Arcfall Download For Pc [key Serial]

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About This Game

WARNING: THIS GAME IS EARLY ACCESS ALPHA.

In a Massively Multiplayer World where you can fight, craft, explore and live, Arcfall offers a game style that captures old school RPG games with modern quality. Emerge yourself in a world where you can craft your own weapons and armor. Own your own house and fill it with furniture that enhances your character. Hire merchants to sell your goods to other players making Arcfall a pure player driven economy.

Being a pure skilled based game, every action you make adds to the growth of your character. Expand your network to include friends in your own guild and raid others in the PvP zones to gain their riches or steal from their homes. Be warned when you kill someone and it is not outside of the King's Reign, you might get branded a murderer and hunted by all.

Sail across the world on your own warship and take on pirates on the open seas, or export goods to other towns and sell them at a profit. With so many different things a player can do, you can shape your character and gameplay to the way you want it, the end game is just the start of your adventures. As this is early access some features are rather planed for later than sooner as we gather more feedback from players.

Here is a list of current features in this version:

- Player Non Instance Housing (Implemented)

- Player driven Economy (Auction House Implemented)

- Trading (Implemented)

- Crafting (Implemented)

- Farming (Implemented)

- Mounts (Implemented)

- Full loot on death (Implemented)

- PvE/PVP (Implemented)

- Banks (Implemented)

- Harvesting and gathering resources (Implemented)

- Classless Skill based Character System (Implemented)

- Massive World to explore (Implemented, more being added as well)

- Non-Instanced Dungeons (Implemented)

- PvP (Base PvP Implemented)

- Guilds and factions (Implemented)

- Player owned Islands (Implemented)

- Pets & Taming (Implemented)

- Weapon and Armor levelling and sockets (Implemented)

- Armor Set Bones Stats (Implemented)

Do note this is Alpha so when stated implemented it means base design is in but all features will still be changing allot over the development process and polished.

Title: Arcfall
Genre: Massively Multiplayer, RPG, Early Access
Developer:
Neojac Entertainment inc.
Publisher:
Neojac Entertainment Inc.
Release Date: 16 May, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64 bit or newer

Processor: Intel Core 2 DUO 2.4 GHz / AMD Athlon X2 2.7 GHz

Memory: 8 GB RAM

Graphics: DirectX10 Compatible ATI Radeon HD 3870 / NVIDIA 8800 GT / Intel HD 3000 Integrated Graphics

DirectX: Version 10

Network: Broadband Internet connection

Storage: 22 GB available space

English

TOMAS

Welcome to Omar and Salmon's Dock. I only sell Ship tickets, but just up the hill is Marcus the Woodcutter and the Sawmill. He sells some good blueprints for wood items.

View items for sale

Close

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Absolute junk with no potential for significant improvement.. Super polished for a super early look into a game made by two passionate developers. The small community is friendly and social, something a lot of MMOs lack at the moment. It's on my radar now, can't wait to see where it goes once it gets more elbow grease.. For machine translation

Carefully write a few suggestions:
First of all, the game is very good, combining the features of the sandbox and ORPG games. The system is not very complex. Character growth is closely related to daily nurturance.
But at the moment I'm having some problems.

Map
The map is not very large, but seamless convergence, the drawback is that the open area is not large enough, and the map thumbnail is too simple, I think it should be added to the large map interface compass and player custom tag. To make it easy to find resources in the Montreal map without getting lost.

Resources
The distribution of resources in the map seems to lack of planning, the mountains and boulders near the rocks can not be found, the animals messy scattered in various places, towns and villages is a little small, some scattered resources and real estate. Herbal medicines have very low visibility and very few. But the trees are everywhere. Too little water is collected.

Other systems
Riding and coming down seems too time-consuming, and the speed of horses is too little compared to the speed of people walking. Weight-bearing horses should carry 2 of parcels themselves, instead of sharing a package with the protagonists. NPC trafficking is also a lack of planning, many times in the new village needs drawings can only run very far to the main city to buy.

