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About This Game

A legend reborn as Realms of Arkania: Blade of Destiny returns!

Developed by Austrian developer Crafty Studios, Realms of Arkania – Blade of Destiny is a faithful remake of the 1992 original, adored by a generation of Role Players and one of the most successful RPG's of the 1990's.

Get ready to return to Thorwal, one of the oldest cities of Aventuria. Make sure your wits are sharpened before walking down the small alleys of Thorwal and Prem, and prepare to stop the Orcisch threat while creating a mighty alliance between nations.

Featuring a complete visual reimagining along with a comprehensive overhaul of every aspect of the gameplay, Realms of Arkania – Blade of Destiny is set to captivate a 21st century audience of new and old fans alike.

Old school RPG at its best – for the Fans of REAL RPG games.

Features:

- Remake of the first part of Realms of Arkania
- Roleplaygame with turn based tactical fights
- Cities and dungeons in current real-time-3D
- Dozens of talents, fighting skills and magical skills

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- Authentic realization of the TDE basic rules
 - Depending on your gaming style – 20 to 80 hours game time

Revised Edition

- User-Contributed Content
- Modding ability
- Additional encounters, making Aventuria even more alive
- Enhanced Battles
- Completely redone graphics
- Completely revised and improved User Interface
- Extended music selection
- Enhanced sound
- Steam Achievements, Stats and Cloud
- Linux build

Title: Realms of Arkania: Blade of Destiny
Genre: Adventure, Indie, RPG
Developer:
Crafty Studios
Publisher:
United Independent Entertainment GmbH
Release Date: 29 Jul, 2013

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Minimum:

OS:Windows XP, Vista, 7 or 8

Processor:Intel Core2Duo / AMD X2 CPU, min. 2.4 GHZ

Memory:2 GB RAM

Graphics:Nvidia Geforce GT 240 / AMD Radeon HD 3700, min. 256MB VRAM

DirectX®:10

Hard Drive:5 GB HD space

Other Requirements:Broadband Internet connection

English,German







There are too many bad design choices and bugs to make this game be enjoyable. Just to name a few examples: The interface is clunky, the engine is poorly optimized, the voice acting is some of the worst I have ever heard, and all the voice acting is done by a very small cast of what seems to be two people, there are typo's, mistranslations, and poor grammar in nearly every piece of text, even with min-maxed characters, your mage has about the same chance to hit as your specialized fighters, very vague descriptions of skills and stats, about a third of the ingame help menu is blank and missing text, healing is needlessly complicated, and the whole system really expects you to know exactly how the pen and paper RPG system which it is based off of works.

TLDR: Avoid, even if you got this in a bundle save your time and play something else.. When I bought this game as it was released it had still alot of bugs and I was very unhappy
Now I played it completely with a few mods and I encountered only very few bugs, but mostly bugs of mods.

The story is good so is the game now. Do not expect gfx as you know from major brands, this game is developed by 2 very skilled guys but only two men.

I like it very much and can recommend everyone to play especially if you like the classic game.. Before i go into why i disliked this game i want to note that i haven't played original (1993) because of which i bear no nostalgia towards this game.

Combat was horrible, instead of being interesting and trying to put any effort into strategies all my character miss all hits almost every time, this is exactly how combat was to me, miss x4, hit, and again miss, such combat is boring, repetitive and it isn't absorbing as it should have been in Turn based system.

Locations ... most of the locations bear no useful purpose besides stores with pretty much same things you can buy in every other city, most have no quests, interesting events or anything of the sorts, they just feel empty.
On the other hand i think that dungeons and caves were amazing it may be just because pretty much rest of the game is so boring that dungeons were a good change and resulted in being quite fun.

Graphics for indie game i guess are good, but i as person who doesn't care about graphics of any game i can't say whether they are good or bad.

Besides dungeons one other thing that i thought was good were some details this game has, for example: to capture map where you have been you need light source (torch or magic spell), this is just one example of many like if you have ropes you can get through some hole etc.

I did also like DLCs as they had relatively long quests compared to others this game has or at least the ones i found in pointless locations.

New interesting locations and items to find, was improvement over base game.

