
ARSLAN: THE WARRIORS OF LEGEND Crack 64 Bit



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About This Game

An exciting collaboration between The Heroic Legend of Arslan anime and the action-infused Warriors series! The exhilaration of plowing through large armies has been fused together with the charm and style of the world crafted in the anime. Experience the grand historical fantasy with ARSLAN: THE WARRIORS OF LEGEND!

Shared visual style and talented voice actors help players relive the anime!

Single-handedly scatter enemies, then wipe them out with special Rush units in this new form of Warriors action!

Title: ARSLAN: THE WARRIORS OF LEGEND

Genre: Action

Developer:

KOEI TECMO GAMES CO., LTD.

Publisher:

KOEI TECMO GAMES CO., LTD.

Release Date: 9 Feb, 2016

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Minimum:

OS: Windows® 10, Windows® 8.1, Windows® 7, Windows Vista® (64bit)

Processor: Core i7 870 2.8GHz or better

Memory: 3 GB RAM

Graphics: 640*480 pixel over, High Color

DirectX: Version 11

Network: Broadband Internet connection

Storage: 11 GB available space

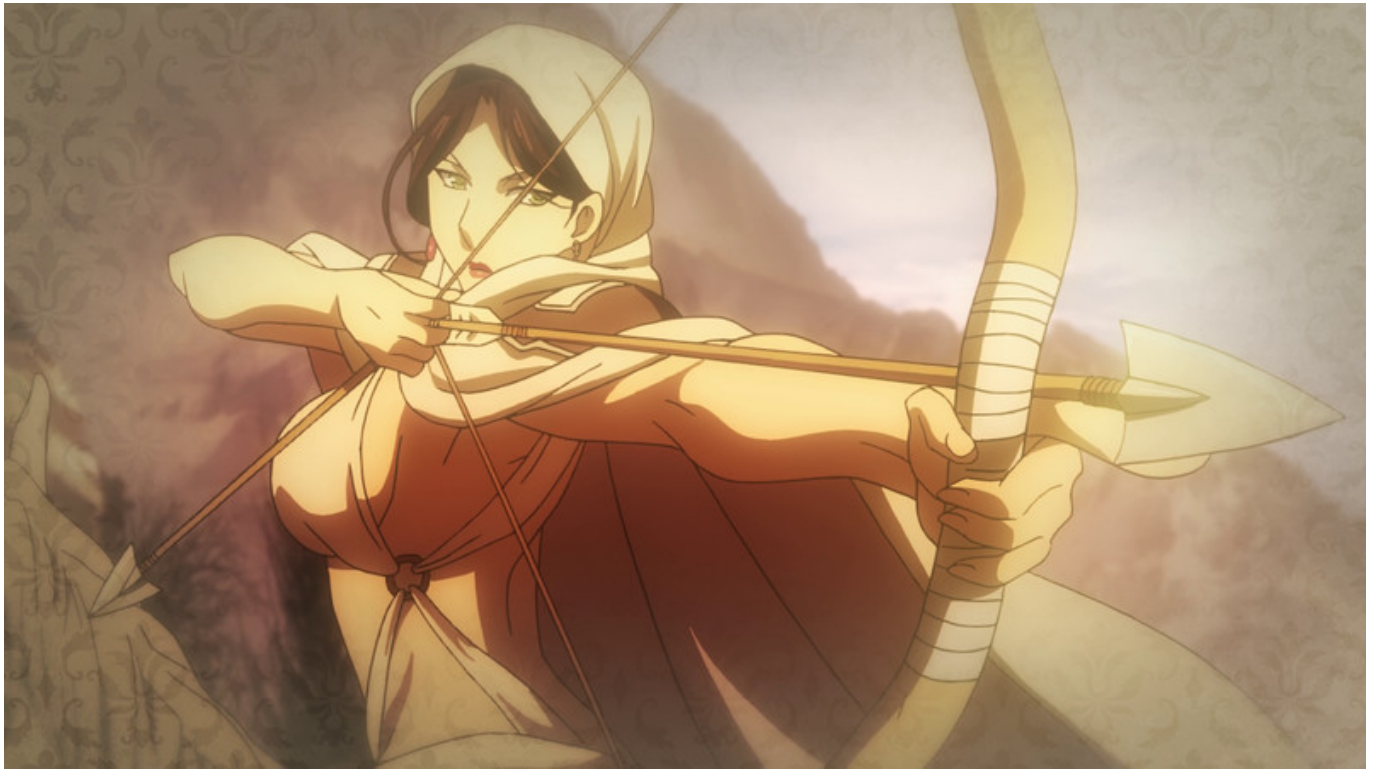
Sound Card: DirectX 9.0c over

Additional Notes: VRAM 1GB over, recommend XInput controller

English,Japanese







great for a fan of samurai\dynasty warriors series! even if you are not game is still pretty neat . slaughtering thousands of soldiers in matter of minutes now in HD