Economic
I don't mind buying some gold coins after the game, but the price of primary resources is the same as that of advanced resources. It seems unreasonable to sell only a coppers for processed or finished products.

The development of ORPG
This is a good direction, look forward to more underground city or field camp to provide more play, of course, with the depth of the game to join the new building and materials, do not forget to join more Monster Corps, let the sandbox and form, war and other forms of the Director.

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ORPG□□□

□□□. Early access game with some real potential. Well.... it's free so okay. It has a store release date of two years ago and it's still classified as a pre-alpha by the developers so it's not going anywhere fast and there's not much here to begin with. Characters are preset and there's only like three of each gender, animations are either nonexistent or as rudimentary as it gets, and the quests I saw in a developer let's play don't exist in my game at all.

It's interesting, but very bare bones and the player base is practically zero. Try it, it's not bad, but it's' not anything else either. I'll probably continue to play off and on but there's no real reason to.. 37 of founder's fee I will never get back =(total trash game.. Its so damn SLOW! Please speed the game up a bit-.-. big potential :D start is hard if you are new to mmos. You are droped into a world. the end :D needs some guidelines or something. < they are annoying. i know. but needed. did all quests i could find in port in few mins. but since i'm a horder i went to collect stuff. some player asked to collect wood for gold so why not. tho i cant carry much. meaning i need to lvl up. so it would be nice if gathering (and other ways to satisfy hording) would give xp. (for non-violent lvling up) speaking of violence. combat makes me want to face palm. very VERY very needs updating. but i'm sure devs will get to it eventualy. all in all would give 8/10.. Most of the time you feel like a naked chicken in this game running around aimlessly without a sense of purpose.

What a horrid piece of garbage this game is. I've seen "pre-alpha" and this game is in some stage even earlier than that!

Whoever came up with the idea of making 20 axes— farming something like 60 wood + 80 stone from crates on the beach at 1-2 wood or 1-2 stone per crate —needs to be fired. And even after wasting almost 2 hours to get level 2 blacksmithing— because the NPCs stopped talking to me and there's nothing else to do in the game after 15 minutes of quests —you can't even make a pickaxe to mine stone because the pickaxe blueprint has some nameless item that appears nowhere else in the game. So forget making that stone sword you had your heart set on. And a bronze sword? Don't make me laugh!

And let's talk about the durability of items! Your starting armor is going to last you 2-3 kills before it breaks and vanishes off your body. A sheep has 200 hit points and you do up to 5 damage a swing with your trashy wooden sword. So start the combat and go watch a movie while the combat finishes. When you come back, your character is probably down to 20 hit points because sheep are obviously more feral and dangerous in this game than in any game in recorded history. After about 5 kills, you might actually hit sheep for 8 damage as you build up weapon skill. Wooo!

I can't believe I was stupid enough to give this as much time as I did give it.. Feel free to call me a twitchy-eyed ADHD case who needs to gb2counterstrike or whatever, but I swear, this game is tedious. There's just nothing there. That 0.3 hours of playtime was spent wandering around, aimlessly following roads, trying to find the "Game" part of this here video game until I ran into a bunch of unpassable red borders and bears.

At no point did I have even the slightest inkling of what the first steps were. You just get dropped into a world with 20 copper coins, a perfectly useless map, and a bunch of empty fields to look at.

So as first impressions go, this seems less "Early Access" and more "Desperately Unfinished". I might come back and re-evaluate that in about two weeks' time. I'd like to support the dev and get this game improved, otherwise I'd be requesting a refund.. Actually pretty decent game - enjoying it even if it is still early stages. However; i could not find a bow to buy or the scroll thing for it on the main island so i ventured on a voyage onto another island only to get stuck on a piece of wall to then sink to the depths of the ocean under the map and now my character is stuck. However; the games artstlye is okay, the ui is pretty good and playability is good. Worth a try and its free! Just hope they don't make it p2w and add a membership system to see more islands like runescape. Name is KingFlynn if you can fix my stuck character. Fight trees, fight stones, fight sheep for hours and hours. Just to repeat that fight again. And for some reason it's surprisingly addictive.