You may like this game if you played original, you may give it a try if you already own it, but i personally can't recommend you to buy it.. It was a right decision to wait 2 years for this rough gem to be polished with patches. Still a bit rough around the edges, but it's a remake of a damn masterpiece. Totally worth to spend days and days playng this if you are a true roleplayer... Or a crazed, rabid munchkin craving for juicy experience :D. Game is very buggy, I should have just bought the original which I have heard is fantastic. Game also starts out very slow with a vague description of what you are supposed to do, don't get me wrong there is nothing with games that don't hold your hand but they should at least tell you what the plot is.

I would say just save your money and avoid purchasing this game.. Really enjoying this game. This is not a casual RPG game, really looks to be designed for more experienced, hard core RPG gamers. The combat system is really different it goes into a mode like what we used to have when I played PnP games like AD&D with the use of minatures that takes into account, line of sight, terrain and combantant obstacles. It's different than any other RPG game I have played and well done in my opinion. Lots of quests and a large world to explore.

If your tired of dumbed down RPGs and want something that injects realism like finding and hunting for food, getting proper equipment to survive harsh weather, quests that require paying attention and not relying on a huge "!" over NPC's head I can recommend this game without reservation.

Running an AMD Phenom II 955 Quad Core CPU, Nvidia GeForce GT 630 2 GB Video card and 4 GB RAM, have not had any problems running the game in "pretty" mode, which is middle of the graphic options, no crashes and no bugs so far.. I've never before seen a developer work so hard into making a poor product shine. That alone makes this title worthy of picking up.

I have been playing pen and paper RPGs for over 30 years and computer RPGs since the late 80s, so I suppose I am more forgiving on graphics quality than some. What I find in games are interesting combat systems and diverse skills. So far, this title doesn't disappoint.

I feel that watching my fledgling characters grow as the adventure progresses will be quite gratifying in this title. I can't wait to get into some serious questing.

One thing I still can't stand in this game is the English language voice acting. They need some serious help in the voiceover department. Monotonous doesn't even begin to describe the voice work, though it may be an ESL issue.

Regardless, this is a small quibble about a product that has been considerably improved over the last few weeks. I am excited to see what other new features and improvements are introduced in the weeks and months to come.

-T. The first line under the details covers what this is:

Features:

Remake of the first part of Realms of Arkania

It's not a new game, with a new world, new rules, new story, etc. I enjoyed the original, and it was haaaaard. I didn't finish it before we got rid of the computer it was on, and my disks were messed up. Now, I have another chance to play it. I'm a bit meticulous in these types of games, and at 39 hours I know I'm not even a third of the way through it. The graphics are a major improvement if you are still playing the original. Is FarCry prettier, yes. Can you play RoA in FarCry, no, you can't. The game looked just like the pics above... no surprises.

My biggest complaint would be that a 50% chance to hit misses over 90% of the time (yes, I logged my results while playing). That's not how math works. It's a painful thing for me, and I have trouble ignoring it. However, I got past that in the original, and again they seem to be faithful in their recreation. :) I just hope the bug is still there for the town under siege allowing a shop keeper to sell an item that another shop keeper in town will buy for more money than the cost. Soooooo many trips between those stores. Probably my first 'grinding', and weeks of my IRL time...

I enjoyed this version and am happy to see some of the classics remade - especially the ones with unique features.. Although I cannot recommend this game in its current state, the devs have stated that they will release a "Gold" edition, that is what this game should have been. If you are a fan of oldschool RPGs with lots of flavor text, skills, quests, items, spells, and plot buy that when it comes out.

As it is though, it was released a few months ago as completed when it actually appeared to be an early access alpha, couldnt even be called beta.

I bought it on release, and it was so buggy I literally couldnt get past the character creation screen, or even into it for that matter. Had the devs released it as early access they would have had a horde of loyal followers. But what they released as a complete game looked worse than some small game-builds Ive seen people make for quarter-long class projects. This, obviously, torked off a lot of people, myself included.

The translation leaves a bit to be desired as well. For instance when you light a torch/lantern, the game asks you "What do you want to inflame?" For those of you that are not native English speakers, inflame has two meanings, neither of which has to do with lighting an actual fire. The most common use means "To cause strong emotions in, esp anger or lust." The other means "an infected or red and swollen wound/part of the body injured due to sickness or damage.". Needless to say the sentence cracks me up every time I try to set something on fire. As in "What would you like to make really lustful?" or "What wounds would you like to infect?"

So why am I recommending it? In short, when it works right, its *awesome*.

