
Bold Blade Download Thepcgames



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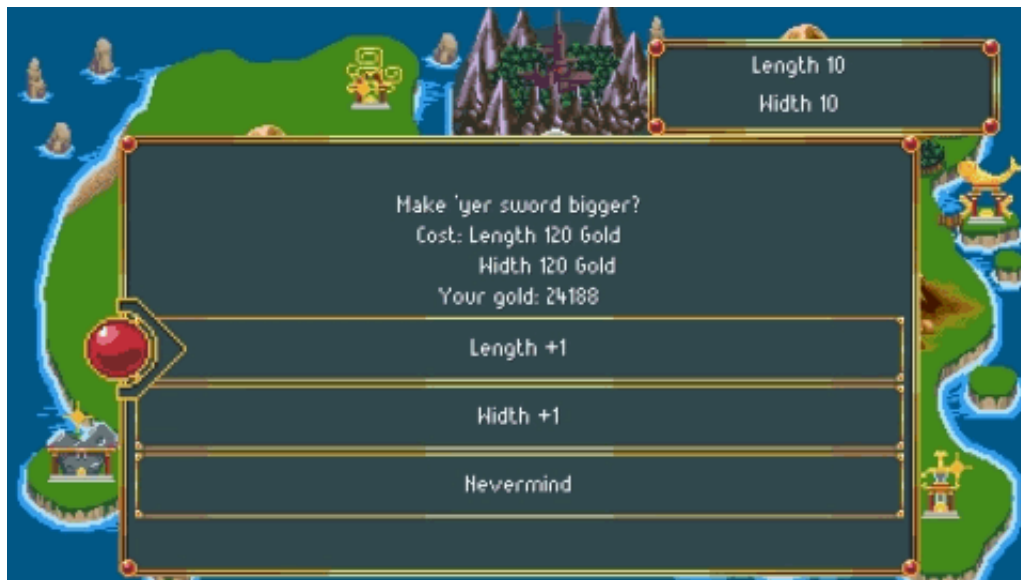
About This Game

Bold Blade, the bitesize pixel art action RPG where your sword keeps getting **bigger!**
Pursuing the legend of a sword powerful enough to fell mountains, you journey to a remote island populated by demons.





Make your sword as huge as you want! What kind of sword is your favorite?



