
Valdis Story Abyssal City Trainer

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Your character has three stats: health, attack, and defense. Each of which can be increased by gaining levels, or "Skills." While leveling up may not sound all that exciting, it does allow players to unlock alternate weapons and armor as well as new abilities for said gear. The best thing about the mechanic though, is that it encourages experimentation to see what works best for you. I opted for a build that emphasized defense and magic over brute strength, and found that I couldn't lose a fight against anybody when I thought I couldn't survive. On the other end of the spectrum, I began to push the limits of my spells and rituals, both of which unleash increasingly powerful AoE area effects. It was a revelation to me to realize that while there's a lot of trial and error involved, you can really really learn what works for you in *Valdis Story: Abyssal City*. The turn-based combat in *Valdis Story: Abyssal City* is fairly standard in terms of design: you select the button you want to press and then press it. Occasionally, you can upgrade your weapon to add one or two effects to it that range from a small boost in power to the game-ending "Undying Fire", in which it will repeatedly fire a single attack that can down many enemies in a single hit. There's also a variety of passive skills you can learn, which will passively enhance your attack and defense stats as well as grant you attribute bonuses. Every now and then, you'll fight a Demon in battle, and those fights are where most of the game's real depth lies. *Symphony of the Night* may not have put as much emphasis on the arcane and occult, but at least you get some interesting class archetypes and character builds. *Valdis Story: Abyssal City* takes

that and turns it up to 11. There are 11 different classes. For example, you can be a warrior who can also cast rituals and summon at will, or you can be a warrior with Necromancer "Draconic Bloodline" that can cast Doom, a powerful AoE attack. This is just one example, as well as Valdis Story: Abyssal City only has 1 other class besides those 11 to play as. Each class has a different set of skills they can learn and abilities they can call on, and there are multiple character builds available to you, which you can change and swap between at your leisure. Combinations of weapons and armor can also be changed at will, giving you a significant degree of customization.

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