Good combat mechanics , interesting story , nice music , many collectables and new options that we didnt have in Warriors series.

maybe a bit overpriced but its worth it to me since this sort of game usualy have around 100-150 hours playtime for me.. There isn't much to say except that if you like the "Warriors"\musou game series, this would be a great addition to your library. Although I should say this, you **must be a fan of the series or else you won't get the full experience out of it, you might as well be playing dynasty warriors.**

The gameplay is very similar to the dynasty series, borderline copy and paste almost...But with some variation to make it not such a direct copy. You find cards on the battlefield after defeating certain enemies, completing objectives, or finishing a level. These cards give you passive buffs such as increased power, defense, musou\special gauge attributes, increased health, etc...

In order of increasing rarity you have C, B, A, (possibly S as well, I will change this once if I find one). As you go up in rarity you get more passives per card. There is a mini card crafting menu that lets you combine (10) cards to create a new one.

What I did enjoy though is the mount combat, I haven't played a dynasty game where you kind of want to fight on your horse. You can actually pull of combos, which I find is a very nice touch.

Weapons, you can carry two at a time and can swtich between them in combat. The weapons work in such a way that as you keep using your selected weapon and defeat enemies it will get stronger by recieveing elemental effects and increased combos. And you can get different weapons which have different elemental properties, there are 4 in total.

The story mode follows the current season 1 anime very closely, so if you haven't finished watching then I would suggest to avoid this game if you don't want any spoilers. Progression through the story is seamless it goes: Battle -> story cutscene -> battle -> story cutscene -> battle and repeat. There is no pause in between to equip cards or weapons, it is all done in the menu during the battle phase.

The game is quite linear. You are free to move around and kill enemies, but eventually you have to complete a certain objective to advance. The stages are broken up in segments, so continuing with my explanation, you have to do\complete certain objective to advance to the next segment. You cannot proceed if you don't complete it.

Then of course you have all the different characters you can play, each having their own skillset and weapon of choice.

I should also mention that there is online-coop, I personally haven't tried it yet, maybe a bit down the road. But it is there for those that want to jump into online play right away.

Graphics, I feel are very nice, the whole anime-style drawing of characters with the 3D-ish backgrounds. You have many graphic options in the menu that you can mess around, which I feel is very nice for those that do like to change their graphical settings. I'm not so great with the terminology with these settings, I just set it to whatever they give me, but I will say the visuals are very pleasing to my eye.

From a hours:money stand point. I feel it is a bit overpriced, you're pretty much paying for the anime name, which I don't see it being justifiable of a 60\$ USD price tag, this feels more like a 30-40\$ game. So you must like the anime and the gameplay to almost justify this purchase.

Overall this is great game, a solid "warriors" type of game. And one last time, I can't stress this enough though, you must like the anime in order to get the full enjoyment out of this game, else the game will be mediocre to you. I hope this review helps you decide in purchasing this game or not.

***edit* 2\18\2016: So after putting some hours into the game, I would like to change my opinion a little bit about**

needing to like the anime before purchasing this game. The gameplay is actually really fun. After spending some time and unlocking new weapon combos, they look and feel really cool. The combos feel really unique and fit the characters really well, which I really enjoyed.

With that said, I feel that if you do like Musou kind of games, you can definitely enjoy this game without having to watch the anime. As for price I still stand by my review in that it is a bit overpriced. BUT if you do have some extra cash to spare, then by all means purchase this game, it is worth it.. It plays very well and the only thing that might trip up some people is the default keyboard settings**PREFERABLY PLAY WITH A GAME PAD**

PROS

- Multiple characters with different unique fighting styles
- Multiple weapon unlocks for said characters and elemental bonuses
- Card drop system that gives you balanced buffs/debuffs
- Online Co-Op
- Free mode
- Great OST
- Decent cutscenes and story
- Character growth
- Cell shaded art with bits of animated cutscenes
- Cutscenes skippable or pauseable
- Interesting universe and medieval Persian/European/Indian settings.