Balanced all-rounder



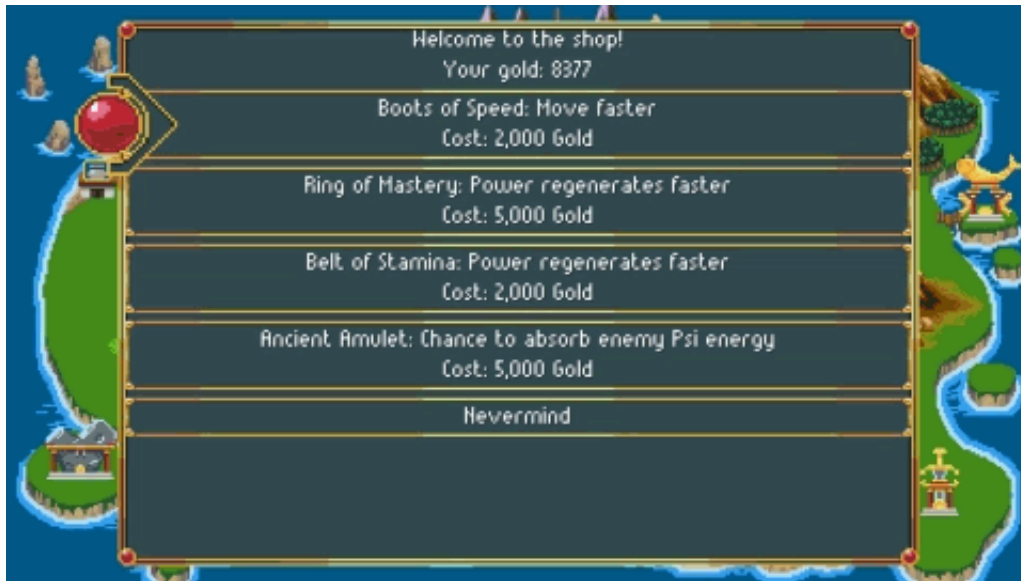
The longest blade



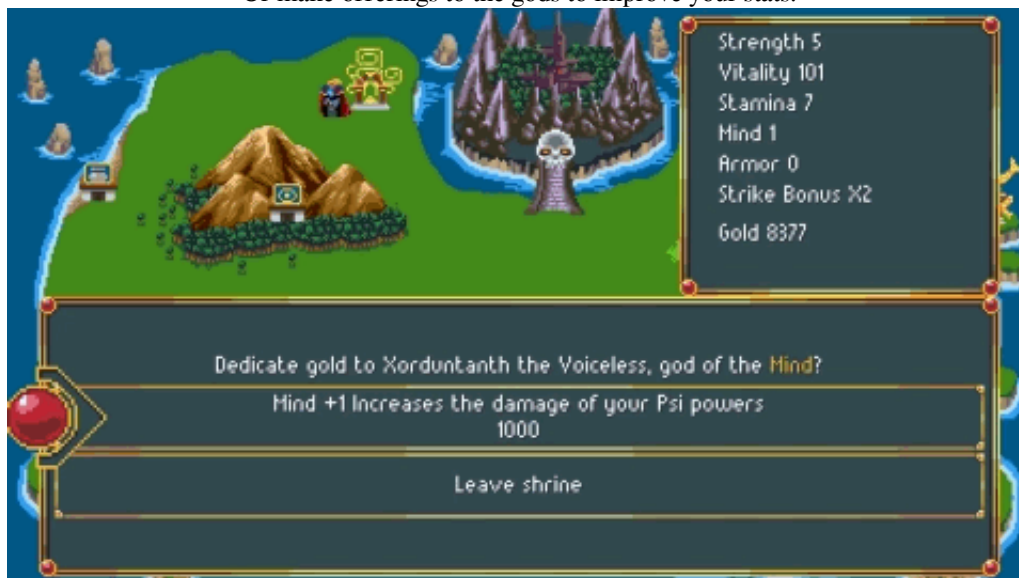
Wider than the ocean



If your sword alone isn't cutting it, purchase a variety of items to boost your passive abilities.



Or make offerings to the gods to improve your stats.



Enhance your swordplay with a variety of psi powers.
Blast them away!



Heal your wounds!



Shock your enemies!



MINIGAME

Want a change of pace?

Play a round of Bug Boshers, a fast paced defense shooting game.



Title: Bold Blade
Genre: Action, Casual, Indie, RPG
Developer:
Ultra Runaway Games
Publisher:
Ultra Runaway Games
Release Date: 29 Jan, 2018

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English







I want to like this game. I bought it after finishing a run of Ginormo Sword, thinking it would scratch the same itch. And in some ways it does. You can make your sword big, and the attacking mechanics are (slightly) more involved.

But you can beat it in under an hour. There's no elemental damage and minimal enemy variety. The good psi powers are redundant by the time you get them. And multiple achievements are straight broken, refusing to unlock even when you satisfy the conditions.

On top of all this, the developer seems to have abandoned the game; the achievements have been broken for over a year.

Steer clear.. You know Cloud from FFVII and his big Buster Sword? Yeah, take that and multiply the size of it by 9000 and you get this game with no physical drawbacks. It's a short game but does what it intends to do in that timespan; to make you feel like a god damn overpowered protagonist.

10/10 looking forward to what else this developer makes.. I think the game's overpriced, and the developer needs to do some balancing and bug patches, but it's a unique mechanic, and it's fun.

Recommend switching the control scheme to "rotation" vs the default (which I cannot understand at all).

The game is functionally really short and easy, but the mechanic is fun to play around with, and you can theoretically get the sword to cover the whole screen if you're into grinding for something that has actual payoffs other than numbers.

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