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Arcane Activation Code [torrent Full]



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## About This Game

Arcane is a fast-paced fantasy action game with both ranged and melee combat.

Choose your weapons, learn their unique mechanics, hone your playstyle and ascend the mountain.

### Cool Features:

- Pick your playstyle: If you're feeling active and want to move, then dodge and block projectiles. If you want to rely on your skill instead, then parry and deflect attacks with your reflexes and aim. There are many ways to play Arcane.
- Experiment with magical weapons: Every weapon has vastly different mechanics. Some you swing, some you throw, others you guide like a missile. Mix and match which weapon you want in each hand and create some interesting combinations that suit your preferred playstyle.
- Variety of different enemy types: Fight an assortment of ground and air based enemies as they attempt to halt your advance towards the peak.

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Title: Arcane  
Genre: Action  
Developer:  
Offpeak Games  
Publisher:  
Offpeak Games  
Release Date: 19 Dec, 2016

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**Minimum:**

**OS:** Windows 7 SP1

**Processor:** Intel i5-4590

**Memory:** 8 GB RAM

**Graphics:** NVIDIA GeForce GTX 970

**DirectX:** Version 11

**Storage:** 1600 MB available space

English







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Game is okay. Simple wave/tower defense. Not really much here.. Absolutely brilliant game, when I purchased the Vive I was very worried that there will not be many games that I can play, or that some games will get old fast. Not this game, this game is a ton of fun and with constant devs pumping out updates it will last for a long time. There are a few oddities such as two shields where one is purely superior or that there is no bow but in the future I am sure amazing additions like this will make it into the game.

**PROS:**

Lots of fun  
Unique weapons  
Hard working devs  
Cheap price

**CONS:**

Currently little game content (there is a lot more coming in a future update)  
Some weapons are useless and some are op (will be changed hopefully)

There are tons of PROS and the only CONS will be changed with time.

I RECOMMEND THIS GAME!. A wave shooter with Unique weapons. For its price, its perfect. And its still being developed. I look forward to their future updates, and hope for more weapon choice.

Edit: Not being Developed, no idea why, and developers are making other games under different names.

Would still reccomend it though if it ever comes back to the store.. A wave shooter with Unique weapons. For its price, its perfect. And its still being developed.

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Would still reccomend it though if it ever comes back to the store.. Game is okay. Simple wave/tower defense. Not really much here.. I was excited to play this the first time and I do intend to put more time into it and perhaps that will change my recommendation here in the future.

You see the thing is, I got into the game, played about five minutes and was utterly bored with the gameplay. Even though their was an impressive and imaginative variety of weapons, I really didn't like the way any of them acted in combat. Also, this is a pureblood wave shooter with no plot or story at all to pull me into the gameplay.

I'm not saying this is a bad game, it just wasn't for me and if you don't like wave shooters then it's probably not for you anyway.. It's another wave shooter but it has unique weapons/mechanics and its 8 dollars so thats a positive game. Fun to show off to your friends easy-ish to pick up. There are 3 distinct weapons the fist, the sword and the glaive. The sword is what I preferred and it threw off your slashes into the air like a magic brush stroke. So the game to me felt like drawing slashes into the air that would travel like a projectile and kill your enemies. The Fist travels like a projectile rocket you control that shoots off from your hand nothing special there. The glaive is really not beginner friendly/doesn't seem useful at all so I did not try it except in practice. You basically fight waves of enemies to the top of the mountain the only thing that changes is your scenery gets closer and closer to the mountain top but its essentially a wave shooter. Oh and you have a shield that you can deflect projectiles back with you can choose to take with you instead of an offhand weapon. Seemed pretty mandatory to have the shield on higher difficulty waves unless you are channeling neo.

The weapon mechanics are a unique utilization of VR enough for me to give a positive review. Two enemies repeat over and over only thing that changes is it spawns more of them higher you go. I got pretty high on the leaderboard but didnt get to the top of the mountain so idk if there will be more further on. My complaints are the weapons lack a bit of polish like the sword doesnt recharge at a very quick rate, which I can see why. If you could slash as fast as you want there would be no challenge but the recharge rate leaves the weapon feeling kind of unsatisfying.

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TLDR fun game to showcase VR to friends, visuals and VR wand usage is cool enough to have people enjoying it and having fun for 1+ hours. I don't know if the weapon/enemy mechanics have enough polish and tuning to keep people playing beyond a few hours, but your mileage may vary.. I was excited to play this the first time and I do intend to put more time into it and perhaps that will change my recommendation here in the future.

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I RECOMMEND THIS GAME!. Cool game, not sure why it doesn't have more reviews but here are my thoughts after about an hours play.

#### Pros:

- Cool unique weapons,
- Satisfying when you hit a bunch of enemies with a single swipe
- Crapped my pants the first time a wolf ran at me
- Feels like a polished game that's actually finished which seems to be rare in VR
- Graphics are crisp and I like the cartoon style.
- Has a leaderboard so there's incentive, albeit a minor one, to keep playing and getting better.

#### Cons:

- It's another wave shooter
- No multiplayer
- Only three different weapons so far
- I wish I could see my play space mapped out before chaperone kicks in so dodging enemies was easier. Something similar to how Holopoint has a floor area in game mapped to the size of your play space.

#### Overall:

It's worth the money as it's in the same league as games such as Space Pirate Trainer and Holopoint which are more expensive.

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Overall:

It's worth the money as it's in the same league as games such as Space Pirate Trainer and Holopoint which are more expensive.. This is the Space Invaders of the VR era. You attack a bunch of bad guys who shoot at you, and that's it.

The weapons are terrific. The lightening katana's line of death is a different kind of satisfying from when your rocket gauntlet blows up one demon on the way out and another on the way back. They're both completely different from the euophoria you feel when the bowmerangs actually manage to hit something.

There seems to be intense nostalgia for the days when games were simpler. Lots of things try to satisfy it by making an 8-bit blocky game with rules and settings and edgy mechanics. Arcane does the reverse, using capable models and cutting edge tech and following the spirit of that simpler time. Ten years from now, VR games will be have long, intricate plots and interfaces we haven't dreamed of yet. They'll be great, but sometimes you'll sigh and wonder why they can't make something simple like this.. It's another wave shooter but it has unique weapons/mechanics and its 8 dollars so thats a positive game. Fun to show off to your friends easy-ish to pick up. There are 3 distinct weapons the fist, the sword and the glaive. The sword is what I preferred and it threw off your slashes into the air like a magic brush stroke. So the game to me felt like drawing slashes into the air that would travel like a projectile and kill your enemies. The Fist travels like a projectile rocket you control that shoots off from your hand nothing special there. The glaive is really not beginner friendly/doesn't seem useful at all so I did not try it except in practice. You basically fight waves of enemies to the top of the mountain the only thing that changes is your scenery gets closer and closer to the mountain top but its essentially a wave shooter. Oh and you have a shield that you can deflect projectiles back with you can choose to take with you instead of an offhand weapon. Seemed pretty mandatory to have the shield on higher difficulty waves unless you are channeling neo.

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Note: Only thing i have is that a sword and sheild is like meta and no other combo is too viable to get really far in.. Actually the best game VR i've ever played, its so addicting and hard when you progress. For the time ive played it so far it has'nt gotten repetative yet because each new wave is just some crazy\u2665\u2665\u2665\u2665\u2665\u2665you can't believe is possible but in the end turns out to be ultra clutch. It's a cheap game that loard gaben has on sale rn and its just so fun.

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