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## Talion online pc review

Talion is Gamevil's latest mobile free MMO. Talion is a two faction, fantasy MMO that started in Asia and has now come west. The backstory seems common. You as a talion into a world called Nar where demons wreak havoc. You chose to align yourself with either the Aegis Alliance, which fights for the right to unlimited freedom and sanctuary, or the brutally power-hungry Bident Alliance. To start the game, choose an alliance. From there, you can choose from one of four gender-locked classes. Classes fall into such categories as strength-focused warrior, dexterity focused dual-wielding DPS class, intelligence-based battlemage or a double wielding, DPS gunman. The game has a respectful character creation UI. The game boasts that character customization through gameplay can affect up to 48 different components. It seemed like very early on I toting an impressive look for my gunman. Graphically speaking, the game can be categorised as strikingly beautiful. I had no problems running it on an iPhone XS Max, but of course it is considered a high-end phone. I also played on a sixth-generation iPad where the extra screen size was inviting without any problem. A man out of time Talion story comes off at times as a bit cliché and, in some areas, the dialogue seems cheesy. The good news is that the text translations are solid. It's just weird to meet a powerful warrior with a common name like Mike or Kirk who starts by saying Phew. While it may be an attempt to keep the environment cheerful, it ends up snatching the player out of the fantasy mindset. What about combat and commissioning? Combat and missions by default are set for the dreaded auto-questing and auto-combat, which seems to be more common today in mobile gameplay. These can be disabled, but the game seems to like to keep reminding you of automatic mode. The user interface uses a flashing arrow at times to point to the current search on the sidebar. The game seems to want you to choose the associated quest, thus engaging automatic missions. If you decide to go it manually you will end up navigating sites with many mobs. There is no click to move support. Manual movement and camera rotation are performed using the typical two-thumb-on-screen joystick approach. Ironically, when auto-questing is activated and talion dashes through a horde of mobs, to get to his next destination, he draws no aggro. The game has combo-base combat and offers up quite a few skills, even early. It's a dodge button, but you're limited to three dodges a game for some reason. Strangely, some of the tutorial missions seemed half useful. For example, you get a tutorial missions on equipment enhancement. The game only shows you how to get there through which menus to choose, but provides very little useful on how to improve, for example, armor needs to improve stones. Advancement is achieved via levels with associated competence upgrades, active as well as passive. A full-fledged MMO MMO no doubt that Talion has many MMO features baked in. Things like equipment improves, guild support, alliance support, history dungeons and PvP options will make veteran MMO players feel at home. Although I was not able to personally participate in PvP, the game has support for 20 versus 20, realm-versus-realm (RvR) matches in different battle modes. RvR modes include Deathmatch, Team Battles and Occupy (players try to capture points on the map using coordinated attacks and catapults as an offensive tactic) and a Major Clash mode that is currently in beta. Guilds can go on raids to defeat raid monsters. Raid sites exist where hostile alliances can enter at the same time as the guild. Raids then turn into a PvEvP experience. Of course, no F2P mobile game would be complete without in-game stores, daily login rewards, achievement/milestone rewards. The cashier is in-game currency while the premium store has packages you can buy via real transactions. Bottom line It's not that Talion is a terrible game. There are many things to do and it really is a full-fledged solid MMO. Most people have to decide whether gender-locked classes and auto mechanics will be a turnoff. Talion seems to implement many of the mobile MMO tropes that developers today seem to follow. While the feature rich Talion seems to offer little innovation. Score: 6/10 Pros Customization System Auto Combat and Auto Questing if it's your thing Robust feature set Cons Unoriginal gameplay, nothing new here Auto match and auto questing if it's not your thing Gender locked classes North America has only one server, so you can't play both factions From mobile to PC! Talion Online has now entered the soft launch phase in selected countries for Southeast Asia! Originally published by GAMEVIL for mobile, Talion Online aims to conquer the NEXT-Generation DESKTOP platform with next-generation graphics, intense gaming and heart-breaking PvP action! Choose your faction and destroy your opponent's side! The mighty Demon Aradune rose and brought destruction across the world by releasing an evil dragon 200 years ago, but with the sacrifice of the goddess Planein, the world of Planein was protected by summoning his own dragon protector. The earth and heaven shattered during the Guardian Dragons' battle. When their clash came to an end, they fell into an eternal sleep deep inside the earth. Those who were brought to them by the hand of fate each drank the blood of one of the Guardian Dragons. Those who drank the blood were divided in their belief in how to restore ravaged land. Aegis, the alliance of the Shield of Protection, pursues absolute freedom. Bident, the alliance of the flame of judgment, pursues invincible power. Thus, like guardian dragons whose blood flowed inside, the two alliances were destined to oppose each other. Talion Online was originally published for mobile by GAMEVIL. Despite a promising start, the game failed to catch Attention. It currently barely flows below the must-have 4.0 app store rating. It also ran into some accusations, especially with the assets used in the game as many players pointed out that most of these were reused from another mobile game of UT+ called Shadowblood, and that the developers were lazy for recycling them. But despite these obstacles, they seem determined to make Talion a success by moving it to the PC platform. There are 4 gender-locked classes in the game: Kyle the Warrior, Velletrin the Assassin, Pell the Mage and Aizen the Gunslinger. As you've guessed now, each one has its own playing styles, skill sets and specialty. It's a customization system where you can configure the character's appearance. You can adjust not only hair