CONS

- The draw distance for enemies is around 300ft and enemies will pop in
- Not enough combo's or fluid directional attacks
- Not enough enemies to fight due to the aforementioned draw distance
- Not really well adapted to NVIDIA cards but as I am running on a high end rig with a 980 TI it runs as smooth as any other game
- Variance in enemies and AI intelligence is rather low
- Some of the characters you play for literally one level but this is where the magic of free mode and online co-op come in
- High amount of cutscenes that string together and are cut into pieces
- Price is a bit high currently

Overall I'd say it's a 8.9/10; definitely a fun Dynasty Warriors type game and while it does have flaws it doesn't stop it from being fun and I still find myself replaying it alone or with a friend. I would definitely advise waiting till it drops down to \$30-45 though unless they add more via free DLC.. The game has a few major issues, of which I will post here:

1) The gameplay. For those of you who are drawn here as Dynasty/Samurai warriors fans, know that the gameplay in this game will feel like a snail's pace when compared to these two series. Instead of there being officers proper in the game, the game throws a lot of 'Generals' at you, and the 'Generals' are frequently uninteresting in their combat style. Compared to the consistent named-units you get in the Dynasty/Samurai warriors games, this honestly feels like you're fighting fodder to get to a 'boss' at the end of a level.

And what this does is create a feeling of wasting time until you can get to the end.

Not only that, but the idea of the 'Charges' - while a brilliant idea that's fun in the first execution or two - does not stay fun. Once you've done it once or twice, all it becomes is a mechanic that has you 'moving forward' instead of feeling like the leader of an army.

2) The visuals. Dear god, the visuals. Anime style is perfectly fine - I would've LOVED if the anime visuals were beautifully done, like watching an anime. That'd of been a huge turn-on for me personally. Instead, we got some kind of mutant abomination of anime - where every character does not feel like they were animated, so much as they were drawn on a page, cut out of the page, and treated like cardboard cutouts placed overtop a background with mouths that flash up and down in the movement.

3) The story - I do not think I am qualified to overly talk on this one, but the initial presentation of the story created a very repetitious level design out the gate. You start with a story that has you do a few mechanics. Cool, I can get into that! Then it cuts to a flashback of... something, in the past. Which is really just a nicely-masked tutorial. Ok, cool.

Then we start the very first level again, only... from a few minutes before the same point we had already played. Literally, the first level... Played itself twice. So it was a slice of the level that it made you play twice with an extension on the beginning/end... It just didn't really feel fluid.

The things I liked:

+ I felt the tutorials were nicely implemented into the game, to create story+gameplay. I like when games do that, though everyone may not agree.

+ I like the customization of the characters, and know that had I been able to get into this game, I would've enjoyed using the 'cards' system to customize my stats and skill loadouts.

+ Voice acting is really nice, though it's only in Japanese. I didn't mind it too much.

+ THE GAME HAS CO-OP CAMPAIGN! Can play through with a friend, BUT A huge minus because your friend has to be either CLEARED of the stage OR ON THE SAME STAGE AS YOU, or else they can't join. So, if you're gonna pla with someone, make sure you're at the same point or one of you will be going back!

This was a refund for me. I might re-buy it at \$20.00, but not worth it at \$50.00

. Got the game on sale, not sure it's worth its full price, but for the sale, it's damn good.

- Strong quality port,
- Has 4k support
- Solid 60 FPS
- A pretty decent online coop

Quite impressed with Koei Tecmo for this one.

PS: I would probably recommend a controller for this game, but I'm sure it can be played without one as well.. Probably the best Musou PC port to exist, good going Koei! We have a PS4 port instead of a PS3 port, Controller button prompts, 4K support, and Online multiplayer all in one port. The game itself is around 10 hours long with not much replayability but the actual story/gameplay is quite good. Here are the issues, or rather single issue about the port:

