Lords Of The Fallen - The Arcane Boost Activation Code [full Version]

About This Content

The DLC package contains 2 special resource cards which can be redeemed for a small boost to help Harkyn get started:
● Spell Points Card
Play this card to achieve 1 additional Spell Point.
● Rune Card
Play this card to achieve 3 small sealed runes.
The resource cards will be added to the inventory of each of your characters / savegames as soon as the DLC is installed. By using a resource card you will be rewarded with the corresponding resource and the card gets destroyed.

Title: Lords of the Fallen - The Arcane Boost
Genre: Action, RPG
Developer:
CI Games, Deck 13
Publisher:
CI Games
Franchise:
Lords of the Fallen
Release Date: 28 Oct, 2014

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Minimum:

OS: Windows Vista (SP2), Windows 7 (SP1) or Windows 8 (only 64 bit OSs

Processor: Intel Core 2 Quad Q8400 @ 2.66Ghz or AMD Phenom II X4 940 @ 3.0Ghz
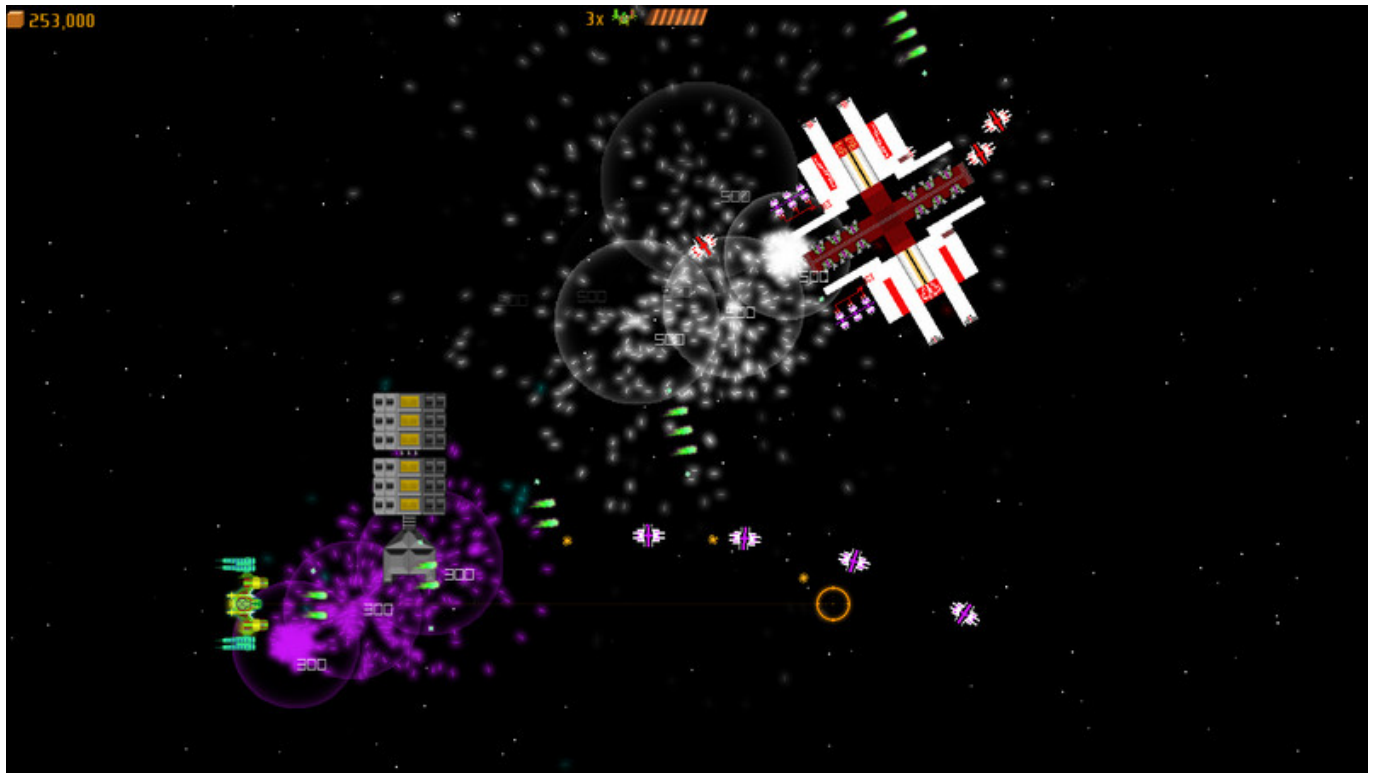
Memory: 6 GB RAM

Graphics: GeForce GTX 460 or better

DirectX: Version 11

Storage: 25 GB available space

Sound Card: DirectX 9.0c Compatible Sound Card with Latest Drivers

English,French,Italian,German,Czech,Japanese,Polish,Portuguese,Russian,Traditional Chinese

lords of the fallen - the arcane boost

Incredibly fun but way too short, not worth it.. Not good, beat it in under an hour. poor microphone used for speech. Tedious joke pacing, potty humour.. I played Bards Tale in 1985. Lovely game.

99 Barbarians. Only being able to save in the Adventures Guild. The eerie music from the temples.

Brian The Fist. El Cid. A bard that needs to take a swig of his wineskin before playing some musical tunes. Four mage classes. A mad monk that fights with only his hands and feet.

I could go on. A masterpiece. Played it again for 60 hours a few years ago when the original games were included in the later and mostly useless comedic Bards Tale remake.

Between 1985 and this day I have always asked why no developers have wanted to create something like that. Where are the mainstream Bards Tale games?

