Arcane Worlds Free Download

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About This Game

A game inspired by classic Magic Carpet, with modern graphics and features. You play as a sorcerer, exploring mysterious worlds, changing them, discovering ancient secrets, creating new spells, fighting creatures and other mages, building and destroying as you please.

Title: Arcane Worlds
Genre: Action, Adventure, Early Access, Indie, Strategy
Developer:
Ranmantaru Games
Publisher:
Ranmantaru Games
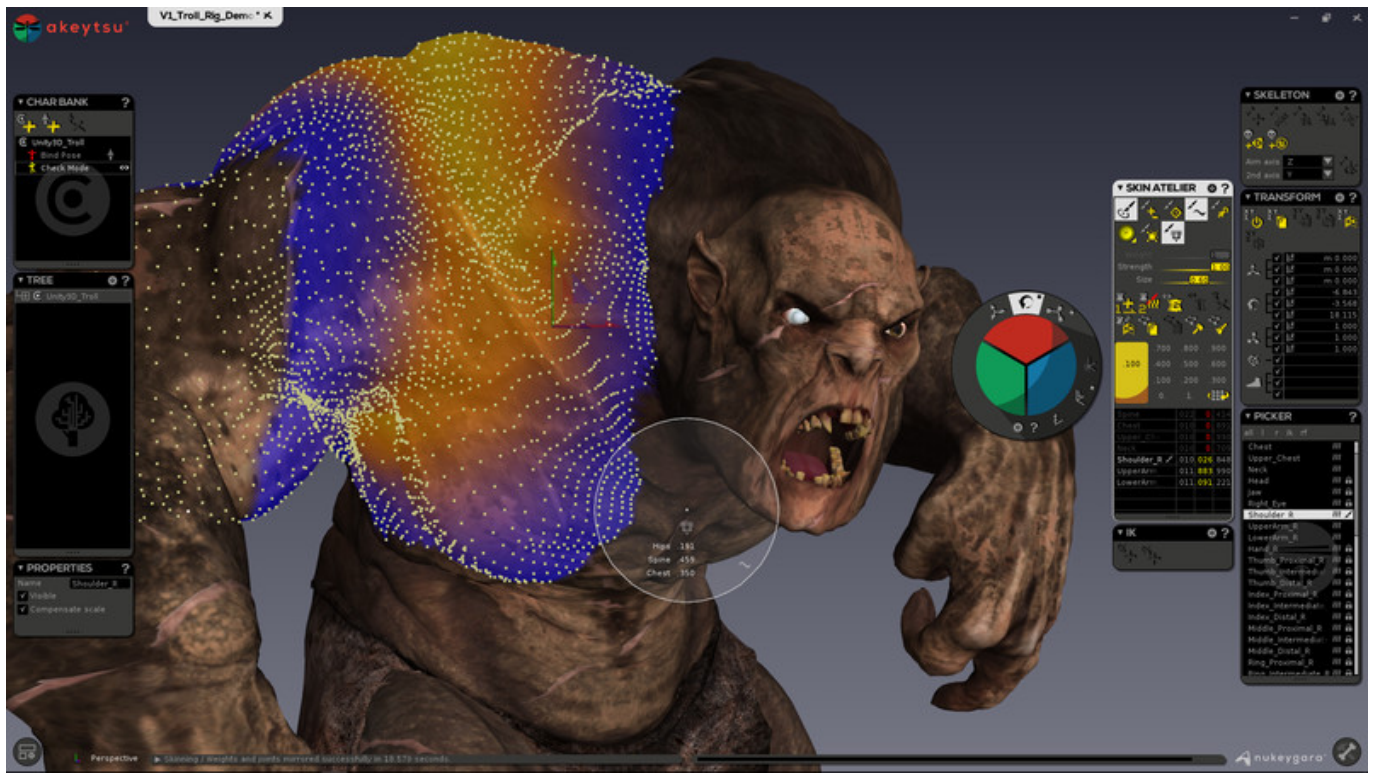Release Date: 28 Jan, 2014

