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About This Game

"A story of solitary people going with endless strategy."

Monads twists the typical hero-focused fantasy storyline to highlight other characters as well. Instead of adversaries being merely an obstacle to overcome, they gain more agency. Even unnamed soldiers are not merely pawns for fighting a battle.

Combat is not just a rote action, but it is hard and painful each time.

Monads introduces a unique parameter called 'Will'. As the battle wears on, characters become fatigued and lose focus. Their stats drop, and there's an opportunity to make enemies retreat without even needing to kill them.

Test your ability to think on a prepared stage.

Diverse view

No single protagonist, but every chapter has own protagonist as different character.

You can escape from a dangerous trap on a fugitive's view, then search the fugitive's azit on a chaser's view.

This presentation will provide satisfaction that you are looking at the events comprehensively.

20 main characters who work together and become hostile to each other for their own purposes, whom will you like the most?

Mercy & Will

There's not only a way to fight against an enemy that kills its purpose. Enemy runs away when it is in danger. Going through a mental breakdown, such as killing an enemy or getting hurt in battle, will make a cut at its will and the character will become obtuse.

Depending on the character's nature, the effects of certain factors may be greater or less. More sophisticated planning will be needed to minimize both sides' sacrifices and maintain the character's mental capacity.

Never do grinding

It's a fascinating experience to have stronger powers than before, but it's not only too boring but meaningless to repeat the same battles dozens of times.

Rewards will only be given if you open up a new story or break a new record.

Difficulties

Tactics is an important part of *Monads*, but you can play it the way you want even if you don't want to use your head in the game.

It offers a wide range of difficulties from 'Intro' for who wants only to enjoy the story, to 'Legend' for who loves hardcore tactical games.

Title: Monads
Genre: Indie, RPG, Strategy
Developer:
Team Monad
Publisher:
PsychoFlux Entertainment
Release Date: 15 Feb, 2019

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Minimum:

