
Elven Legacy Activation Code [addons]



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About This Game

The shadows of destruction begin to loom on the horizon once a human mage uncovers a dark and powerful secret dating back to the remote past of the Elven race.

However, the Elves cannot allow this forbidden knowledge to fall into the hands of others and thus imperil the world. For the first time in countless years, this ancient race must venture forth and interfere with events transpiring in the lands of man. With the renegade mage in their sights, the sorceress Gilwen and ranger-lord Seagate set off together, unaware that beliefs and friendships alike will soon be tested...

- Classic turn-based strategy gameplay
- Multiplayer combat in 16 different scenarios
- Multiple endings which depend on your choices
- Powerful built-in game editor

Title: Elven Legacy
Genre: RPG, Strategy
Developer:
1C:InoCo
Publisher:
1C Entertainment
Franchise:
Elven Legacy
Release Date: 7 Apr, 2009

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Minimum

Operating System: Microsoft® Windows® XP / Vista

Processor: Intel® Pentium® IV 1.5 GHz or AMD® 2000+ (single core)

Memory: 512 MB RAM

Hard Disk Space: 3 GB Available HDD Space

Video Card: NVIDIA® GeForce™ FX 5700 or ATI™ Radeon® 9600 and above Video Card

Sound Card: DirectX-compatible Sound Card

DirectX® Version: DirectX® Version 9.0c (4.09.0000.0904)

English,Russian

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Laggy and desync issues aside, its what Albion should have been, gameplay wise.

The way event windows are (sieges etc) and the lack of grind , even being able to grind, kind of makes me think a lot of people won't have a reason to log on. There is like a 4 hour window *prime time* (~7pm to 11pm EST) in which things are allowed to happen, and if you have stuff to do during that window on most of your days, then this game doesn't even really let you play.

Sieges take multiple days to even happen and are just capture the flag.. There's too much DLC for this game. It's abusing the players.. if you could play this game against friends over the internet then it might be worth the money. but as single player game...no not worth it.. See what it would be like to play a VR game inside of Posh Spices head. Stylish French wave shooter that let's itself down by being another wave shooter and bringing nothing new to the genre apart from its look. More VR arcade then home user but recommended for wave shooting tragics and only for them.

See video for full review

https://youtu.be/Mym_xPOSbvA. One of the best ww2 strategy games.. How do you activate it in-game?

Great Myst style puzzle solving point and click game. The game is as good if not better than The Room 1 and 2 because the game is longer and has a more interesting story. The game also uses some x-ray and time rewind mechanics to add some variation to the puzzles. Graphics look good and the game also has some cool animations. Sound is nothing special but what you would expect. The puzzles gave me a good healthy challenge and I found a few quite difficult to figure out. The hint system was necessary when I got reality stuck but was thankfully not too helpful or handholdy and therefore didn't feel like cheating when I used it.

The only negative was the ending because the story was left on a sudden cliffhanger obviously setting up a sequel. The sequel has been confirmed by the developers at least. If you like Myst and The Room and games like that, then Da Vinci is a must buy.. I usually wait to finish a game before I give it a review, but I thought I'd make an exception since this is a long game and it doesn't have any reviews yet. I will update my review once I've finished the game.

Tales of Nebezem is a great series of adventure games on Kongregate. This is the second of two premium games in the series. The first, Elemental Link, was a story driven adventure game which strangely had less of an emphasis on puzzles than the Kongregate games, but it still served up an interesting story to which this is a close sequel. You will be interested in the plot of this game if you've played Elemental Link.

So far the game is about one of the gray people from the end of the previous game who works as a guardsman and whose house was burned down by an unknown arsonist. You quickly find out that the same thing has happened to other people and you take up the culprit's trail. Interestingly, for both the main character and the first two companions you are given a choice between two options. I'm not sure how much difference this makes to the overall plot, but it makes a lot of difference to the dialogue. I think that probably in the long it will make the whole game replayable at least one time.