That and the head dev is very active on the forums, has apologized for the game repeatedly, and has made great strides in making it functional. You can play it now. There are still bugs, but they are relatively minor although annoying.

It has ok graphics, that are slowly getting better, and a decent automap. I tried to play the original from the 90s while waiting for this one to be playable. It didnt have an automap. I dont have the time to map anymore, like I did as a teenager, so thats a great improvement. The music is perfect for the setting, and really puts you in the appropriate mood. Town music is cheerful, and puts you in the mind of wandering through a small green village with exposed-wood and thatch roofs. Dungeon music is nicely dark and spooky, with weird ambient effects. Only really bad thing about non-combat sound is the ♥♥♥♥ing *awful* narrator. He narrates *everything*. And its *terrible*. Fortunately, it can be turned off. The sound effects in battle are typical grunts, "Oof"s, "EEeee"s, slashes, spell zaps and so on. Nothing special.

The combat is action-point turn based (Fallout 1/2 style), but there is decent room for strategy with the large selection of spells, movement, combat options and so forth.

As far as content, theres a lot. You can camp, hunt, look for herbs, set watches and get attacked. In town you can talk to shopkeepers, drink, gamble, pick pocets (Although you can do nothing with the wandering NPCs - I think they are just there for flavor)Random events and side quests abound, and really make the setting come alive. I cant wait for it to be finished and fully functional, with all content added (There are still some missing side quests).

So I future-recommend it for any oldschool RPG fan, with the caveat "Even though its not listed as Early Access, it is. Don't get it now, wait for the completed gold edition. If you don't, there will be bugs. *Most*are not game breaking *knocks on wood*, but they are there.

I also have to recommend it just because of how open and honest the devs have been, unlike so many who drop broken as hell games on Steam and then disappear while laughing all the way to the bank.. This game isnt what it seems to be. Its not a professional, modern remake of an old school classic. Its an amatuer, buggy, sleepfest game that looks like it should have come out in 2002. The interface is clunky an annoying, combat is boring, and towns are all identical messes. I had a hard time staying awake for the little I actually played. The narrator sounds like some random person they hired that has no voice acting experience at all. And thats when the game isnt "getting stuck" on you. It doesnt crash, it just reaches points in the game where you cant do anything.

This game is just soooo bad. I will be trying to get a refund even though it got it for only 5 bucks. There are professional AAA games, there are indie games, there are cheap games, and then there are strange high school programming projects like this that shouldnt ever make it to market.

A big disappointment that is still buggy and has german text in the english version (as of update 1.31). A school book example of how not to do a remake.. After many patches now a quite enjoyable game for friends of complex rpg-mechanisms or fans of the Dark Eye-Roleplaying-System. A faithful remaster of a 1994 classic game. Do not expect AAA graphics. On release, this game was a mess.

Now? It's a 'kinda' nice indie remake of the original.. It's hard to imagine that this game was released six years ago on Steam. I gave it a try because I remember the original "back in the days" but boy oh boy did RPG gameplay improve a lot in the last 20 years or so. Unfortunately, this game ignores any improvements and adds new problems which make this game a darn chore. The character creator is sufficient and you sort of recognize the pen&paper origins but after that the game progresses at a snail's pace. Movement is clunky and interacting with any trader, inn-keeper or any other NPC takes ages because you can only trade one item at a time so selling your starter dungeon loot haul can occupy you for like half an hour alone. Moreover, the game is unrelentingly difficult at first while rewarding miniscule XP rewards. Just imagine playing a pen&paper campaign with the stingiest game master imaginable . Everything in the game weighs you down. Every part of the environment will leech the energy out of you or make you sick or drain your resources. Maybe such hardcore realism is appealing to some players but I think that without prior knowledge of the underlying pen&paper system or an external guide most players will simply be completely dumbfounded by this game.

Consequently, unless you are an ultra-hardcore fan of the series or spreadsheet-centric survival fantasy RPGs, you should avoid this game.. The famous old RPG remaked. The complexity of the ruleset, which shows off by using attributes non combat related and of course the lovely turn based fights, which consumed the most time and were really thrilling. In fact this remake could not provide a stable release (even after more than half a year), and the combats?: no attack of opportunity no fatigue calculation for the NPC, no flair, no fun. (in the last release a sound for arrows has been added?!)
A pity!

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