Realms Of Arkania: Blade Of Destiny Offline Activation Code And Serial



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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

- 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

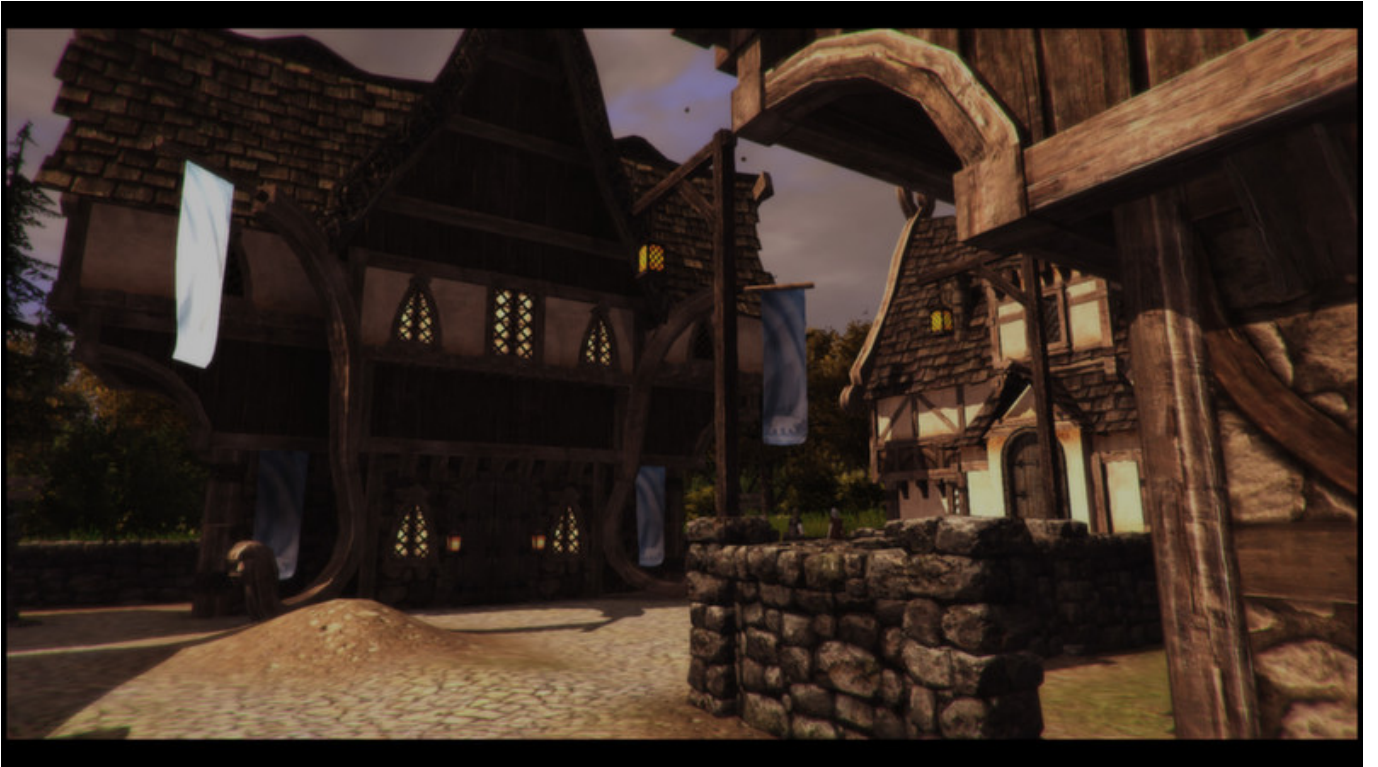**Processor:**Intel Core2Duo / AMD X2 CPU, min. 2.4 GHZ

