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## Weather Lord: Royal Holidays Collector's Edition



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### About This Game

Play as the hero and the villain as you compel the elements to do your bidding! Control the sun, the rain, the wind and more as you travel across your kingdom helping people in need and restoring daylight. You'll need to work quickly and manage your resources well to earn the best rewards as you undertake the epic journey. After completing the main quest as the hero, you can then take on the role of the demon, who wants to bring on eternal night.

The hours of addictive and thrilling gameplay are just part of the fun you'll have with the Collector's Edition of Weather Lord: Royal Holidays. From finding hidden puzzle pieces, to enjoying downloadable music and wallpapers, to discovering all of the game's secrets via the in-depth strategy guide, you'll spend hours pouring over the extras. With its humor-filled storylines, vibrant and charming visuals, and easy-to-learn gameplay, Weather Lord: Royal Holidays Collector's Edition is the perfect "staycation!"

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Title: Weather Lord: Royal Holidays Collector's Edition

Genre: Casual, Indie, Simulation, Strategy

Developer:

Yustas Game Studio, Alawar Entertainment

Publisher:

Buka Entertainment

Release Date: 12 Oct, 2016

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English,German







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Another great addition to the Weather Lord series and thankfully this one has Steam Achievements (C'mon Devs, surely it wouldn't be too difficult to convert the in game achievements to Steam Achievements for the couple of games in the series that don't have them, after all most of the work is done and it's guaranteed to increase sales) - sorry. side tracked.

Back to this - Yeah, love these resource management/puzzle type games and this one is very entertaining with plenty of achievements to keep me occupied. This one seems a bit harder than the last one I played as I'm struggling to get gold on all levels on first playthrough which is a v. good thing, please, more like this with steam achievements and please, make the others all have steam achievements dev's. You know it makes sense.. Weather Lord: Royal Holidays is an awesome time management game. The Weather Lord series is similar to the 12 Labors of Hercules series, except better in some ways, more detailed with more things to manage. It has a good story, beautiful graphics, and detailed characters. As with most games in this genre, you gather resources (food, wood, gold, etc.), you can build several different building types that can be upgraded (sawmills, gold mines, grainmills, etc.), repair things, use various power ups and try to beat the timer. Where the Weather Lord series differs from others in this genre are the weather tools. Sun to dry up, clouds to grow, and others. I love this series! I highly recommend this game and series if you like the genre.. Olivia wants to please her husband, Victor, with a nice vacation: that's how the Weather Lord and his wife find themselves repairing new lands or bringing more life after the demon that kidnapped Olivia last time came back. And in a twisted way, for the bonus levels unlocked with three stars, become the demon himself and disrupt the peace!

Weather Lord: Royal Holidays is a continuation of the direction taken by the Legendary Hero, so allow me to copy paste some parts of the review for that opus, augmented with the new elements.

The gameplay brings back the deck of the three weather elements, which is better as you don't have to find them anymore on the level. While workers are still collecting resources, now, you don't have trees or fields or mines. You have to build a grain mill to have fields to harvest, a sawmill for trees to chop and mines to get gold. Improving these buildings will allow you to increase your production. In other words, two gameplay mechanics from previous games were fused in one. However, you can still collect these resources thanks to bushes or obstacles or shipwrecks or treasures. Besides, now, you don't have to build an house anymore for more workers, you can hire them from the wagon. As the game has also a seaside landscape, you'll get buildings to restore which will give... resources: gold, food and wood. However, a new type of resource appears and replaces the crystals: the fame, the only resource that can't decrease. You can earn it by building arenas or fountains, defeating wild boars or even by speaking to natives (and restoring their houses). Also, you have traders to exchange resources.

New buildings appeared: a textile house, jeweller's workshop or a forge to make elements needed like magic spheres or dresses or swords. The textile house is however just used for making textile that is a component for crafting, a new gameplay element that I will explain later.

The weather elements are these ones: wind (for mines, dissipating fogs or make trolls fly), rain (for flames, grain mills and sawmills), wave (for pushing vases with resources to the ground, for leading away turtles or shells, for fisherman's hut and archaeologist's tent), sun (for drying roads or puddles and for corral houses), thunder (for drying lava or destroying barricades), rainbow (for restoring portals, dissipating mirages and uncast a spell on fairies). A new one was added: the moon, used to scare ghosts or owls). These elements can also be used to drive away enemies, replacing the warriors from previous game, whether directly on them or by building a tower. Also, for some actions, like inflating balloons for trolls, you need a stronger element than given at the beginning of the level: you have to restore altars.

Also, you have also bonuses that you can use during the level: hire a temporary worker, stop time, more wood, food or gold, working faster.

The artifacts gameplay has also carried over: you can use three per level and they're varied: more wood, more food, more gold, longer bonus, elements getting resplenished faster, more resources after using an element, etc..

And the new gameplay element? Well, it's crafting: for example, you'll need textile and wood to make beach chairs. Or for a dress, you need food and textile. Or even better, you need crystals (which is not a resource like food, fame, wood or gold) from the fairies houses and food to craft... gold! Anyway, I'm letting you discover what you can craft. That element can be quite disconcerting because you're not always thinking about crafting what you need. And well, to reach now level 3 sawmills, forges or mills, you'll need to craft a piece of decoration...

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That gameplay changes a little when you're the demon: you need to cast a spell on workers - every level begins by that if you want more of them. You need to destroy what was build though you're not really immune to the enemies like ghosts, which are really a common enemy between Victor and the demon. The moon is way more present when you're the demon than in the normal game.

Anyway, now, Olivia has a more active role and is even sometimes the sole heroin (at the beginning but also when the demon messes the couple up, with Victor on one side and Olivia on another). She has the same role as Victor: only needed for specific tasks.

The graphics are still cartoonish, which is nice and the soundtrack is fitting.

Weather Lord: Royal Holidays is a great game, though now more complex with the crafting side. I loved the demon's story and the fact that a new weather element was found: the moon. There is however a negative point: the last achievement is still bugged and I was victim of it, even if a patch was apparently released.

Really, now, I'm just waiting for Graduation to arrive on Steam, because it's the next generation of gifted people who will be featured.... Update: Revised to thumbs up, all achievements work now after a patch.

This is a solid enough representative of its series and genre. I'm not quite sure what to call that genre heh... maybe the construction foreman genre? Anyway, it's the pretty common casual game genre where you order a bunch of workers to build, repair, collect resources, and generally terraform a bunch of one screen maps as quickly as possible. Lots of examples, no good name for it. This game is one of those, and it does that fine. It's part of a series, with the distinctive bits being you have weather related spells to clear certain obstacles and enemies, and to reload resources for your workers to collect. Some items also have to be crafted from menus while you're managing everything else. Anyway, solid enough, and the achievements all work now after a patch.

It's a quite divisive casual genre; some people utterly despise these, others like them. I'm in the latter group. This title won't change your mind either way, but it's a better than average example if you do like them.





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