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## About This Game

The Continent of the Ninth Seal (C9) is an action MORPG. Players take part in the game as heroes of Glenheim to stand against Nefer, an evil villain trying to open a gate to the Netherworld and swarm the land with his infernal legion. C9 showcases quality visuals, strategic combat, and a gripping story. Choose a character that best represents how you want to experience the game.

The four base classes -- Fighter, Hunter, Shaman, and Witchblade -- can each upgrade into multiple advanced classes, all of which are unique in their skills, visuals, and play styles. The console-like controls, various skill combos, and RPG-based elements, make C9 a satisfying choice for all fans of action games.

## Key Features:

- **Unrivaled Action RPG**

The Continent of the Ninth Seal is a wholly unique action MORPG experience. With its non-targeting combat, you no longer have to suffer with “locking on” to a single enemy! C9 gives you the freedom to lay waste to any enemy foolish enough to get in range of your sweeping weapons. This unique system has earned C9 five awards, including Grand Game Award Korea in 2009.

- **Various Skill Combos**

Enjoy the complete freedom of combining skills and commands with cancellations and evasions to create an almost unlimited number of combos. Chain your attacks together and see just how much damage you can do in a single frenzy of attacks! Hack through every enemy that gets in your way!

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- **Precise Controls**

C9 features precise, customizable controls using either a mouse and keyboard or a gamepad. Unlike other RPGs, the way you control your character determines whether or not you survive! No more pushing the same four buttons over and over in a tedious rotation. Your hands will never be at rest during combat. With enough skill and practice, you can learn how to juggle and control your enemies with such precision they never have the chance to fight back!

- **PvP**

Player versus player is a core element of C9. Players can use the combos they have perfected in various PvP modes. Use your skills with just the right timing, and chain your combos together perfectly to secure your victory!

- **Ultimate Fury Skills**

Ultimate Fury Skills are the most powerful skills a player can learn. These skills boast supreme damage with very impressive visual effects. Each advanced class has its own, unique ultimate fury skill.

- **Diverse Content**

C9 allows you to enhance items, build guild housing, craft items, and remodel equipment; very popular features to players of online RPGs. The game also features a unique Legend system to display your in-game achievements to other players and express the personality of your character.

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Title: Continent of the Ninth Seal  
Genre: Action, Free to Play, Massively Multiplayer, RPG  
Developer:  
Cloud 9 Studio  
Publisher:  
Webzen  
Release Date: 13 Sep, 2012

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**Minimum:**

**OS:**Windows XP

**Processor:**AMD Athlon XP 2400+, Intel Single Core 2.4GHz

**Memory:**512MB RAM

**Graphics:**ATI Radeon 9800, Geforce 6600 Series

**DirectX®:**9.0c

**Hard Drive:**4 GB HD space

English,French,German,Polish,Portuguese,Turkish







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It kinda reminds me of Angry Birds in a weird way.

Most of the challenge the game provides isn't beating the levels; it's in mastery and being efficient. It's also introduces all of the mechanics early on and does a good job at using them in different ways. It's not a hugely immersive game, it's something to kill a few minutes.

Would probably be a great game to have on your phone, and since it's only like 13MB that's pretty feasible.. Qualified recommendation. It's loud and the music's on a short loop. Also it is not clear what the mechanics are. They are also a bit clunky, like the turns and teleports being super sensitive and jumping you all over the room, when you wanted to stand in place. Could use a bit of tuning. The puzzles are pretty good. the idea of separate cases is a good one. The graphics are solid.. \u2665\u2665\u2665\u2665ing awesome i have played over hundred hours of this game and i still cant beat the final levels. i have got countless hours and i still love it. Nice paint job pack. Decent. Plus there are two nice toys, and more toys is always good :D. I had been greatly anticipating this game from the moment that I had first heard about it. I did not purchase this game when it first released, because I desperately hoped that this game would live up to my expectations. I was hoping that this would be the game that finally returned that feeling of nostalgic greatness that I have been unable to find since the Baldur's Gate and Neverwinter Nights series of games, and I didn't want to ruin that experience by playing an unfinished and buggy game. I let the early reviews dampen my enthusiasm and cause me to hesitate to buy this game. Eventually I did purchase the game, but I was still worried enough by the reports of bugs that I delayed playing it for quite a while.

