
ARSLAN: THE WARRIORS OF LEGEND Crack Folder Download



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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

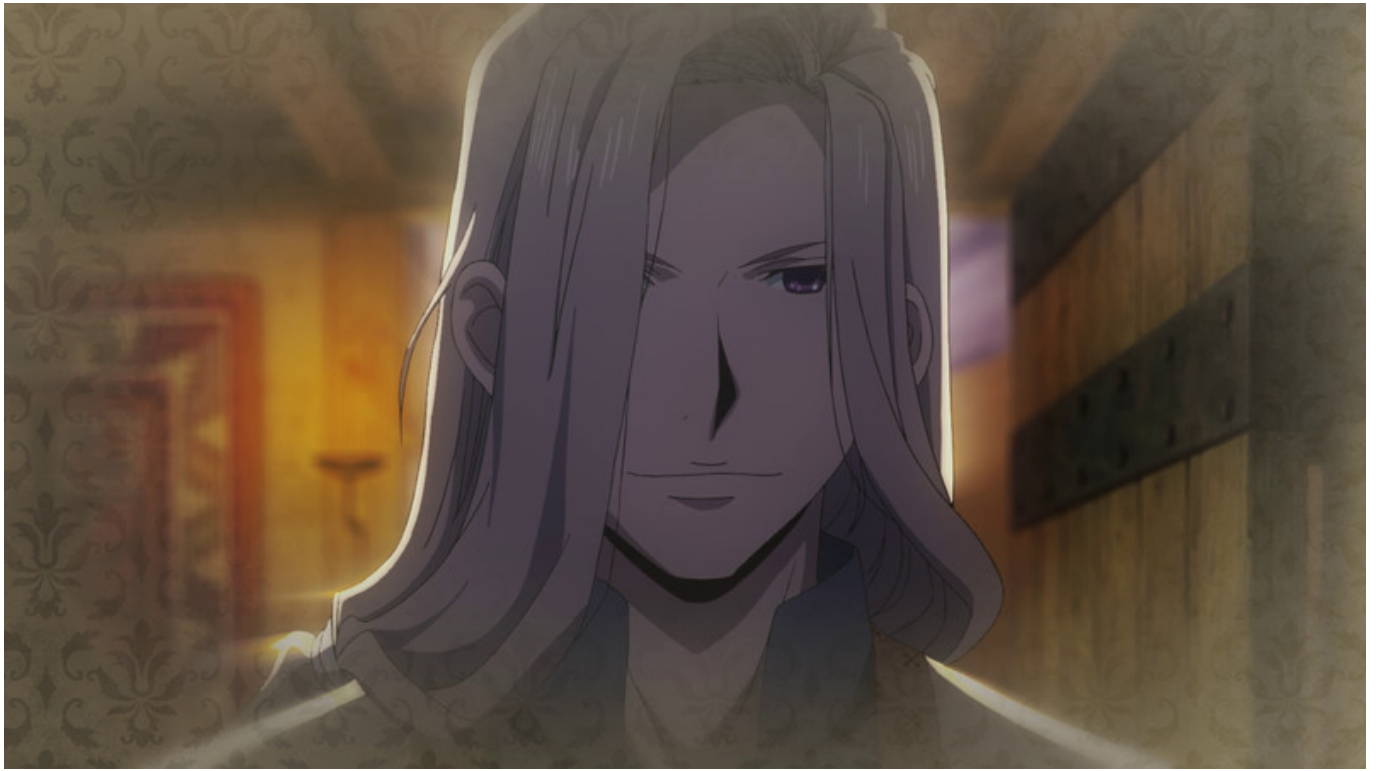
Storage: 11 GB available space

Sound Card: DirectX 9.0c over

Additional Notes: VRAM 1GB over, recommend XInput controller

English,Japanese







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.. 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:

- 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>. Heyyo. Eh this one is a seriously tough decision on what to rate it at... The game isn't long for a single play through and it's on sale right meow for 50% off so \$33.24 CAD is what I paid for it and it took me 11.3 hours to beat the thing with doing some free-mode stuff after... so that means I've paid \$2.94 per hour playing this game which is a pretty steep price. So for the current price? Eh it's pretty darn expensive if you only want to play the campaign... It is the full first season of Arslan though with the Keep of Saint Emmanuel so that's cool. So? I'll say this game is a recommend from me due to how much fun I had as an Arslan fan... but only buy this if you love Arslan and haven't played other Mousu games by Koei Tecmo that have better pricing to what you get for game content or singleplayer storyline... even so? Only get it on sale. As a singleplayer game? it's not worth the full price of \$66.49 CAD.

[As for the storyline? I'm a big fan of Arslan and super enjoyed watching the anime series \(which you can stream and watch legally AND for free with english subtitles or pay money for english dubs at www.funimation.com \)... and Koei Tecmo of course are the masters of porting anime to games. It's incredible how damn well this game follows the Arslan storyline on missions and outside of them with only very minor tweaks to make the game format work better. This is truly the best marriage of any story telling to video game I have ever seen, and that even tops Telltale Games to give you an idea how highly I rate this game for staying faithful to the source content. :\)](#)

[The gameplay? If you've played Dynasty Warriors or the Samurai Warriors series by Koei Tecmo then you know what to expect. You play as super skilled heroes from the Arslan anime and beat the crap out of heroes/villains and random soldiers who mostly just get their asses handed to them by people who swing their weapons about 99.99% of the time more than they do. There's a few interesting tweaks to the formula like the shields system for both bosses and mini-bosses that takes a bit of getting used to instead of trying to just button mash your way to victory :P](#)

[The performance? Eh, this is a spot where sadly this game isn't as good as previous KT ports of console games to PC... Tbh I can't even tell the graphical difference between medium and high settings lol so you're better off running medium settings or heck, even low settings with textures, texture filtering and shadows to medium if you're having bad performance issues, or heck, just set the game to VSYNC mode 2 which is VSYNC on at 30fps which brings it in line with the console version as the game swaps to 30fps during certain special moves like the Mazdan Rush or cutscenes.](#)

[So the performance isn't that good, but damn, I kinda wish there was a little more meat to the game for the price. The storyline on Samurai Warriors 4-II is about 17 hours and I felt that was well worth the price.. where-as this game is about a third shorter... so if you haven't played Samurai Warriors 4-II? I'd definitely recommend giving that a go... if you love Arslan like I do? Then yeah you'll enjoy the crap outta this game but then feel like your time with the game ran out faster than you though.. 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 afformentioned 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 has 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.. 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.

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.. 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 ovetop a background with mouthes 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

. It's weird when I really enjoyed a game, and I mean VreallyV 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.. 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.. 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.. 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 your 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 your 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 bad\u2665\u2665\u2665\u2665\u2665\u2665commanders 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 calvary 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 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.. A Koei Tecmo game with:

-
- Online Coop

- 60 FPS

- better graphics than the ps4 version

- 4K Support

Is this real life?

. 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.). 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 youll enjoy this one.

Cons

Choppy at parts

the ending left me wanting more

Final Rateing would be 7/10 Hope you enjoy the game!

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