**Memory:**2 GB RAM

**Graphics:**Nvidia Geforce GT 240 / AMD Radeon HD 3700, min. 256MB VRAM
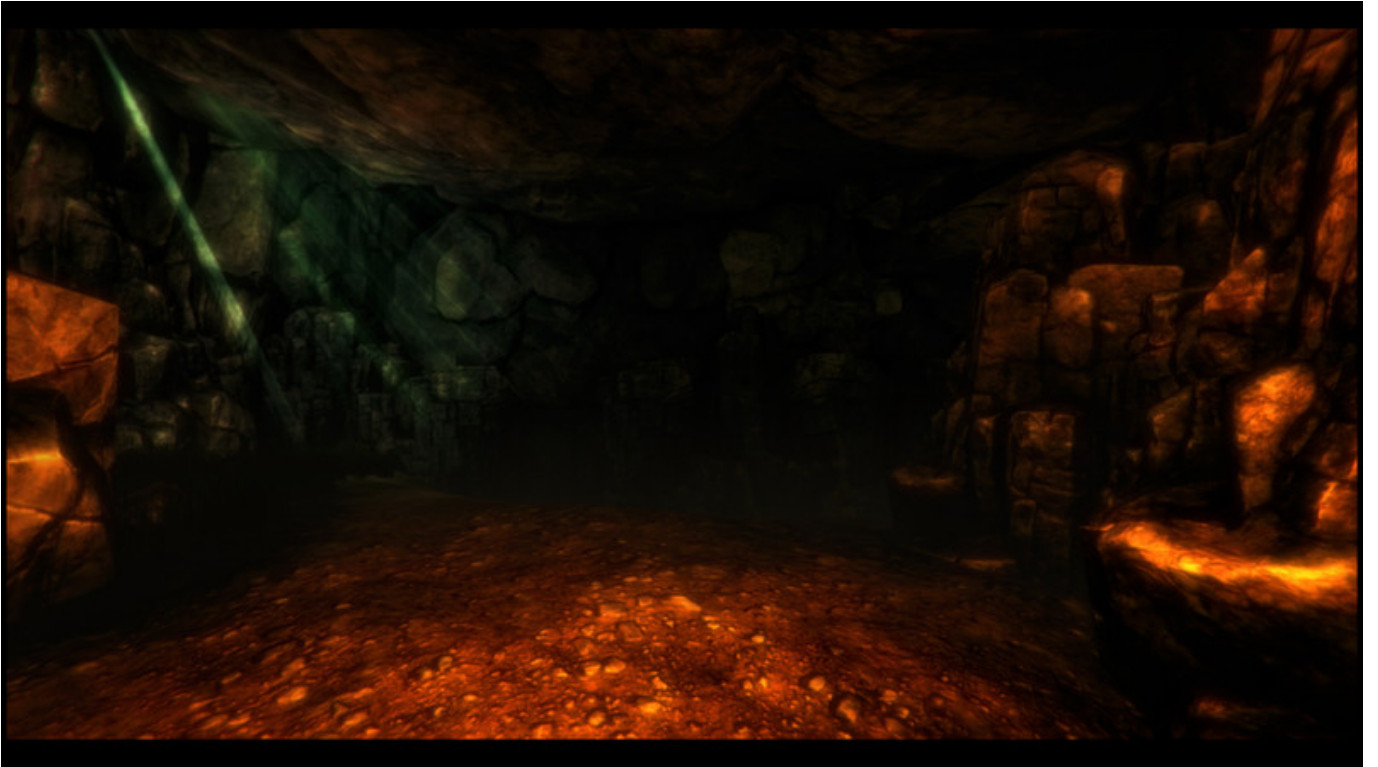
**DirectX®:**10

**Hard Drive:**5 GB HD space

**Other Requirements:**Broadband Internet connection


English,German

I had hopes this was going to be a good game.......but its not a good game!! it was a struggle and a pain. Bad graphics, glitchy, unresponsive controls.....and the narrator was the worst... and its too bad because this was a great idea for a game, but this is unplayable for me.. 1/8/14 -Please note: The review below was based on impressions on release and subsequent patches in the two months that followed and is not based on the current version of the game.

I intend to add updated impressions when am I able to find the time to give this game another go. I am leaving the initial impressions up because I believe it's important to note that the game was intentionally released and sold as a finished product, and not marked as Early Access, when it was in actuality in horribly unfinished and unplayable condition.

I believe this speaks to the character of both the developer and the publisher and is worth noting.