So huge, HUGE credit to OlderBytes for not only asking the question but for putting their money in and developing this gem.

A dungeon crawler, turn based combat. Grid based movement. Locked doors. Treasure. Healing. Items.

Experience points. Exploring.

Exploration is one of the game's best points. You would think that map design on a grid is pretty easy. But I can tell you about some awful, awful games where the maps were obscene or even \u2665\u2665\u2665\u2665\u2665\u2665\u2665. The maps in this game feel really well thought out. They really made me want to explore every nook and crook and are quite varied.

I reckon the game developer must be a proper gamer himself as in every town I visited, the place I wanted to visit first was the last place I found. Last place - each time. Diabolical game design or bad damn luck for me? I am talking about the shop or that one time I needed food. Where the heck are they?

The games graphics are very competent and unusual. Encounters can be interesting as the bestiary is quite varied. The game is smarter than it looks. Old school game play has been upgraded in some ways, such as requirements to plan ahead and create holy water for your priest. My Thief had a Stun option. I loved my thief as once hiding in the shadows he could one shot kill some nasties. He was also able to find daggers that had extra assassin damage - lovely. I can't imagine having a party without a priest as healing in the midst of battle was crucial to my experience.

Undead. More of those folks than in an episode of The Walking Dead. Another thing new to the genre is that my party had to be "Blessed" before they could apply any damage to the foul creatures. I even came across a lava\/ fire area I could not traverse until I remembered I had a "levitate" spell. Cool.

The combat itself is quite interesting and requires full concentration as it is easy to get whacked if you assume spamming Attack will get you through. Combat is almost like little puzzles where you need to figure out who to go forward, who to heal, who to drop out of melee. There is even one option that allows one party member to protect another. My priest has a spell that allows her to read minds in combat which then builds up your Bestiary. At this point, I can't be sure whether this is useful in game or useful building a Steam Achievement. Still interesting reading the text.

It's not all hugs and kisses though. Just one thing.

One shot kills. Save scumming. I hate it and this game positively encourages it.

I would really love to know how many fights other gamers can go before saving. Really. What is the record so far?

It breaks the immersion of what could be a fantastic game. Behind every nook and cranny there is an encounter that can wipe out your whole party and kill you stone dead. No notice. No warning. Return to "GO". Behind every nook and cranny and even in nooks you have even visited before. It's the random encounter generator or level list or something.

Something that can really spoil the flow of the game. It stops me from giving this a "I love this game" to "I recommend you try this game".

I will ponder on this final criticism of the game for now as I would like try it out for more.

Other thoughts?

Loot. Would be nice if some encounters left behind food or water.
Scrolls that can raise the dead if your party finishes an encounter a few men short.
Encounters that leave behind food you can eat and heal yourself.
Cough - some directions in town?
Some unique save locations instead of save anywhere - would help immersion.
Better armour\/ equipment\/ spells of mages. Those guys just die all the time.. I have heard this game (favouribly) being compared broadly as a kind of 'space solitaire' game. But it doesn't look or even at first blush play like solitaire, so I want to explain why the analogy works for me:

In solitaire, you have the same 52 cards, arranged in such a way that their order is different, so sometimes you might get snuffed out early by an unlucky deal, and sometimes you might fly through for victory - you don't really mind which, because games don't take long so the stakes never feel so high that you'll never play it again.

Weird Worlds shares some of this in common. The star system is filled with mostly the same items and hazards, but the order you encounter them switches out, so in one play through you might have exactly the item you need to best deal with an encounter, and another time you might not.

This means that a lot of it is luck based, but half the fun is replaying the game and seeing where luck will take your exploration of the galaxy this time.

That's not to say it's all luck - fitting out your ships with the best gear takes a bit of decision making, and it's possible to learn the function of special objects to understand whether they're worthless and tradable, or could come in handy. Plus the real time combat segments are basic, but reward people who avoid combat before becoming sufficiently tooled up.

Occasionally, too, the game likes to switch things up by layering a 'meta' plot, usually difficult to resolve, above the usual exploration. Some sort of crisis which the player must solve in order to score a 'win.' These are rare, but always welcome.

Like Solitaire, this is an ideal game to kill a short space of time with, but better than solitaire, it rewards repeat play with just a modicum of depth to be discovered beneath the surface.. i just love these kind of games... but especilly one with a story keep up this work

I always wanted to get my hands on game demos as a kid. This being one of them, it hasn't aged a bit!

- **Alien Shooter is exactly what it looks like on the tin, no story required.**

- **The thing I always thought was the coolest is how many enemies can fit on the screen, and it still kind of is to this day.**

- **Nab some green armor and run around like a knockoff Doomguy.It's a simple game, sure, but in-your-face nonetheless.** *Cue the 2000's metal!. i'm gonna be honest.*
  i only bought this for the neptunia mod.. has a bear lol. The game was bearable for the first 20 minutes or so. The camera control is terrible making movement very difficult. The movement is a whole differnt story. The first maze is when I call it quits. Impossible deal with. Character detection is terrible. I died by walking into a non moving trap door.

  I actually hated the game the moment I started the game. The music is interesting but super loud. On top of that, there are no settings options.

  Good concept but I rather play clicker hero than this.. I like this game, especially considering that only one man programmed it.

  It has some flows though. The music is really annoying and there is no option to disable it. There is one option to disable sound, but then u get rid of ALL SOUNDS IN THE GAME. Its weird that he didnt think about this.

  Another annoying thing is that u cant setup your own controls.. Not played to much of the game but liking it so far few things could do with tweeking amd its abit repetative but all in all a ok game for the full price even tho I got it on sale.