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Thread: [Yonder: The Cloud Catcher Chronicles | Review](#)

test - July 18, 2017, 7:02 am

Yonder: The Cloud Catcher Chronicles

Quote:Yonder is set on the vast island of Gemea, a lush frontier with eight distinct environments ranging from tropical beaches to snow-capped summits. Each location has its own flora and fauna, along with changing seasons and a day-night cycle. Gemea, once a paradise, still maintains the appearance of one, yet an evil murk has enshrouded the land and its people in despair.

As the hero you will explore Gemea, uncovering the islands secrets and the mysteries within yourself as you embark on a journey of self-discovery. On a quest to become the island's champion, you join forces with Sprites, creatures who are the only thing capable of dispersing the murk, to save Gemea and its people.

The towns of Gemea are filled with kind-hearted residents who have faced many difficulties since the murk arrived. By contributing to the island through farming, crafting, cooking, fishing and brewing, relationships can be built with the locals, who offer everything from resources to a new farm as rewards. This game was released today(?) and I just finished the main story quest. I haven't seen any threads about it nor had I even heard of the game before, as such, I decided to write this quick review from my perspective.

.:Gameplay:.

8/10

The game as a whole is based around running around completing quests, harvesting different materials and crafting items. I absolutely love Terraria and games that operate similar so I instantly fell in love with this genre. There were a few elements that could use improvements such as the option to fast travel or, at the very least, give you the option to ride animals as a mount. The world is huge and traversing the entire thing by foot sure does take it's time. Another problem for me was the inventory size. In a game where collecting, crafting and hauling goods all over the map is essential, I think a backpack size to match is essential. There is no option that I found to even increase your holding capacity, and the other backpack item I found was purely cosmetic. Other than a few minor issues, I had no problem with the gameplay.

.:Content, Story and Quests:.

7/10

My issue here is not with the content. There is a huge amount of things to do in this game and whilst I had finished the main storyline, I had barely touched any of the countless side quests and missions this game offers. My main issue with this game would have to be the story. While I did skip a lot of cutscenes, I still felt like the game was pointless. There was an extremely tiny amount of story and plot development and I felt like I was just mindlessly running around crafting things for people. It was okay, just not great. In regards to the content there is probably hundreds of hours you can pump into this game. There are farms you can build, personalise and fill with your favourite animals from that specific biome. There are about 10 professions you can choose to master, all offer different recipes which allow you to craft your goods, rather than have to buy them. The list goes on and on. If you have a knack for grinding and dumping hours into pointless farming, this is the game for you.

.:Graphics, Interface and UI:.

9/10

I was absolutely blown away when I first launched this game. My PC is getting old now and by no means 'top-of-the-line', but it still ran the game amazingly. It automatically set every setting to max and I noticed no lag at all with this minimalistic, but beautiful art style. The single time I experienced lag was walking through a small patch of flowers that move when you walk through them, even then, it was still bearable. The only reason this category doesn't get a 10 is due to the functionality of the menus. Picking up quests automatically changes them to your primary target, the key items you hold, such as the pickaxe, fishing rod, axe etc. are displayed poorly and force you to scroll through them in an unorganised menu on the top of your screen. I don't believe there is any way to change the order in which these items appear, but then again, I didn't really try.

.:OVERALL:.

9/10

An extremely solid game for the reasonable price of \$19.99 (currently on sale down from \$24.99). I would suggest any lovers of Harvest Moon, Stardew Valley or even Terraria to fall in love with this game due to the gorgeous art and breathtaking views, accompanied with that collecting and crafting mayhem involved. A playthrough of the main story took me approximately 5 hours, with an estimated 25-50 more hours of side content left unexplored.

[Check out the game HERE.](#)