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Legend Of Kay Anniversary Free Download



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## About This Game



10 years after its initial release, Legend of Kay - Anniversary is a thoroughly remastered version of the original game: high-resolution textures; new, more detailed character models; modern rendering techniques and crystal-clear surround sound give this great classic a new shine.

Full of fond allusions to old martial arts films and pop culture quotes, Legend of Kay - Anniversary is both an incredibly funny

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game and a challenging action-adventure for young and old alike.



### **Key Features:**

- 25 different levels with over 15 enemy types and epic boss battles.
- 3 different primary weapons (sword/hammer/claws) with distinct combat styles.
- Various mini-games such as wild boar racing, dragon flying and wolf riding.
- Online rankings: compare your score with your friends' and compete against the best in the world.

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Title: Legend of Kay Anniversary  
Genre: Action, Adventure, RPG  
Developer:  
KAIKO, Neon Studios  
Publisher:  
THQ Nordic  
Release Date: 27 Jul, 2015

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English,French,Italian,German









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A great platformer with a nice blend of platforming, hectic combat and fun puzzle solving.. The Anniversary edition has not fixed any of the underlining problems with this game and for as far as I can tell, has made no significant changes from the original. It's still as broken and buggy as the version I have for the PS2. It is not a game you want to play unless you want to be like me and make a video on youtube about how terrible it can be. I still can't believe this game was targeted towards children and some of the enemies in the game call you a ♥♥♥♥♥♥. Even if you're playing as a cat, that is still quite unacceptable. I do recommend this game but i need to come right out and say it, by today's standards this game is bad. Unless you grew up in the early days of PS2 platformers you may struggle to enjoy this game. It has a lot of the same flaws games of that era had main one being the camera. Voice acting so bad i changed it to dutch so all i had to do was read the subtitles.

Its weird to recommend a game i find bad but honestly while i never played this game when i was young i feel nothing but nostalgia while i play it reminding me of the early platformers of PS1 and PS2. if you're a fan of them then you will enjoy this as well. The controls feel a little clunky but like with most you get used to it and adapt. The story is interesting and i highly recommend you dont listen to the voice acting its so bad it nearly ruined everything.

Its got everything you'd want from a classic action platformer, simple combat, easy to adapt jump mechanics a nice cartoony graphical feel.

One of the biggest complaints i have about this game other than the camera and the voice acting is the lazy as hell cutscenes, Made to look like a comic strip its not charming or cool, it just screams lazyness, you can see from the art the artist is good and could do so much better, but its so lazily done it looks rushed like last minute decisions. One of my top 3 games on the PS2. Wonderful remastered art and still one of the better adventure/action.. As I've seen some other Negative reviews say, I really wanted to like this game. I love platformers and I think the game looks great, but whenever there's a conversation happening I find myself tuning out. The game needs more gameplay and less chatting. A dialogue skip button would be nice.. I was expecting to play a classic and enjoyable action-platformer when I first launched this game.

Well, it wasn't very enjoyable.

The plot is simple but exposition keeps getting shoved down your throat for way too long, unskippable dialogues and cutscenes that drag on for too damn long.

The camera is pretty terrible, it gets stuck in corners, doesn't focus on enemies during combat, at least it wasn't too troublesome during platforming sequences.

The voice acting is a ridiculous load of crap, so is the writing, making the unskippable dialogues and cutscenes even more unbearable.

"Look what the cat dragged in, an unpolished re-release !". I like how original PS2 port has re-make to HD version and made for various platforms.

My first known of this game around 06' but that day I still won't be interested to buy. Sadly, I missed from the old day....

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But today, I bought this game on Steam by myself and played it for moment, I really enjoy it! I knew this game has made from 2005 and everyone has nostalgia feeling, so, I can feeling it too! I mean, I like the old Classic 3D perform like this, like Ratchet & Clank, Sly Cooper, and Jak & Dexter, but this kinda similar perform from those. I'd say that...