and body type, but also details about the face that at least give you a little wiggle room to make you stand out from the rest. Talion focuses more on Faction versus Faction, which is why there are many PvP options to participate in, including: Death Match with a vs. a mode 5 vs. 5 team matches that require co-op play 10 vs. 10 faction matches. Siege war where you aim to take on the enemy faction's base. In addition, there are PvE dungeons where you can enjoy individual games and multi-game with other players. Each dungeon has a limited number of playing times a day and provides the materials needed for growth as a reward. The open field will let you enjoy free combat and various content. Enjoy more fun with regular monsters that always appear, as well as battles with the field manager and raid manager that appear at any given time! Also, for higher level fields, you can move to enemy Alliance territory through utilization missions. But don't let your guard down because the enemy can also enter alliance territory and make a sudden attack. Talion Online is now available for download for the Southeast Asian region. Your data during the soft launch period is reset at official launch. Visit their official website for details on how to install the game and the minimum specifications it requires. Time to prove your mettle, defeat the threats that stand before you, and make the faction proud! Become the dominant device in Talion Online! Games don't really have to have all sorts of new bells and whistles to be unique. But there is also the idea of having to innovate something if it has literally been done millions of times. Gamevil's latest mobile MMORPG Talion is not innovative in any way, but does what it should. Although this does not hold it back in the long run, it puts a slight damper on potential greatness. Talion puts you in the role of either Aegis, the Alliance of Shield Protection to fight for absolute freedom, or Bident, the Alliance of Flamdome, to seize absolute power. Demons cause havoc all over Nar's land, and it's your job to get rid of them. Sounds familiar? Between each faction you can choose a warrior, a belly or a gunman to enter the world I was quite impressed with the visual customization options for your character, as you can change up to 48 different components. It is possible to make your character the most angry anime protagonist ever, or you can make a cute adorable belly that can conjure up massive explosions. I was a big fan of the gunman's game options. Many high damage AOE skills, mobility, and even a blade if you have to get up close and personal. Think Lucian from League of Legends with his double guns along with Akali's knife. But because of the gunman's style of play, you can quickly be overwhelmed by hordes of enemies. Outside of matches, assignments and side questions, I was a little disappointed that there's not much else to do. At the time of this review, there is an event-related mission line involving the Ultraman series, but it's not that exciting. You're being transported to a city to fight villains from Ultraman, but I wasn't that committed. I let it automatically play and auto-quest without even looking at my screen. The same can be said of Nexon's AxE: Alliance vs Empire or some of the more serious MMORPGs. It would be nice if any of these serious games could include some aspects of MapleStory or Tales of Wind with optional fun activities such as quizzes, agriculture and other things to earn items and ways to expand your content further. When I came into the world, I was surprised at how great the game looked. It may be that Gamevil touch as I have always thought they provided some of the best graphic designs a mobile studio has to offer in the industry. At times other MMORPG's will have some choppy framerate on my iPhone8+, but I didn't experience any of that with Talion. Everything was sharp from gameplay to movie sequences. Dialogue is well written too. Nothing seems to be chemokk to pull me out of the experience. The writers did a fantastic job of bringing you into this fantasy world without adding unnecessary fourth wall breakage or the occasionally strange (but sometimes welcome) tsundere character I've actually seen in games like this. One thing that catches me off guard is when you log back in, for whatever reason the camera is zoomed in right on the character's face scary staring back at you. The sound design is what you would expect from these medieval MMORPGs, almost similar to the Lord of the Rings series. It helps with immersion ... Something. As I have mentioned before, it is an auto-match and auto-quest function. Luckily, combat is fun and fluid enough that I don't want auto-fight on. But I would like to accept auto quest since going from place to place can get boring. There's even a scrolling feature that helps you get out of sticky situations, but for some reason you're only limited to three rollers that go on cooling every time you use it. However, the general user interface during gameplay is a bit messy. There are quite a few buttons and text boxes that record a of the space that I found myself focused directly on the middle of screen much to pay attention to what I did. That, unfortunately, kind of disrupted up my concentration during all the big fights that are going on. There are also other activities such as guild and alliance support, dungeons and PvP options that many players in this genre will get to know. But really other than what I just mentioned ... it's about that. Talion has a 20 versus 20, world-versus-rich (RvR) with modes like Deathmatch, Team Battle, Occupy (where players try to capture points on a map using catapults to drive enemies off). The problem with the PvP options is that it takes a ridiculous amount of time to unlock them. Tales of Wind gave you many of the same features in a much shorter time frame. I haven't experienced anything quite groundbreaking about Talion to keep me wanting to play consistently. I may be a little jaded by my previous experience with Nexon's AxE: Alliance vs Empire, but at least that game kept me interested with a little cleaner experience in terms of a slightly better UI, and I've sunk quite a bit of time into it. Talion is a proper and typical MMORPG. I can't give you an exact reason why you should play Talion over other games in the room other than Gamevil polish when it comes to art design. Make no mistake it's still good, but so are the 100s of mobile MMORPGs in the market that are doing practically the same thing. Even with fluid combat and great art and sound design, Talion is a solid MMORPG that may be too familiar to fans. Fans.

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