- Framedrops like crazy (Even on lowest settings around small crowds my framerate drops to about 30-40 with an FX-8370 and GTX 970 on lowest settings, which shouldn't happen.) (Mardan Rushes dropped my framerate to 13 FPS at one point on medium settings.). Not worth price i got it for which was \$29.99. The total story time is less than 8 hrs. The story was interesting but the problem is it just instantly stop with no resolution. There is a free mode after story mode but you are just replaying the story mode senarios.. Honestly I was prepared to like this game, I've always enjoyed the Dynasty/Samurai warriors games and any that use their engines/system of combat, whether it was base games or spinoffs I enjoyed the fast paced combat and mowing down thousands of enemy troops. The game started off promising and I liked the rush point mechanics and the story, but I was quickly lost with the pointless officer barrier mechanic that they put it. How do we take away from an enjoyable fast paced combat system? Put in a barrier that will have to be broken repeatedly in order to do damage to the officer and while they have that barrier they are unaffected by anything hitting them and once its broken it stays down for under 10 seconds before coming back at full strength and having to be broken again.. My impression of port so far. This is KT best port of a Dynasty Warrior type game I have played, however it still has a lot of flaws.

Reasons to avoid:

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- If you play with KB and Mouse. Game doesn't support using mouse. Button prompts are xbox360 so you need to memorize the keyboard controls.
 - If you prefer English dub audio. This game has Japanese audio only.
 - Not familiar with anime. Not require to watch anime since cut-scenes summaries episodes. You can watch Arslan anime steaming from Funimation website. Subbed is free, dubbed requires subscription.
 - Not using a 16:9 aspect ratio display.
 - Possible performance issues with AMD video card drivers.

Improvements compared to other KT games

- Able to select resolutions above 1080p.
- A lot of graphics options to configure.
- PS4 level of quality and better if your system can handle it.

Suggestions for KT:

- Add mouse support to control camera.
- Support multiple button prompts. If player is using keyboard switch to keyboard button prompts if player starts using controller switch to controller prompt. Allow modders to customize controller button images to support other type of controllers.
- Add more AA options such as SMAA.
- Don't lock real time rendered cut-scenes at 30fps.

Issues encountered:

- Performance issues with resolution 1440p and high settings. My Titan X usage isn't maxed out and CPU has very little load. I have to switch to medium setting or 1080p. Even at 1080p there are some frame drops.
- When displaying on my TV game doesn't launch properly showing a green screen in full screen mode and causes performance issues. I get around this issue by launching game in windowed mode then switching to full-screen in game.

Video of tutorials at start of game. Detailed tutorial prompts don't display since I already completed them.

<http://steamcommunity.com/sharedfiles/filedetails/?id=620740830>

Gameplay and graphics were great but I finished the campaign in 14 hours and the MAJORITY of that was watching cutscenes. Fun game, good co-op, but there's not nearly enough content for the price. Wait for a sale and/or DLC.

PS: There absolutely IS local splitscreen/couch Co-op, ignore the other review(s) that say(s) otherwise. I think you may have to do the first mission or two before you can access it, but from then on second player just has to hit start.. I feel like I can review this now after 10 hours before I sink another 60 hours in.

Positive Remarks:

This game marks a turning point for KT and for all of us who love their Omega force games. This game needs more positive attention. I mean that in the most don't \u2665\u2665\u2665\u2665 this up for us kind of way. I want more of this sub genre in their catalogue. Curse me, I even want more DLCs.

I knew before I started the game I would love it -the instant I saw it. Usually, that feeling is met by severe disappointment. Not so this time, Not so, Sir! There are unlockables in this game. Unlockables. Allow me to explain the gravity of that to the uninitiated: that's stuff they could have just charged you for on DLC.

They have kept the same broth for this lovely stew but added some unique flavors. The combat system is varied from character to character. You don't have the rigid, "normal-normal-strong MUSOU!" kind of solution - although it's still there as a core of the game and having an anime shell makes it more poignant as a system. The equipment system includes both weapon ability upgrades and stat upgrades.

The animations are top notch. The characters are fleshed out with an intro mission, at least two paragraphs description and a character-specific side mission apiece. The story isn't predictable -although it may seem that way to people who don't grasp what dramatic irony is supposed to accomplish.

Now for the bad side:

Arslan himself is annoying AF! I want his story to end or grow up. He's an ok vehicle for the story and vagaries posited by the writers but man, that kid was not raised to meet the needs of a medieval, feudal, class-based society entrenched by recurring iconoclasm, religious monarchies and psychotic nepotism. Seriously, it's just bad parenting. Secondly, The constant dialogue is annoying as well. Mostly because there's not a drop of english and I get tired of being reminded of that.

