
Sojourner Key Serial Number

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About This Game

Simultaneously a love letter to and a parody of classic role-playing games, Sojourner is the retro RPG that the world has been craving, but just didn't know it. By graceful 5d3b920ae0

Title: Sojourner
Genre: Adventure, RPG
Developer:
Michael Squirrel
Publisher:
Michael Squirrel
Release Date: 17 Jul, 2017

English

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Good game with awesome 8-bit colors.. This surely is a throw back to early days of Dragon Quest The Class combination is very good one but if you can keep the progress of formal class it'll be better. But overall this is a retro RPG with a good system and good selfaware humors.. When I first started playing Sojourner, I was expecting a fairly typical JRPG made from RPG Maker. Instead I got a rather charming and earnest RPG with humorous writing, good gameplay depth, and a fair difficulty pace for newcomers and JRPG veterans alike. It's hard to believe the game was made by one man for the most part, and it turns out he's a really nice guy as well! I even listened to him on some indie spotlight podcast or something, and Mr. Squirrel was quite inspiring. Maybe I'll try my own hand at making an RPG Maker game some day because of him. The only real complaint I have is that a few of the enemy sprites look a bit odd for some reason, but doesn't matter much compared to how well written the game is. The game is good, probably better than Mother 3.. The definition of a hidden gem. Sojourner could easily be missed in the crowd of games on sale. If you did, you'd be missing out on an absolutely heartwarming, 4th-wall shattering, and just straight-up interesting JRPG. With plenty of humor and humility, the developer riffs on the classic formula by introducing a unique party system, allowing for great customization. It's paired with pleasant graphics and a great soundtrack that clearly has a lot of love and effort. More people should know about Sojourner, because it's fun and wonderful.. The definition of a hidden gem, Sojourner could easily be missed in the crowd of games on sale. If you did, you'd be missing out on an absolutely heartwarming, 4th-wall shattering, and just straight-up interesting JRPG. With plenty of humor and humility, the developer riffs on the classic formula by introducing a unique party system, allowing for great customization. It's paired with pleasant graphics and a great soundtrack that clearly has a lot of love and effort. More people should know about Sojourner, because it's fun and wonderful.. If you loved playing Final Fantasy, Legend of Zelda, or other such games on the early Nintendo systems you will love this. There were always two things about particularly Final Fantasy type games that I didn't like as much (that I've heard plenty others complain about as well): 1. SO MANY RANDOM MONSTER BATTLES OH MY GOD. They are less common in this game and there's a Pokemon-esque item that keeps monsters away for a bit. Inexpensive to buy in the shop and makes my life so much better. Even better, once you've played a bit, it gets BETTER. Eventually you will receive an item that allows you to turn off random encounters until you wanna turn them back on. Amazing. Perfect. Wonderful. Yes. This makes me particularly happy because there are a lot of fun hidden things in the big world and it's nice to be able to go looking for them without having to go through all those encounters!! (I would say, definitely turn encounters back on enough to level up, but it's amazing to have the choice.) 2. If you stop playing for too long and don't take copious notes while playing, you'll come back and have no idea what you were doing. Sojourner gives you a fun Telepathy Ring to contact the queen at any time to remind you about what you were trying to do. I haven't had this issue anyway because I have been binge-playing this because it is a load of fun and not so frustrating (thanks largely to the ability to turn off encounters when I don't feel like battling a load). so I guess that's another feature that helps with that issue! I'm at the very end of the game (I'm pretty sure) and have played for about 13.3 hours total (not in one go). I feel like there's a bit more to be done and this boss battle is kicking my butt, BUT when I get frustrated with that, I can go on a fun SOJOURN (heheh) to another place to train up, explore, do a side quest, and/or get more fun items. I used to (and really still do) love those old RPGs, but they really did frustrate me so much. Sojourner fixes a lot of what frustrated me while lovingly poking fun at the flaws and quirks of old games. It has some really lovely messages put in, loads of fun extras to find, and a wonderful sense of humour. Plus it's only \$4.99, y'all! You can't beat that pricing! Seriously though, you guys should play this thing.. So this game is pretty great. The music, and the graphics are done in the style of the old NES games so many of us Millenials loved. Yes, it's an RPG Maker game, but it isn't one of the bog standard ones you find littering the store these days. :) The developer did the work to make the game actually look like a oldschool RPG but play like a morelate 90s one. I appreciate this myself because while I fondly recall those days, I seem to remember those games lacking quality of life additions that later games had.

