
ArcaniA: Fall Of Setarrif Crack Only



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About This Game

Face the last challenge - determine destiny!

A new threat casts its shadow over the Southern Isles. A mysterious demon, consumed by hatred, terrifies the population and pools his force against the coastal city of Setarrif. The dramatic situation exacerbates after a volcanic eruption in the mountains nearby. Thereupon the nameless hero joins forces with his strongest allies and courageously faces the new menace. Even after king Rhobar III was freed from the demons control, the struggle apparently is not over. The king already ordered his armies to conquer Setarrif, but so far no word from his troops, or the frantic population for that matter, has gotten through. Experience an all new adventure amidst demonic powers, political intrigue and inscrutable incidents – what’s really going on in Setarrif?

Features:

- Experience a new, compelling part of the chronicles of Argaan
- Play parts of the story from your famous allies’ perspective
- All new enemies as well as new armors and weapons to further expand and hone your combat skills
- Meet new, lively characters when exploring the (yet) unknown regions & dungeons

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- Stand-alone expansion
 - Playing time: 4 – 8 hours
 - Import your character from the main game (with a character that killed the endboss of ArcaniA main game)
 - New locations and settings (lava/beach/dungeon)

Title: ArcaniA: Fall of Setarrif
Genre: RPG
Developer:
Spellbound Studios
Publisher:
THQ Nordic
Franchise:
ArcaniA
Release Date: 24 Oct, 2011

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Minimum:

OS: Microsoft® Windows® XP / Vista / Windows 7

Processor: Intel Core 2 Duo @ 2.8 GHz / AMD Athlon II x2 @ 2.8 GHz

Memory: 2 GB RAM

Graphics: GeForce 8800 GTX

DirectX®: DirectX 9.0c or higher

Hard Drive: 5 GB Space Free

Sound: DirectX 8.1 compatible sound card

English,French,German,Italian,Hungarian,Polish,Russian







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Do not even consider buying this abomination if it's not included in any bundle.

This is a joke, not a standalone expansion. This game is so short that it should be released as an update to the original ArcaniA. In some RPGs single main quests take as long as this whole game does...it looks like they cut out a quest from the original game before its release and sold it as a standalone title.. I enjoyed this more than Arcania but it's far too short. It says between 4-8 hours but I completed it in 2 1/2 hours. The RRP for this game is 13.99! (UK). Do not buy this unless it's on sale and I'm talking a 90% off sale, not worth more than a couple of pounds for what you get.. This is Forsaken Gods all over again. Good thing it's short.. I enjoyed this more than Arcania but it's far too short. It says between 4-8 hours but I completed it in 2 1/2 hours. The RRP for this game is 13.99! (UK). Do not buy this unless it's on sale and I'm talking a 90% off sale, not worth more than a couple of pounds for what you get.. Do not get this at full price. It is just like ArcaniA, so it has the same flaws and fun, but is far too short. I REPEAT GET AT A SALE PRICE!!! And only if you liked ArcaniA of course, there will be nothing to change your mind if you didn't.. Unless you really loved Arcania: Gothic 4 then don't bother with this stand alone continuation of that story. And if you do want to continue Arcania's story, get this on sale.

It took me about 5 hours to meander through the whole thing. You can take your character from Arcania along with all his loot and stats. My character progressed a few more levels but there was not enough content to really make much of a difference. In contrast to Arcania's wide open areas, the Fall of Satarrif features mainly a trench/corridor environment for most of its story. Otherwise it's pretty much the same game as the original, even down to the end game fight.

The story itself is fairly simplistic but I didn't think it was noticeably worse than the original game.. Dont buy this or the Base game, the only good part about this game is the combat mechanics. its not worth beating, spend both your money and time on anything else.. The publisher decided to cut off the ending from the original Arcania and sell it as the add-on. Don't buy it.. Did it in 4.0 hours on normal difficulty, I think I completely explored the game and killed every single enemy, too.

CLASSES:

I started with the "Knight" class. "Mage" and "Hunter" are the other 2 available classes.

MELEE WEAPONS & COMBAT:

Weapons which apply burn or have life steal are just OP and get you through the game even easier than regularly.

It's very easy to stunlock enemies by using a "Zweihlu00e4nder" sword, I guess even a one handed would do, but I played with the two-handed fire sword most of the time and that's where i noticed it the most.