The neutral:

The way that slavery is addressed is extremely east Asian. You'll see. There are other tropes, memes and themes.. I always loved DW games, but this spin off is quite a pleasant surprise, you have all the whistles of dw, with an hybrid rpgesque lvling system and equipment , in this case called Skill Cards . The combat is very fluid , very dynamic, and have an addition of a infinite combo system, that if you know what your doing you can chain attacks forever!

Technically , KT finally listened and the game can run at 4k, provide your system can run it, and the graphics are beautiful, run at 60 fps , but it have a 30 fps lock on mid-battles cutscenes for when you destroy a barrier with the cavalry, but they are fast animations and dont distract you from the action, you would only notice that if you run with a fps counter. The transition to in-game engine from anime cutscenes is pretty well done too!

Heard AMD can have drops in fps, i run on Nvidia and didnt had any fps drops was solid 60 all the time.

All in all, its worth its price, lots of fun, and a must have for Musou fans :). It seems like KOEI is learning how to port the games on PC. From technical point only down side is that, there is no M & K support. I would recommend this game everyone who enjoys Warriors games.. Solid game so far, the campaign on this game runs about 7 hours. This is not including free play/online play. Very nice story, however the game did tend to get a bit choppy while you used madan rush but nothing game breaking so far. The art style was nice, and made me want to watch the anime version that this game is based on.

Pros

Well written Campaign that lasted about 7 hours

Nice art style

if you enjoy Dynasty Warriors type of games you'll enjoy this one.

Cons

Choppy at parts

the ending left me wanting more

Final Rating would be 7/10 Hope you enjoy the game!. First a short summary on what to expect of the new game by Omega Force the studio that brought you the Dynasty Warriors series. if you're a fan of "Musou" titles then I'm afraid to say this game is a bit far from other Dynasty titles.

though I say that it doesn't necessarily mean anything bad.

It just means that the game tried to do something new with Arslan. if you're expecting a lot of things to grind for like costumes, side stories or such, afraid to say Arslan does not have much to grind for. but what it does have is a good combo system that takes after the years of experience that the studio Omega Force has cultivated. one thing new to the game is the "Charge Shift" system that makes you feel like one of them badass commanders in one of them [insert feudal era movie here].

Honestly it was fun ramming into hordes of pitiful enemies who falls to their deaths when charged by hundreds no thousands of cavalry and infantry men in the game. it was a short but fun experience.

Gameplay:

The gameplay is a modified "Dynasty Warriors" game, the characters are all OP as usual but even more so with this title. the grind you may expect from a dynasty game isn't there anymore at least not as much. but that makes it even more or less easier for new players who are fans of the anime who haven't tried dynasty titles to transition in and maybe adjust to the title?

I honestly like how each character has his/her own skill sets that doesn't look recycled or modified. though it may have reduced the amount of combos you could do but it is expected of something that is new to the series as Arslan is.

Graphics:

I'm an anime fan so I'm going to be biased here and say I love how they manage to make a balance between anime and pastel art.

Sounds and Voices:

Japanese voices what else do you want? English subs? they got 'em too :D

Overall:

I will recommend the game for people who are fans of the anime or looking for an alternative to Dynasty Warriors.

. It's weird when I really enjoyed a game, and I mean I really enjoyed it, but still can't recommend the purchase. Arslan: Warriors of Legend has perhaps the best combat of any Musou game, the best action, the best graphics, the best 'story' (clearly borrowed from an anime), the best character selection, and the best- well, everything.

But the entire game is let down by a lack of content. Previous Musou games guaranteed not only dozens of hours of main story to chew through, but plenty of free modes, unlockables, and 'what ifs'. Arslan gives none of that and only has a 9 hour long story-mode to show for it with 150 dollars of cut content resold to the player as DLC.

It's a shame, too, since the story was lovely and well presented. Even at half-price (30 USD at time of writing), it wasn't enough of a game to make me feel like I got my money's worth though.. Unstable port, Got through the tutorial but it's been crashing past a certain point on the first actual mission. The keyboard layout is a gross mess so you'll need not only tolerance of the game crashing to desktop but also three hands or a gamepad to actually enjoy the game. Meanwhile a friend of mine running windows 10 suffered from an unusual glitch wherein the game refused to run at 1920*1080 resolution and would reset to 640*480 for no explained reason, forcing them to play at a lower resolution. Without some serious bugfixing this game's a no-go by my vote.

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