like FF games).. I tried to like this game but the controls are clunky, the UI is confusing and the map design is one of the worst I've ever seen. The battle system doesn't help either, it's slow and uninteresting. There's nothing unique about Pier Solar, it's hard to recommend it to anyone unless you're really, really in the mood to play some oldschool JRPG.. Always wished there were more RPGs on the Genesis. I'm glad the guys at WaterMelon shared that opinion so strongly that they made their own. While the game suffered through development hell (the original Genesis version from my understanding. as well as this HD version which I feel like I waited a year after the scheduled release date to check out), it finally came. It managed to captivate me in the way RPGs did in my youth. I honestly didn't think I was going to enjoy it that much. A few notes: - Battles are reminiscent of Lunar both in the way of style and challenge. Areas can seem gimmicky and lack variety in fights up until a boss or change of region, however. - Sound is wonderful and fitting of the game's environments and mood. Perfectly done in Genesis style. The HD music is even better. - The options to swap between original graphics and HD, as well as original and HD sound are nice. - Without listing all the reasons, I feel the game has some replay value (I can see 1 or 2 more playthroughs in the future for mehself). Obviously I'm not looking at it with nostalgia goggles either. - The characters are likeable, which is good due to the fact you'll be spending quite a few hours with them. Overall, I'd give it an 8 out of 10. There's not too many great RPGs on the Genesis, so this game is welcomed by me. I'd even go as far as to place it at my number three spot of favorite Genesis RPGs, falling short of only Phantasy Star IV and Shining Force II. If you're a fan of those titles and also Lunar, then definitely try to pick it up if ya see it on sale, and give it a shot.

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