Maybe all of those negative reviews were just greatly exaggerated, or maybe I just happened to wait the right amount of time, but this game is absolutely rewarding my patience. At least through Chapter 3 the game has been free of any noticeable bugs during my first play-through. Well, my first dedicated play-through, since I am a chronic re-starter. It leaves me wondering how many of the reported bugs were actually the responsibility of Owlcat Games, and how many were the result of people modding this game on Nexxus Mods. There are a fair number of mods available already, and I am sure that some of them can cause problems that should not be blamed on the game itself.

Anyways, I love this game. I enjoy this game far more than most of the games that have been released over the last decade. I prefer Pathfinder over The Witcher 3 (beautiful game, and great writing, but I hate playing pre-made characters) and even TES: Skyrim (base game kinda sucks, pretty enough with mods, but shallow and empty feeling). I love the variety of options that the base Pathfinder game allows for me to create for my main character. I love that I get to control a whole party of characters instead of just one moody prick. I love that I can fill out my party with characters of my own design if I don't like the pre-made Companions. I don't really care for the pre-made Companions all that much, which is one of my few complaints with Pathfinder.

I absolutely love the difficulty level of the game, the fact that it doesn't hold your hand or let you just bull-doze your way through everything. People love to complain about unbalanced encounters and total party-wipes against impossible opponents. Those people should just turn the the difficulty down to story mode. Most of their issues are easily solved by utilizing stealth to scout an area, using the lore skills to identify the strengths and weaknesses of foes, and and preparing the proper spells and strategies for defeating specific foes. Sure, it is still possible to find encounters that you should avoid until later, but that is a good thing. It forces you to use that hunk of grey-matter between your ears that most people let wither away into an atrophied

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husk. There is a sense of accomplishment when you win a really tough fight that most games don't give you. Maybe your low level party should avoid those swarms of spiders or that dragon until later.

I could carry on writing for quite a while about how much fun this game is, but I would rather get back to playing it. If you have ever enjoyed an D&D style RPG on the computer then I would suggest that you get to playing it as well. If you can relate to what i have written then I guarantee that you won't be disappointed with Pathfinder. It is epic on the level of Baldur's Gate II and Neverwinter Nights 2, with even more to offer for a single-player game.. I usually dont write reviews but I just, this game sucks really bad, It has a good premise but the actual game is really lacking.. Probably the worst balanced game I've seen in a while. It's basically designed to force constant save-scumming even on Normal mode for several reasons, one of which there is no setting for (skill checks; which, btw, are harder than they should be and don't have any of the assist\take-10\etc mechanics from tabletop that ease the pressure, and often only one character gets to try even if several have training).

Every single enemy is buffed beyond recognition unless you set the enemy power to the minimum, there are super high tier encounters in low level areas with no indication of whether you should be there or not, and even in the areas you should be the quantity of foes is often quadrupled compared to tabletop. It's like they expect you to cheese resting, and even if you do the bloated stats make all but the weakest fights potentially deadly as a marginally lucky string of rolls on the enemy can 1-round your tanks (cheesed 4-class builds taking advantage of certain overpowered class abilities notwithstanding). Oh, and sneak attacks are broken as hell. You get them essentially constantly in this but they didn't reduce the damage they deal, making sneak attacking builds (and enemies) vastly more deadly than they should be.

If the game were turn-based perhaps the above wouldn't be so bad because you could act a lot more tactically, but as it is any form of tactics falls apart really quick (for example, you can't place an AoE in a safe spot easily because by the time the cast finishes your party members will likely have auto-pathfinded their way into the blast radius). By the time you pause or slow the game down enough to make it sort-of manageable the sheer quantity of encounters ends up making the whole thing a big slog (as the real-time design means amping up enemy quantity to pad out the time).

Note that Pathfinder (the tabletop system) is at least \*reasonably\* balanced, but even if faithfully implemented can be unbalanced in a video game. And this implementation is unfaithful largely in ways that make the experience worse, not better.

In short the game ends up feeling tedious rather than fun.. An interesting concept but the execution is extremely poor.

