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About This Content

This bundle includes the following recipes, which are for some of the finest pieces of exploration equipment:

- Spiked Boots
(Recipe overview)
Allows you to synthesize "Spiked Boots", which increase your movement speed.

- Special Elixir Nutrients
(Recipe overview)
Allows you to synthesize "Special Elixir Nutrients", which increase the chance that you will discover materials with better traits on the field.

- Secret Bag
(Recipe overview)
Allows you to synthesize "Secret Bag", which allows you to send items you have gathered to the atelier container.

*This content is also included in the "Atelier Lydie & Suelle Season Pass."

Title: Adventurers' Tales
Genre: RPG
Developer:
KOEI TECMO GAMES CO., LTD.
Publisher:
KOEI TECMO GAMES CO., LTD.
Release Date: 17 Apr, 2018

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Minimum:

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

Processor: Core i5 2.6GHz or better

Memory: 4 GB RAM
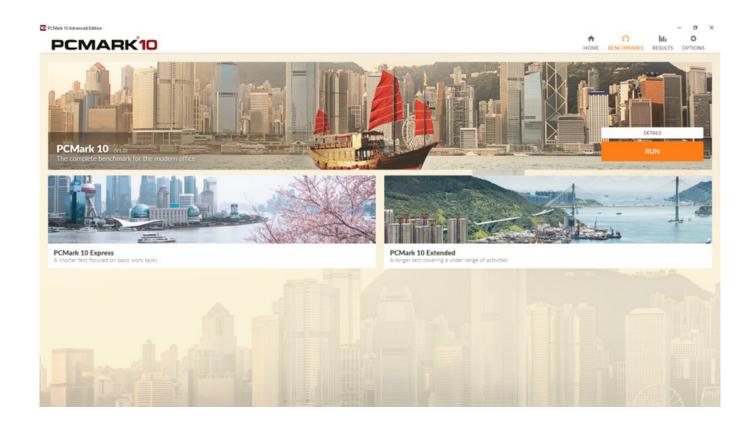
Graphics: NVIDIA GeForce GTX550Ti or better, 1280x720

DirectX: Version 11

Network: Broadband Internet connection

Storage: 25 GB available space

Sound Card: OnBoard

English,Traditional Chinese,Japanese

PCMark 10 Advanced Edition

PCMARK 10

HOME BENCHMARKS RESULTS OPTIONS

PCMark 10 (V1.0)
The complete benchmark for the modern office

DETAILS

RUN

PCMark 10 Express
A shorter test focused on basic work tasks

PCMark 10 Extended
A longer test covering a wider range of activities

A very polished game,when playing its's easy to see that a great deal of care went into crafting every single asset of this game.. I love runners. But definitely not this one. Unresponsive controls (mouse controls feels better somehow), lazy level design. Jump key often does not work, most of the obstacles are barely visible or not visible at all. Beat the game (50 levels) and didn't even feel that masochistic pleasure which often happens with such games. Also somehow lagging on a very good PC although almost not showing framerate drops in steam overlay. Also runs only in a window so technicaly support any monitor resolution but of course it's just a picture stretching. Very disappointing.. great game shame this skin isnt unlcoking. A rather fun square-sliding puzzle game.

I consider myself a reasonably clever person; Flat Path disagrees. I'm stuck on 11\/100. I shudder to think what hellish mental contortions the remaining 89 would subject me to.. There are serious issues with this game as well as the developers and business direction. There is a huge bug where you cannot kill enemy bases that are taking over every sectors of the game. Even with the latest version of the beta 2.50 the game feels very early access and many of the features you'd expect from an X series are not there.

Per the Developer
"We are aware of this issue and do plan to work on it, but as previously explained it is not as simple to fix as it might seem. There are existing threads on the subject, most of which are both more descriptive and more constructive, so no need for a new one."

I found the visual glitches to be quite distracting to gameplay. It is an ok game otherwise.. Idk why achievement of this game it doesn't count at all. But, this game still fun to be played.. Very disappointing implementation. Severely broken, cannot play an online game with 3 people "Error, reconnecting, Error submitting turn.". Coming directly from earlier piranha bytes-games such as the excellent gothic 2 and the great Risen 1, the difference is stunning.

Gone is the myriad of weapons such as different swords, axes, hammers, staffs, bows, crossbows and magic.

Now there's only sabres, firearms and a few throwing weapons.

As a huge fan of earlier titles, I felt alienated by the restricted variety and massive focus on the pirate-theme.

It's as if the developers sat down and watched pirates of the caribbean and went straight to the drawing-board with newfound vision.

Needless to say it didn't sit well with me.

After playing the first game through several times and loving each minute of it, I came to realize that I needed to treat Risen 2 as its own game.

The Gothic games and Risen 1 are closely related in terms of combat, setting, music, weapons and items.

All of this is changed in Risen 2, and not necessarily for the better, in my opinion.

Sure, the graphics are better, but that comes with the time of release, and doesn't save the game from its flaws.

However, I really liked the constant hunger for gold, which forces you to explore for treasures and take quests.

You need this gold to increase your skills, as well as getting new weapons and equipment, and everything is incredibly expensive.

Overall, this game feels inferior to every previous piranha bytes title.

Toss in some frustrating mechanics, a few quest-related bugs and the limited weapons and this game fails to even approach my expectations coming out of the previous title.. sign of good things to come from the developer. I remember playing this game like 10 years ago, it was colorful and funny as heck + it had great visuals for what it is.

IDK maybe i had not that much games to play, or i am just too old for that kind of games, but i dont feel it as enjoyable as it used to be. Maybe it's just no my cup of tea.

It's still a good game tho

+Cheap
+Steam achievements
+PvP and PvE
+Colorful arcade with physics involved.
-No cards
. Looks nice, but updates take forever with ultra hd texture pack on.. i like game, very nice :). Great Game!