Anniversary Sale!!! : Specifically, the 2-month anniversary! Most people do something special to celebrate the 1st-year, 5th-year, or 10th-year anniversary, but not me! I'm just happy and proud that Sojourner got released to the public a couple months back. If you haven't picked it up yet, this week is the time to do it. At \$1.99, this is an absolute steal. Except if you actually stole it, you wouldn't spend any money at all. It's a pretty easy game to pirate. But please don't pirate the game. Or if you do, you can send me a donation later to relinquish your guilt. Or you can promote the ever-living crap out of it; though, I would love if you did that whether you stole the game or not. Also, happy Rosh Hashanah to all the game's Jewish fans, as well as to the Jewish people who have never heard of the game.. Version 3.0 is out! : Yes, the update that very few people were asking for has finally come out! I figured that, for various reasons, quite a few new folks have purchased the game recently or are trying it out for the first time, and they ought to have the best experience with the game possible. Here are the changes in Version 3.0: Made some

of the weaker classes far more resilient, especially the spellcasting classes. Changed the EXP requirements of each class, so that classes will be a bit closer in overall level. Made the monster classes level up faster than regular characters, as a way to incentivize players to actually use them and to keep the game more balanced. Increased the initial ATK and DEF of all characters, in order to make the early-game just a teensy bit easier. Improved the system for swapping between party members. Made the EXP reward increase if you have fewer party members. Made the secret character considerably stronger and more-worth using. Decreased the encounter rate slightly. Improved the equipment screen. The optimize button will no longer change a characters accessory. Fixed the resolution and full-screen problems. Now press F5 to enter fullscreen. Or F6 to resize window. Fixed some typos. I wasnt actually expecting to ever update Sojourner again, especially because I am hard at work on my next game. However, I have been learning a lot, and have been aware of a few of Sojourners flaws for a long time. It wasnt tooo much effort on my part to update the game. So please enjoy these improvements, and look forward to hearing more about my next game, which Ill be revealing eventually.. Massive update released! Version 2.0! : Hey friends, I'm so happy to announce that Version 2.0 of Sojourner is out now (and your copy of the game has probably already been updated). Some big, much-requested changes have been made, and the game is extraordinarily better for them. Here are the changes from this latest update: Allow the player to resize the window and adjust resolution. Removed character portraits from the combat screen because it just looked too clunky Substantially increased the damage of the summon spells Rebalanced some of the game's harder bosses and enemies Improved regeneration skills for HP and MP, and made poison more effective. Increased the power of some skills. Fixed the music looping badly. Drastically improved the rewards for collecting all the Skull Medallions Sorcerer class now learns spells faster. Fixed a bug where warping out of Jaggo's party would leave the screen the wrong color. Minor bug fixes and typo fixes.. Version 1.1 released : Hey fans and haters of Sojourner: The version 1.1 update of the game is now live. In order to get the update, you may have to uninstall and reinstall the game-- but don't worry about your save data: it won't get erased when you uninstall. If you are worried, though, you can easily copy (CTRL+C) your save file (most likely located at C:\Program Files (x86)\Steam\steamapps\common\Sojourner) and paste (CTRL+V) your save file somewhere safe. Here are my scruffy notes of what has been changed. Except for one game-breaking bug, this is mostly stuff that no one will ever notice. Version 1.1 Changes: [FIXED]-Players who got Monk as the starting class would become invisible when they tried to add any new party members. [FIXED]-Using the B button to back out of the "adding a party member" or "changing class" screens doesn't work properly. [FIXED]-Finding previously-visited hidden areas on the overworld is nearly impossible. Now there is a glowing X that appears [FIXED]-If you activate Infinity Repel, and then warp, it gets turned off-- but the game will say that it's still on. You have to use it twice more in order to get it to actually turn off again. [FIXED]-Weird gray boxes around the list of places you can teleport to. [FIXED]-One secret area had a tile that wasn't working properly.

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