OS: Windows 7 SP1 or higher

Processor: Any processor w/ SSE2 instruction set support

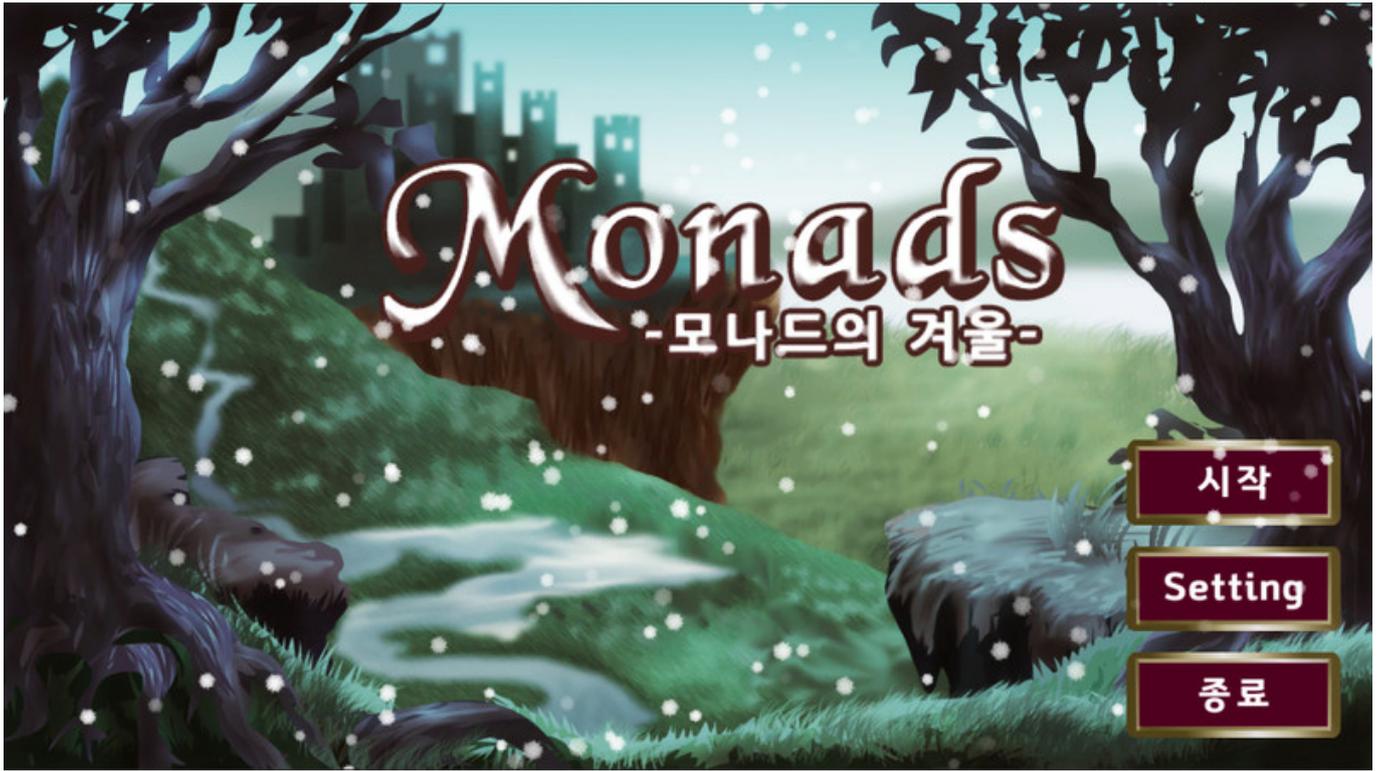
Memory: 512 MB RAM

Graphics: Any graphic processor w/ DirectX 11.1 support

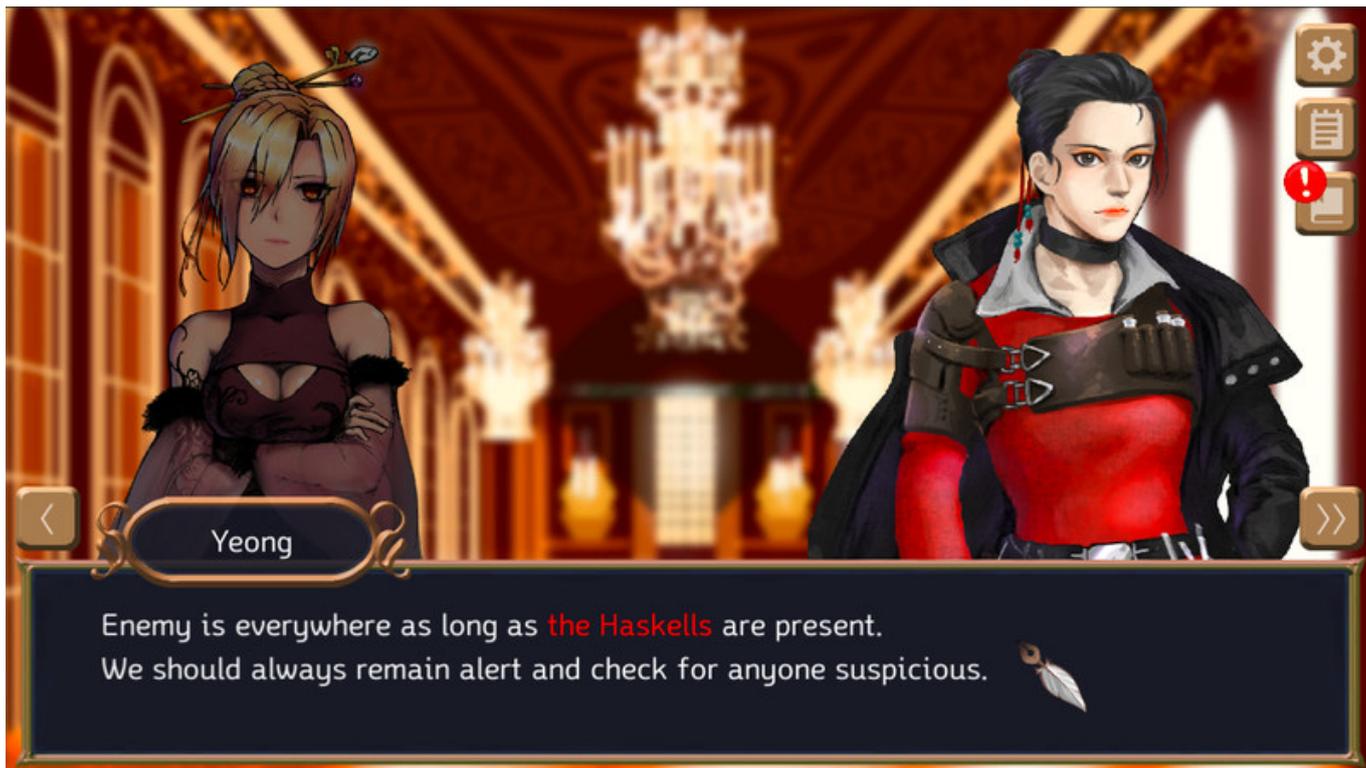
DirectX: Version 11

Storage: 1500 MB available space

English,Korean







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The game is quite entertaining, the content is good enough.

PROS:

Good story, Nice characters. Interesting world. Feels like an Anime fantasy series.

CONS:

The english localization is awful and the skill variety feels ridiculously complex for the simplicity of the battles. I mean, you got like 985679 skills for each character but you won't ever need them. Just use "the one that kills stuff" with any character and win the game. Also, many of the battle conditions are either not shown or explained correctly so the "kill stuff" is always a valid path.

Overall the story and art outweighs, in my humble opinion, everything else. It feels a little "early accessy", but fun. . No Reviews? That's a shame...well It's a SRPG Puzzle(like) that's fun to play. So play it. Real good. 8.1V10. NOT RECOMMENDED Ratings 4V10

The game is quite fun, but the English localization is not good at all. Actually many of the conversation scenes feels like they were translated using some sort of Korean\English dictionary lookup. This really breaks the immersion into the game, and cause me to skip many of the lengthy conversations instead of trying to enjoy them.

So I would suggest getting a native English speaker or someone with good command of the language to do the English localization instead. Until that is done, I would suggest stopping the lengthy pseudo English conversation, and just keep the user interface translation in English.

Anyway, keep up the good work in game development. I have enjoyed your game so far. However, I am probably going to stop playing due to the poor English localization, as it totally destroy the atmosphere and story-line of this game. Hopefully the developers will get a professional localization staff to really translate the game to English.

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