

PR release for The Heroic Legend of Eagarlnia

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A majestic journey across a land of fantasy

The Heroic Legend of Eagarlnia is an immersive grand strategy game that puts players immediately into the role of a nation's leader - not only are you tasked with the grand mission of national prosperity, but also military and planning microtasks that can either make or break a nation. This particular grand strategy features a rather lighter and faster pace, various complex and multifaceted maneuvers, all elements that would attract the like-minded SRPG player.

For a grand strategy game of such depth, game development is undoubtedly a big challenge for an indie studio. A key point was keeping a good balance between the original flavors of a traditional strategy game and ensuring new players can quickly find their way into the hooks of the game. The following are some highlights based on the demo build, which was released during the Steam Game Festival.

A sense of nostalgia based on retro design elements

Eagarlnia utilizes rather retro art theme featuring Japanese-style sketches. For those who were there for the releases of strategy titles such as Brigandine, you may feel a warm sense of familiarity. Compared to titles that undertake realistic portrayal of the in-game land and characters, Eagarlnia features much more delicate Japanese-style fusion fantasy elements. From more than 200 Japanese-style hand sketched hero designs to pixelated battle graphics, Eagarlnia leaves a strong first look impression.

Based on original fantasy IP featuring the likes of swords and magic, the story of Eagarlnia begins with an unprecedented disruption that breaks the silence on the previously tranquil and peaceful continent. The formation of the "Reclamation" army, led by Her Royal Highness residing in the imperial city and her loyal followers, is immediately brought to the one's attention. As peace and survival become threatened, the Reclamation strives to reclaim the lost

lands despite external and internal obstacles. As the ruler and leader of the Reclamation army, thus begins the start of the tutorial gameplay, bringing your goal to reunite the continent.

Your ultimate goal is pretty clear: Defeat all other leagues to conquer the entire continent. In order to do so, you must develop your cities, build your military prowess, ensure balance between earnings and sentiment levels...while you also need to recruit, train, and deal with external temptations and sudden attacks. Throughout the rounds, you will have limited moves to plan and act, and gradually work towards the larger goal.

Fast-paced strategy with classic gameplay

Built with the frame of a traditional strategy game, the developers worked to combine more classic strategy gameplay elements with lighter elements that give greater instant gratification and fun to players. The tutorial gameplay allows a new user (even one who is unfamiliar with grand strategy) to understand the mechanics of decision-making for each round to progress.

Heroes are at the core of Eagarlnia. With over 200 heroes and counting, heroes in Eagarlnia not only train the various soldiers in camp, but are also key appointments in internal affairs, city development as well as foreign lobbying and excursion efforts. At the early stages of gameplay, it's important to recruit and appoint the right heroes in the right places. One also has the opportunity to come across and recruit/capture other heroes throughout the game, where at a more mature stage of the game, one mainly relies on lobbying and captives.

Resources in Eagarlnia are not complex as your only fundamental resource is gold (money). One needs to ensure enough capital to grow through investments and only by continual earnings can you ensure sustainable growth. Your income sources are impacted directly by your prosperity level, sentiment and tax ratio, and these factors are directly correlated with how you manage tax levels, sentiment and investments etc. Additionally, there are random events at play that add to the complexity and unpredictability of gameplay.

A combat system with depth and agility

Eagarlnia features a real time battle system where heroes lead their military upon attack of enemy forces. At start, one must place their heroes on a 4x3 battlefield, command them with various orders and aim at eliminating enemy powers without getting destroyed first. At first look, this battle system embraces a certain level of depth and strategic maneuver. Each hero is equipped with active and passive skillsets and preference for soldier types. What's worth mentioning is the variety (more than 10) and characteristics of the soldier types, each unlocked through city domination and development, and some having special restraints upon enemy

soldier types. When positioning troops for battle, one must not only consider hero and soldier compatibility but also their strength against enemy soldier types. Although an auto battle feature is enabled, you can also flexibly adjust and control the release of various skills given the right time, adding another layer of fun to this strategy game.

Overall, as a rather fast-paced strategy game, battle mechanics cannot last too long. In reality, there are many ways to predict the outcome such as percentage of win and defeat pre-battle based on the numerics of the battling parties.

Summary

To summarize, The Heroic Legend of Eagarlnia carries many of the retro nostalgic flavors of a classical grand strategy title, yet it is made on the gameplay level to suit the preferences and habits of modern strategy players. Through a fast and lighter rhythm, the developers of Eagarlnia unpacks much more fun for even those with no previous grand strategy experience, lowering the barrier for more players to immerse in this journey. On a final note, of course, for those seeking more depth and adventure, Eagarlnia is still unquestionably where one might come to flex their grand strategy muscle.