SPELLS & COMBAT:

You only need the lightning spell, which deals damage and paralyzes every enemy, except the boss, for a long enough time to get close and kill them. It also doesn't cost much mana, which you'll regen very fast anyways and it can't be charged, so you can just spam it.

You don't even need to aim exactly at the enemy because it has a relatively big hitbox, so if you'd fire it a bit to the left or right of an enemy, it will still hit.

I don't know about the other spells but I think they won't be as useful.

RANGED WEAPONS & COMBAT:

I didn't use crossbows but normal bows are okay, not too good, though, because the hitbox for "headshots" seems off and aiming is a pain.

Sometimes a hit in an enemy's head will deal as much damage as a shot anywhere else in their body, and sometimes it deals like 300 extra damage.

MERCHANTS:

Merchants are pretty useless and the 3 merchants in the game just pop up at certain spots during the story, all three of them almost standing in each other. That makes it seem like they've just been dropped there without a second thought.

Buying stuff isn't necessary at all, you'll find anything you need in chests, which aren't even well hidden, and you can craft good gear, if needed and if you found the recipes in chests (which again is hardly a challenge).

EXPLORATION?!

There isn't very much to explore, though. It's a linear setting and you can see caves on the mini-map so you don't even need to search for those.

What I hated the most was, that you only can sprint with an ability ("8" on default), which has a painfully long cooldown. It took so long to walk around that it took my joy in exploring away after 5 minutes.

OTHERS (Graphics, AI etc.):

For a stand alone it feels kind of unfinished and empty at many parts. For example the water "animation" which glitches, the environmental shadows are jumping around, the background looks plain and loveless, enemy AI has it's problems at times (enemies just standing around for 2 sec after I approached them, for example). But besides all that it has fairly good graphics.

Character models and Enemies are well designed.

The mobs won't respawn, so after a while you just cleared the few enemies and turtles in the areas and go on.

RESULT:

I got the game as part of the Gothic Pack on a Steam sale and therefore the price wasn't too high. I won't recommend buying it any other way, because it sadly is not worth it.

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I don't know what I am playing, I hvn't even need to try the craft system.

And the poor battle, I don't even know I am killing the final boss until the ending scene come up. I thought it was some generic demonic enemy.. PROS

-There is an improvement of the dialog over the main game Arcania. The possessed human's are colorful.

-Worth getting if you plan to play it right after Aracania, AND if you buy it for 75% off or more.

-You can import your high level character from Arcania. You keep all the gear and cash which is nice, and almost feels like cheating.

CONS

-Very short. It has a short main story, and several really mini side missions.

-Map tracking wasn't improved. But since the environments are smaller than the original game it's less likely you'll have to google where your mission is.. Picks up at the end of Arcania, so if you have your save file you can carry it all across. It is a very painless transition and unlike games, such as Mass Effect, every item in your inventory are carried over.

However, this is more likely because of the Expansion-like feel of this game. Overall it is an anti climax to the prior game.

There are fewer encounters, those that exist get pretty tired. The Boss battle at the end is almost identical to the boss in ArcaniA.

If you have to get the game to complete the saga, I guess do it. However, there are only a few new enemies, no new powers and you will feel that the expansion really only rounds out the story.

If you were picking this up as a standalone, I don't think you will get the relationships between the characters and thus the story will just feel like a shallow chase to kill a demon that is cursing a kingdom. The greater conflict is lost and the chance to make something epic of that showdown is lost even without the prior story knowledge.. fun game but only 1 side quest and 3h of playtime. Do not get this at full price. It is just like ArcaniA, so it has the same flaws and fun, but is far too short. I REPEAT GET AT A SALE PRICE!!! And only if you liked ArcaniA of course, there will be nothing to change your mind if you didn't.. Do not even consider buying this abomination if it's not included in any bundle.

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How on earth could anyone rate this lower than Gothic3: Forsaken Bugs is beyond me.

While a definite cash grab for a full price, If you liked original game, get it on sale and enjoy.. This ia a bad game. Good graphichs, but gameply is based on kill a few monsters take the loot and do it againd, I don't like that kind of games. I hope this helped. 3V10. Extremely linear, extremely short, extremely tedious. This really is the last chapter of Arcania separated into a standalone expansion. It takes all the worst parts from the latter half of the original game - boring environments, endless tunnels,

unchallenging combat - and doesn't offer anything new. Even the boss fight is a lame rehash of the one in Arcania.

Took me a measly 3.4h to complete, and I explored every nook and cranny I could find.

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