Combat sucks atm but it seems like the big update is coming. Also the developers being pretty active and communicative.

Not necessarily P2W (at least yet) but after a while you'll be almost forced (by yourself) to buy at least bags (either from cash shop or from the other players who obtained it through cash shop).

There's not much content atm, but this is still in alpha and once again: devs constantly updating something. We'll see.. Normall I am not a fan of this style game. So many games like this now a days that you never know where to begin.
"I have played most of em just to give a chance" I can say that even tho this game is bare bones right now, I can see this having such amazing potential. Obviously game is EARLY ALPHA so you have to respect that and grow with it.

I have spent almsot 3 hours just chopping trees and repeating the same quest for gold but I have to say for some strange reason its fun, Brings me back to when gaming was just a grind to get something done..

PROS: Nice community
  Good Graphics
  End game w Longevity
  No glitches yet "That I've noticed"
  Fun crafting system
  Fun Grind

CONS: Brand new so not much to do
  Tough learning curve when you first start
  1 Quest (repeatable) to make money
  Small map for now

Not much to explore

Either way you look at it, I guaruntee this game will be great as they enhance and add to it. Like i said previous, NOT my style of game to play but for some reason, I'm gunna play this. :)

22/02/2019 Pre-Alpha Version 2.48.1 Fix:
This week we have mostly been working on fixing the Quests and Disconnection Bug. Added a few more Quests in for testing.

FIXES:
- Fixed Player random disconnection.
- Fixed Quests bug

NEW:
- Added 7 more Quests
- Re-added all bulk order quests.

. **End Of Easter Event**:
On Saturday 1 June at 2 PM Mountain Time the Easter Bunny pet will no longer be sold in the Shop, All Easter Eggs Spawns will be removed and Easter Merchants will no longer be in the world as we end the Easter Event. They will only be back next year so spend your eggs now or keep them for next year!. **Release Alpha V1.6**:
This is our first official Free to Play Update list, more updates to come soon.

Bugs Fixed:

- Fixed group mana, you will now see updates on other group members mana levels. (Requires more testing)
- Optimized Player Character system so will have less Lag Spikes.

New:

- Arcfall went Free To Play
- Added in Experience and character levels. Now you will be able to see what a mob or player experience level is. This will also determine what quests you can get as well as increase health and Mana slightly with each level.Max xp level is 100.
- Added all the resource node types.
- Added 2 New Bioms
- Added 4 New Mob Types.
- 2 New Dungeons are opened to allow testing of Dungeons.
- Completely new In-Game store added with options to purchase founders bundles through Steam.
- New furniture items added.
- Added 5 New quests for lower Character level.

Balancing:

- Changed Player Default Bag size from 16 slots to 24 slots.
- Increased Bank space from 16 slots to 56 slots.
- Spread current Quests over more character levels to better reflect the stage when to receive said quest.
- Mobs combat and health increased to better reflect the mobs level.. **Arcfall Patch Pre-Alpha v0.4**:
We are releasing our first patch. this is a small patch adding a few fixes and a few new stuff:

Bugs Fixed:
- fixed the bug where players can harvest resources nodes constantly by auto clicking it, resource nodes will now despawn.
- Found that 80% of crashes are caused by questing bug, fixed it to reduce crashes.
- Fixed up walking through certain buildings walls.
- Broken characters bug has been decreased and hopefully eliminated. After a server restart they usually work properly again.
- Skeleton Warrior will now attack and deal damage.
- Ground Crawler spiders will now drop resources and be skinnible.

- Durability doubled for all items
- Stack limit increased to 999 for all resources, require to have a new stack
- Numerous bugs fixed to increase server stability

Bug listed:
- Weight bug where your weight increases when harvesting items with full inventory and then stays after inventory is empty.
- Character gets stuck or under water. Usually typing /stuck re-spawns character.
- Housing: sometimes buying a plot will not activate on your account.
- Lag spikes present when going close to population.

New things:
- New Elemental mobs added that drop resources.
- New tutorial quests added.
- New NPC group added, Merc which is hired by the king.
- New recipe added.