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Run. Run far away. Now.

I hesitate to even write this because it's categorized as a recommendation and this is the farthest thing from that. (*edit: Valve changed this as of 11/25/13 recommendations are now "reviews" and you can thumbs up or down)

In all my years of gaming and all the games I've played I can say that this is the absolute worst launch of a game I've ever experienced. An abysmal festering trainwreck that grants more entertainment value from reading angry posts in the forum than it does from the actual game.

It looks like crap, plays like♥♥♥♥♥and has more bugs than a Louisiana swamp. To call it a beta would be dishonest, that it's being sold as a finished product is really fraud. I'd say pre-alpha is the most accurate way to describe the state of this game.

If all of that doesn't scare you off then please at very least go browse the community forums first before you go to buy this game and see what the general consensus is about the state of the game by owners. I won't even say players because hardly anyone can even play it for any significant length of time.

They are issuing patches literally on a daily basis currently but it still has a long way to go and I don't have the most faith in these developers to ultimately end up with a good product at some point down the road.

This game is a textbook example of why none of us should be pre-ordering or buying released games without first checking to see what the general community consensus is. It's extremely obvious that no one at Valve even booted up the game to play for 10 seconds and the developers admit it was released unfinished. Yet here it still sits in the store being sold as a finished product.

The old Roman concept of Caveat Emptor holds very true here.. Might be worth a look for fans of the old games. For everyone else I wouldn't recommend it. It's brutally unforgiving, especially at lower levels and just not that fun. The game is based on the old German pen & paper system "Das Schwarze Auge" 3rd edition which is not well balanced at all.

The story and characters are pretty thin, there is a lot of travelling and fighting the same combats over and over again. Overall, there is a lot of repetition.

Still, there are some interesting aspects to this game which gives it a pretty unique atmosphere at times. Travelling feels like really going on a dangerous journey, where weather and the current season realistically affect your party's chances. Travelling over mountains in winter with summer clothing is not advisable and the game will punish you if you are not well prepared. Sometimes, this reaches almost simulation-like levels where catching a cold in the mountains can be the biggest danger, not a pack of hungry wolves.

Even at version 1.36, the game has some annoying bugs left but at least it's stable and doesn't crash.. If you like these kind of games, it's not half bad. It's pretty good actually but it sure needs a lot of work. I hope the devs will get there eventually.. 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.. Welcome to Aventuria!

Or more specific, welcome to Thorwal. The Orcs are threatening the city of Thorwal and you are asked to stop them. The plan? Quite easy, you have to find the legendary sword from Hyggelik and defeat their champion in an one vs one to earn their respect. The problem? Hyggelik took his sword with him to the grave and noone knows where he lies. And his descendants had nothing better to do then ripping the only existing map of the location into 9 pieces. Your job? Find the map pieces, find the sword and save Thorwal!

**Blade of Destiny** is quite a complex RPG with a lot of depth based on the 3rd and 4th rule set of the pen&paper of "The Dark Eye". And this is its greatest feature and its greatest problem. If you know the ruleset then you will see that you can create quite a strong group and you know what you have to pay attention to. However, the game has a very bad accessibility if you are new to "The Dark Eye". I think the most important thing you have to understand is that everything happening in the game is bound to the rule of the dice, in most cases the D20. For example you have values for attack and parry. To attack you have to get a random dice throw (invisible to the player) lower than your attack value. Since the general new level 1 characters have an average of 7 at best this means a probability of 35 %. And after that the enemy can still block. The same goes for every talent and magic spell in the game. They are always bound to three dice rolls concerning three abilities you have to succeed in to do what you wish to do. This means a lot of missing, a lot of failed spells and a lot of frustration especially the first two levels. And then depending on what you have chosen you have to take care that you have enough food, enough clothes for the winter in the mountains, don't carry to much stuff around with you and avoid sickness or your journey will end quite early. While playing with the survival settings on may be quite brutal I would suggest to still do it as it gives the game an interesting level of depth and challenge.