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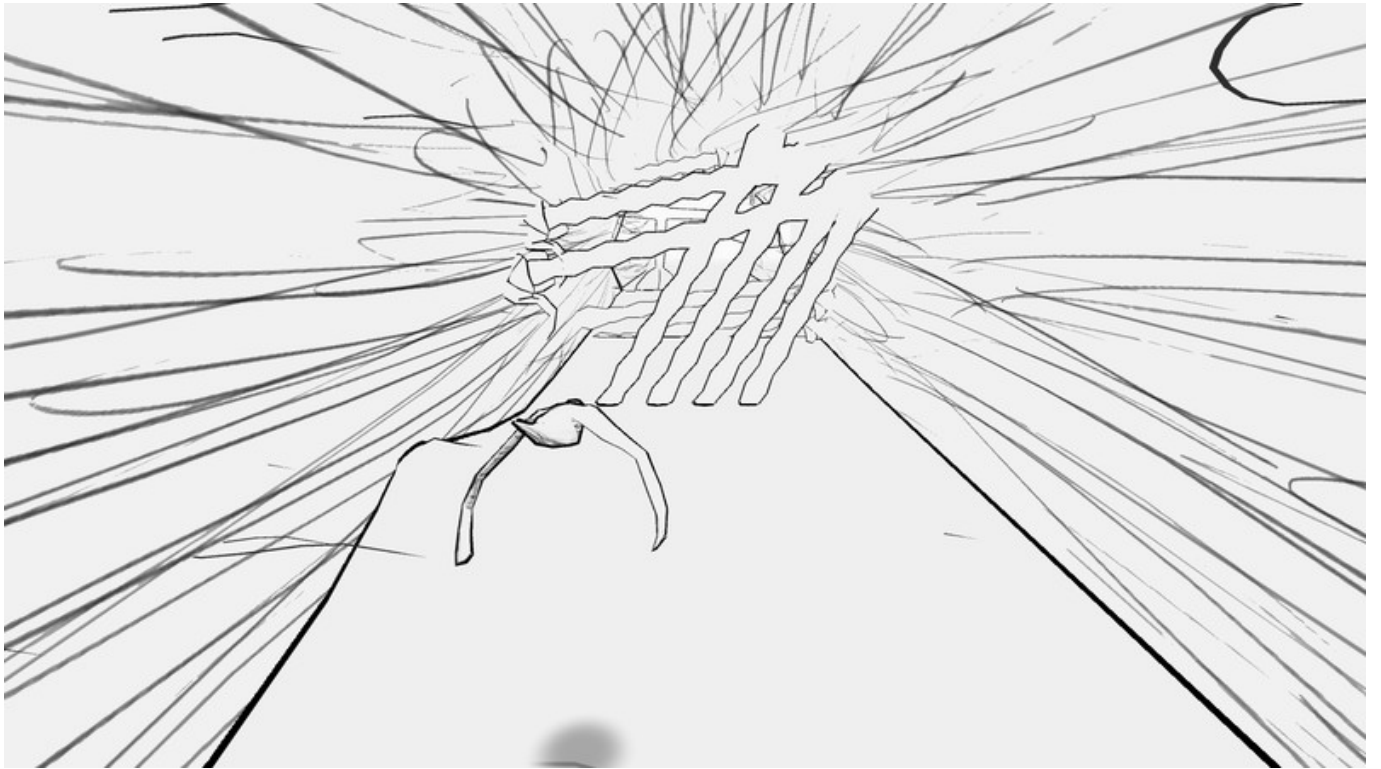**Minimum:**

OS: Windows XP

Processor: Pentium 4, Athlon 64

Memory: 1 GB RAM

Graphics: NVidia 6600, ATI X1300

DirectX: Version 9.0c

English

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ｄｒｕｎｋｅｎ　ａｐｅｓ. this is bad. the jeans look like theyve been ripped out of the sims 2, a bunch of the clothes arent fitted properly, and none of the new clothing fits in the game whatsoever (its hard to remember sometimes that this game takes place in the late 1500s).. Really fun!. its pretty fun to fly Göring's food plane. If you don't like to play as a cosmonaut cat you're a piece of♥♥♥♥♥♥

That's my sales pitch. Now, get it.. So far the game seems pretty good. The claims about the sim being too slow don't seem that valid. The Online Leagues require an FTP server so if you just want that feature be aware of that. Also the AI is bad at trades but I think it's just part of the fun.

Its worth it! also I really do enjoy the semi-automatic rifle :D. A tiny little gem that may be worth its price. It is a simple game with just a handful of weapons choice and a handful of levels but oddly a pleasing game to play. The value of the game comes from taking out enemies slowly one by one. The aiming is true when you get the zombies in your cross-hair even at a distance. The zombies go out like a light. The difficulty is easy to moderate as you cruise through the level taking each zombie out. Too bad the game ends too quickly.. This train is a reskin of the original 377 from the London to Brighton route. But costing an extra \u00a312. Buy it on sale or not at all.