Next Big Patch scheduled for Sunday 3 June 2017. **Release Pre-Alpha V1.5**:
Just a small update with some fixes and a bit more content as we work towards a much bigger update later.

Bugs Fixed:

- Fixed all leather works leather types so they can be crafted.
- Fixed Bandage Recipes so you can craft them now.
- Fixed Chest Recipe so you will be able to craft it now.

New:

- Added Mage Spellbook and Conjured Spellbook items.
- Added new sword.
- Added first Bandit boss and quest for him.

Balancing:

- Added reagents needed to Blacksmithing Abilities to balance it out more.
- Increased mounting speed for mounts.
- Decreased the price on property deeds considerably.. **Arcfall Patch Pre-Alpha v0.5**:
This patch contains many major bug fixes and a few more items added to content. It also had East Oakwood Forest Area added.

Bugs Fixed:

1) Smithy Table now brings up Archery Station.
2) When crafting with a full inventory it wont break your character and will let you know your inventory is full.
3) When gathering resources it will tell you your inventory is full.
4) Smelter can now be placed on your plot.
5) When you die you wont spawn on your horse.
6) Permissions are fixed on properties.
7) Ground Crawlers can now be looted when killed.
8) Claims fixed as some where not working.
9) All horses speed and carry capacity increased.
10) New water added for oceans.
11) Tooltip now properly display the quality of a item with color, Poor
(Grey),Common(White),Uncommon(Yellow),Rare(Blue),Epic(Purple), Legendary(Orange)

New:
1) Axes has gotten new models.

2) Few more quests are added.

3) More NPC's added to make the world more lively.

4) First set of Chainmail Armour added in to the game.

5) Tab Targeting added into the game, using Tab to cycle through mobs within 5 meters and Q to cycle through mobs with in 15 meters.

6) You can now target Group members by clicking on their group portrait.

7) New Forest Giant Basher Added.

8) New water plots added so players can build their house on wooden areas in water.

9) East Oakwood Forest area added.

10) Map had first overhaul.

. **Pre-Alpha Version 2.51**:

We did more bug fixes and did some work on Quality Of Life for this patch. The best one was adding in the selling price for items to merchants in the tool-tip. This should help you know what a item is worth.

New:

- Added selling price to tool-tips for items so you know what you could sell item for to a vendor.
- Added message in tool-tip to tel you if you have already learned a blueprint.
- Added 19 new blueprints to craft Skill XP gaining scrolls. You will get rare Experience Shards drop from mobs which then can be crafted into Experience Scrolls.
- When a player is given permissions or a permission is changed they receive a message in the event tab
- Players that are now added to a claim permission list can pay for taxes as well.

Fix:

- Fixed Spider sound when clicking on Ground Crawlers.
- When clicking on a claim sign it should now bring up the right info
- When making changes to a claim, changing permissions / deleting or selling / adding taxes it should now update the UI.
- Green Plater Frog now will have loot drops.

Balancing:

- Added durability to all bags.. **Pre-Alpha Version 2.3**:

Fixes:

- Fixed the freezing when game is running for more than 30 min during combat.

- Fixed Weight bug where weight does not get removed when a item gets destroyed. This is only fixing the weight gain, old characters will have their weight recalculated and should now have proper weight again.

- Fixed Quest Icons to properly show the right icon for available and completion.

- Fixed Dialogue icons to show right dialogue.

- Fixed Unarmed combat to work again.

- Doubled durability on all clothing items.

- Increased xp given on all weapons.

- Updated Loot drops on some mobs.

New:

- **New Items Added:** Belt Pattern, Shoulders Pattern, Head Pattern, Soft Hide, Sturdy Hide, Tortoise Shell, Patched Hide, Fine Hide, Layered Hide, Raven Eyes, Oxidized Hide, Hard Hide, Pigmented Hide, Metal Core, Rotten Meat, Aniline Hide, Harpy Claw, Runehide, Wyvern Wings, Dragon Scale, Mythic Essence

- Leatherworks Skill Active Abilities are now all working up to LvL 100.

- 5 new quests added.

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