The gnomes are back, and this time they are particularly interested in what's making wildlife attack everyone who comes near which brings us to what makes this game different from the others in the series: the addition of combat. The combat is turn based without positioning and reminds me of earlier Final Fantasy titles. I'm not a big fan of this style of combat and I wouldn't be playing this game if I wasn't invested in the series. It just feels like you do the same thing over and over again in every fight. However, the magic system is interesting with different schools of magic working better against different enemies. If your character isn't magic, you have skills that you can use like spells but that require you to be attacked by the enemy so taunt is more useful in this game than in any other similar game I've played. I think if you like this sort of combat this game should be different enough to appeal to you. I just long for a world where grind was a thing of the past.

I haven't seen a lot of puzzles yet, which is disappointing, but I have hopes they are coming. The main reason to play this game so seems to be the story, and the interesting characters inhabiting the world. I sure hope the robot from the most recent of the Kongregate games shows up soon. :). I really like the game, cant wait to see what else is coming.. I was a big fan of Ys Seven on the PSP, and as such was quite interested in trying this one out. When I had, I was glad a few years had passed in between them. Memories of Celceta feels much like a direct sequel to Seven rather than a distinct entry in a series. It is very similar in both gameplay and aesthetics. There is a lot of rolling around dodging, slamming the attack buttons as the screen fills up with all sorts of damage numbers and when enemies die masses of shiny coins and materials go flying everywhere. This frantic action is as enjoyable as always, but it took a number of steps backwards from Seven in my opinion.

Seven was a fairly challenging game for myself, so I started Celceta on normal. It quickly became far too easy, and even the bosses were trivial by the middle of the game. I did not get a game over a single time during my playthrough. The system of certain attack types for certain enemy types has returned, but it is far less necessary due to this lack of challenge. I played as Adol for the vast majority of the game as I was doing enough damage I felt no reason to change, and mooks that resisted sword attacks seemed to be reduced in number. The bosses were lacking inspiration as well. There was not much of strategy involved in beating them, and the ability to relentlessly spam flash guard on any and all attacks made avoiding damage trivial.

The plot is pretty typical fare. Not poor, but not a masterpiece by any means. It really lacks a strong villain, but manages to keep itself compelling by a pretty decent use of the ubiquitous amnesia trope. Most things are initially a mystery and you have to progress to gain a good understanding of the situation. The colourful cast of characters helps, as does a good translation.

There are countless things to collect, monsters to kill, quests to complete (even though some are rather irritating and dull), and a good number of achievements that will require a couple playthroughs of the game to complete. My first go round took around 23 hours and I only completed just over half of the achievements.

I had zero technical issues or crashes with the game. It doesn't look all that impressive, being a port of a PSVita game, but it runs quite well and there are a host of graphical options to spice things up. Saving and loading times are almost instantaneous.

In summation: I enjoyed the game. The combat felt lacking at times, there's a pretty good amount of content for a fair price, it ran very well. I'd rate it about a 7.5/10. Good for fans of the series, fans of JRPGs, action-RPG fans, folks with short attention spans like myself who constantly need some stimulation like countless more enemies and constant item collection. If you aren't one of those groups, I'm not sure I would expect the game to blow you away.. Nice art, quality gameplay, acceptable music and sound effects, plenty of levels, plenty of waifus.. The game's dying, but the game itself is surprisingly awesome.. At face value being a port from an iPhone/Android game, people would be quick to dismiss this game even being on Steam. But don't let that fool you! It's a really fun game, very retro feeling compared to Gauntlet and Medieval. If you're a fan of retro gaming, medieval settings, and awesome metal music, this game is for you.. Really should focus more on the original zuma Design, please add foresight of the second ball and no more spawning of already deleted colors!!!

Still have hope for this.. Super intuitive controls and the ability to hold your Vive controllers at your sides, like you would in the cockpit is great. Graphics are not Triple A, but are still very good. Worth \$10

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