As for the game, you can either start with a pre-made group or make your own group up to six people. You can choose from about 13 character classes ranging from Dwarfs over Witches and Wizards to Elfs, Druids or Fighters. With the survival settings on you have to cover quite a bit of talents: hunting, treats wounds and sickness, orientation, drinking, dancing, make music, fighting, sensing danger, swimming, climbing .... While some talents are necessary for all heroes you usually have a group of specialist. Each member has its purpose and to balance them - especially without being familiar with the ruleset - is difficult and you can easily create a group not up for the task. So prepare to invest a lot of time and frustration in the beginning.
The game itself plays in three components. In the cities and Dungeons you move around in first person, visting traders, taverns etc where you can gather information or buy and sell stuff. For the overworld travel you will just see the map and chose locations and what to do while resting and then the fighting which is turn based (beware a lot of people were quite offput be the combat sprites because they are "ugly", personally I didn't care). Since the game has a rather steep learning curve especially at the beginning, it will take quite the time until you are finally into the game. But it is an experience which is worth as you will find a lot of interesting locations, sidequests, characters and challenges mixed with occasional random events.

So if you are up for a challenge and can accept the cruel reign of the dice you are more than welcome in Aventuria. Come and save Thorwal!

PS: There is so much more one could tell about the game, the lore and ruleset but I think the first and most important step is to understand that the early game is heavily dominated by low probabilities of success. If you have any more questions though feel free to ask in the comments and I'll try to get to them as fast as possible.. 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 fiend for 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 depatment. 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. 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 suficient 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.

Dot let beatiful screenshots charm you. Watch how battle look at youtube first.. 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 obsticles. 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, Nividia 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.. Charactermodels are still horrible but the game is actually a faithful and almost bugfree remake by now.

Hardcore gamers will enjoy an improved rule system and some additional content over the original 90's game.

I can recommend the game to people who like classic, stat heavy open world rpgs with turnbased combat. Traveling, and managing your ressources and equipment is a very important part of the game. The other one is combat and dungeon-crawling. The combat is not THAT tactical but you have to manage your ressources and positioning is a thing.

For potential modders the game seems to be mod-friendly with at least some good German mods around.

After hearing and seeing all the horrible results and youtube vids I was pleasantly surprised that the game shaped up nicely after a patching marathon. You can clearly see that the game lacks some professional polish on some things but I really enjoy the game. Kind of a happy surprise game for me that provides me with around 100 hours of gametime.

The sequel is out and it seems graphically a lot more polished. Still far from state of the art but servicable and sometimes even nicely done. You can improve your party from the first game into the sequel with all your stats and equipment. Something I really miss in new games.. 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!. On release, this game was a mess.

Now? It's a 'kinda' nice indie remake of the original.. Tedious. Battles can be tedious and so is overland travel with the need to constantly rest, and random encounters that either force you to reload or fight a long battle. Recommend to mess with settings to reveal enemy status during battles. Spell duration, debuffs etc. remain unknown. Spell effects unimpressive. I continue to play out of pure stubborness but the tedium can wear away at your resolve. You cannot hope to succeed unless you read up on the game to prepare yourself for hunger, encumbrance, limited inventory space, spell failure, thirst, disease, random events, the cold, broken weapons, terrain pitfalls, and the unnecessary 150 day time limit to complete the main quest. If you think you can deal with all that, then purchase it on sale. I personally enjoy the challenge. Never played an RPG this demanding before. I finally beat it I am happy to say. The ending meh. I heard Startrail is a lot better and will purchase that on sale. Warning: the narration is terrible and interaction with NPCs is repetitive except for quest NPCs. BTW there is a way to auto-resolve combat, which I have not figured out. The manual will only tell so much. Overall, I tolerated its weaknesses and enjoyed its surprises and maybe you will too? Let me know what you think of it if you decide to purchase.. Finished the game on patch 1.36 with some mods enabled. No stability problems whatsover, overall very good remake.. Old School Cool, I remember first playing this on my pentium 75 back in the day. RPG number crunching at it's best but now in 3D.. I was dissapointed after pre-ordering the game (so many bugs at first). After waiting for the 1.33 patch I started a new game and could finally enjoy a blast to the past!

There's still room for improvement but I already enjoyed every hour spent so far!