Car handling is an utter joke - worse than arcade. Just no feel at all. Can't configure the controls either.

. One thing here: Missing a ton of dlc even with gold edition



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I'm actually quite impressed. Not really what I expected. It's very polished and makes great use of roomscale. Basically, you run back and forth in your room to dodge obstacles and spikes while grabbing doritos. The graphics are amazing and its all very "surreal."

Pros:

Great graphics  
Good roomscale  
It's \$3  
Doritos.

Cons:

You can't actually eat the doritos.. NovaLogic <3. I feel like this game is trying to hard. The restriction on playing your cards each turn just makes the game worse imo. I don't appreciate the theme. The RTS part of the game is basically not eggstant. I feel like the game board should be bigger and that you should have more control over your side of the board. Overall the gameplay to me feels rushed with little room to really play your turn other than spam your cards as fast as you can. I didn't see an option for not choosing a card when it's time to pick cards which makes stream lining your deck a strategy you can't even really utilize.

Sorry to the devs but I have to say hard no on this 1.. Ducks 10V10. I want to like this game as it looks like it was doom inspired, unfortunately the controls are way too awkward for me. I constantly stumble over his point and press x button to walk idea and is quite immersion breaking for me.

\*\*EDIT:

The traditional locomotion update made the game a lot more immersive. The way to control your speed while pointing, still feels a little unresponsive at times but I would like to see how that evolves. Using the joystick to move and straf feels much much better.. I wish I could write a neutral here. This game wasn't bad, but compared to most choose your own adventures, it's a bit short and could be seen as disappointing. I give it a thumbs up simply because I still personally enjoyed it.

If you enjoy anthropomorphic characters, that'll probably be the thing that'd bring you to this, as you have a lot of species options. The plot itself seems intriguing, though it's a bit rushed in execution. The romance system, or lack thereof, is probably my biggest complaint, even though in many choose your own adventures romancing a character is as easy as not being a\u2665\u2665\u2665\u2665\u2665to them, deciding you like them, and they automatically requite your feelings, other games mask this better, drawing out your time with the character to make it feel more fleshed out and excusable that they just happen to feel the same way. This game pretty much made it so that as soon as I decided I was interested in the human reporter I saved from thugs, went to her apartment and flirted with her, I was quickly in her pants and got an acheivement for it, twice in fact, though that might have been a glitch.

The premise is fairly decent, you have to investigate gang activity, a lunatic cult, and terrorism in a future where humans experimentation on animals has resulted in a future with sentient, anthropomorphic animals. This becomes an aspect of society with racial tension between humans and non-humans, as well as having a fleshed out exposition that shows how these anthropomorchic people, or "moreaus" live their day to day lives.

The one thing I really felt rised above some other choose your own adventure games, despite the bad pacing, was the ending. My ending, without too much spoilers, made it apparent I could have made some other choices to bring a better outcome to Moreytown had I made better choices. It made the endgame at least feel like it was important, where a lot of games you can fool around the whole time and still get the best ending by clicking the obvious correct choices. Here I got a bittersweet ending, that didn't punish me too much for bad choices, but still made me feel like I could have done better, making me more curious as to where I made my mistakes.

I'd recommend buying this game on sale if you like choose your own adventures and find the premise of anthropomic animals and humans living together in a world of high racial tensions, and measuring your moral choices in society fighting a cult threatening your neighborhood. If money is no object to you, however, or you have a lot of games you want to try out, I would pass on this game for something with more bang for your buck.. Good game i enjoy it, but you have to buy DLC's to play a lot of factions.

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8V10. overall its a great game but i would like to warn that it is tedious in the fact that every time you lose to a boss you have to walk back to it, if a retry button was added just to skip that walk time i would totally change this to a recommended. To be fair I only played this game for 40 minutes, but since those 40 minutes were spent falling through the world twice in two different spots, getting stuck on never-ending loading screens twice, and having to quit out of the game three times to restart, I don't really want to play any more.

Especially since all the gameplay I did get a chance to see was floaty controls and stilted dialogue.. Before this, simply I didn't want to buy anymore DLC in general. But of course those "s at Overkill must've hired the NSA to figure out that I have a hardon for MG42s and that policy went right out the window. \*polishes MG42\*

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