Felix.. Overall a good game, feels somewhat harder, than AoF2, due to absence of optional fights
Can't normally play it though, game simply never loads third battle in "Rise of The Necromancer" company and 13 battle in "The tale of Sir Edward" company.
Also, game is quite overpriced for it's poor stability (at least on windows)
Better take it with a good discount so you won't be much dissapointed when game will refuse to start\/load. The original on DC was stunning for it's time.
This, on Vive, takes it to a new level. Everything I could have hoped for.

Now, please do Child Of Eden for PC\/VR, although there is a chance I'd explode with joy.. Deep, immersive, interesting, fun. Don't belive the negative hype. Version 4.3 is worth your time.

Update 0.35:
The main feature of this update is shading overhaul, which changes how light interacts with materials. It allows for glossy materials now, and thanks to rendering pipeline changes, I have place for extra material parameter in the G-buffer which I might use later.

If you're interested in technical details, it's inspired by Disney's BRDF, but adjusted for real-time non-photorealistic rendering. And some hacks to make stuff that doesn't have normals (like foliage) look good.

- Major overhaul of shading and lighting.

- Ranmantaru logo in first loading screen.

- Blurred background for loading screen.

- Fixed minor shadow issue.

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. **Update 0.39**:
Not a big update this time, mainly transparent effects and building editor overhaul.

The next one will be destructible castle, since a lot of gameplay stuff depends on that.

- Transparent effects overhaul (much better performance).

- Added glow post-processing effect.

- New building editor UI and improvements.

- Improved dithering.

. **Update 0.34**:
This is a minor update, but it adds a new game mode, called "progression". It's going to be like the original Magic Carpet, a linear sequence of challenges without a story. It's just one world so far, but I'll add more in the next updates, and this game

mode will likely change a lot with future updates.

- Added initial progression mode (just one world so far).

- Fixed missiles not hitting stone cups.

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. **Update 0.25: mana tactics**:
You need to claim mana with the new spell now, like in Magic Carpet. Otherwise, the gatherers won't touch it, and you need it collected and stored at your castle to increase your maximum mana so you can cast more powerful spells.

Gatherers can be killed now, so you might consider where to place your castle and where to kill the monsters to gather the mana faster and without extra trouble.

I rebalanced spell costs and other related parameters, so you can't anymore spam fireballs early on. You'll need to get some mana quickly before you engage a lot of enemies and use your castle more to speed up mana regeneration.

I also added a normal (non-dark) version of the birds and improved various stuff.

The castle is not damageable or upgradeable yet, I'll add that later. It'll add to the difficulty, especially in the dark worlds.

Change log:

- Mana is now "wild" by default and should be claimed with the new Claim Mana spell.

- Gatherers only pick up mana owned by the player now, ignoring the wild mana.

- Player's maximum mana depends on the mana stored in the castle now.

- Player's mana regeneration rate now depends on the mana owned (claimed) by the player.

- Made gatherers pick up mana much more efficiently.

- Gatherers can be damaged and killed now, both by enemies and the player.

- Rebalanced spell mana costs and some other parameters.

- Extra mana (above castle's capacity) is now expelled from the castle.

- Added normal (non-dark) birds.

- Added gatherer summon and death effects and sounds.

- Added gatherers' info to HUD.

- Mana, gatherers and player's missiles are now visible on the map.

- Added dotted line to the castle on the map.

- Spell icon turns semi-transparent now when the spell can't be cast.

- Made Fracture spell stronger and improved its effect aesthetically.

- Updated the tutorial to teach about claiming mana.

- Fixed items appearing inside menhirs sometimes.

- Added additional screen message with smaller text, mostly for the tutorial.

- Added world gameplay time to script, also displayed on the performance stats screen.

- Changed the way C++ and Squirrel objects are linked internally.

. **Update 0.30**:
Another mostly technical update: lava spells for sandbox and technical stuff for future mod support.

- Added lava source, sink and globe spells for use in the sandbox mode.

- Switched to physfs library for reading/writing game files. Building editor now saves to %APPDATA%\buildings\ folder.

- Optimized file checks (like reloading shaders/textures/scripts).

- Switched to Visual C++ 2013. No runtime installation necessary, so ignore this.

- Changed button style in the main menu.

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