Overall, It's a well done game port from original with upgrade graphics. I don't know about original port much, so far, its looks different between original and HD version. I just search around Google.



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Having a lot of fun with this one. The soundtrack is lovely, the gameplay is smooth and despite the nostalgic feel of this classic collect 'em, bash 'em platformer it doesn't feel dated at all. Legend of Kay provides relatively simple gameplay without being lackluster, the storyline is pleasant and engaging and though the cutscenes are a little lengthy at times there's hardly any cause for complaint if you're after a fun, easy-going action-adventure game.. Is there any way for me to send a feedback note to the developers??

The game is awesome, but it has a MAJOR BUG in the cutscenes.

The game crashes on Mac OS 10.13 High sierra at near the end of the cutscene. It happened twice already and I am now skipping cutscenes. Which sucks, cause I'm trying to record a let's play...

Aside from that, I totally recommend playing this game!. Good old Legend of Kay. One of my favourite Platformers of all times.. The worst camera in any third person game I've played. It kills an already mediocre game by making the platforming and combat a huge pain.. I played this when I was younger on PS2, and it hasn't lost it's charm, in fact it's kept me hooked.

With a major graphical overhaul, there are few problems with the game that linger. The second Boarax fight scene is made more difficult due to the camera angle constraints, when using a gamapad at least.

You can leave a lot behind if you are not well versed in the game, for example, I haven't played it in a long time and I managed to skip over most Demon portals, finding the Crocodile Tear (Got in through the second entrance under the crocodile head, left side.), and the entire fight scene at Frog City, which bummed me the most.

The combat held up very well, but it is not as difficult as I remembered...

All in all, I'd still give it a go today, even if I hadn't played it before-hand.

PS. If you run Kay around in circles long enough, he does the dizzy animation.. Recommend with a HUGE warning. The camera will probably make you dizzy!

TL:DR: Nice game hindered by one of the worst cameras ever made for video gaming.

Never played this one on console back then. Wasn't interested on the cartoon aesthetic. Decided to buy and try recently when looking for more casual single player games. This game has a few nice things. The player character uses weapon martial arts to defeat equally weapon wielding enemies in a more or less Far East setting. Fights can be challenging as you advance through the game but they don't feel so cheap. There's usually a way to escape gang ups, you can block and dodge, and you get a charged AOE attack you can use when in a pinch. The character's movements are also very nice, with things like spin slashes that end with standing on one foot, just like you would see in martial arts movies. You can also grab and toss an enemy in a motion that looks like a dance. To me, the stylish fighting is the best thing this game has. The game also has platforming and some light puzzles which are varied and interesting enough, plus the character itself is quite responsive for those. Sounds and music are the standard fare so not much to talk about.

On the negative side, the game has dated visuals and all characters look pretty odd. The titular character is supposed to be a young kid, but has the face of a much older cartoon character. Some of the enemies (and even some friendly NPCs) could easily become Nightmare Fuel memes in the hands of an Internet troll. There's drawn art here in the form of comic-like panels, which show the characters as the artist wanted them to look like, and they simply don't look like that in game. Voice acting is also pretty cringe worthy but that's to be expected from these kinds of games.

The worst offender in this game though, is the horrible camera. I haven't experienced such a level of frustration caused by a camera in a very long time. Not only this one turns at will to wherever it wants (despite you having camera controls), it's also extremely limited. You can't look around properly as the controls lack an actual up/down movement. You have slow trackball-like versions of left and right rotation, and up/down are replaced with a weird and similar trackball-ish zoom in/out, and it doesn't even zoom enough in either way to be of any real help. All this, combined with the before mentioned own will the camera has, can quickly become nausea inducing. Plus it contributes to a LOT of your character deaths, because the camera is doing everything in it's power to make you fail that jump. Also, did I mention you cannot edit the controls at all? The 'controls' option just shows you where the buttons are..... GG devs!

Still, I will recommend because the rest of the game is rather nice, and everything bad but the nausea inducing camera can be

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forgiven as it's mostly minor stuff. IF only it had a better camera.

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