
9Dragons Crack Pirates Bay



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About This Game

9Dragons is a free to play, 3D MMORPG with fluid martial arts combat, lush environments, and intense PvP. Immerse yourself in a mesmerizing world set in ancient China at the beginning of martial arts chivalry. Choose your destiny by siding with the "White" or "Black" clans and devote yourself to becoming a true martial artist.

Background

In an ancient time in China, the nine heroes (each was dubbed as Dragon), leading one's respective clan, competed to become the One. Through numerous battles and wars, they competed. However, there was one event that drove everyone to doom, the War of Nine-Dragons. Some speculated that there were love-hate relationships among nine clans and their leaders. However, no one was able to provide the real answer that triggered such a tragic event, which caused all of nine clans to disappear from the land.

Many years passed by, six clans which suffered relatively less from the War than others, resurfaced. And so, our story of Nine Dragons begins...

Title: 9Dragons
Genre: Free to Play, Massively Multiplayer, RPG
Developer:
JoongWon Games
Publisher:
RedFox Games
Release Date: 14 Feb, 2017

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Minimum:

OS: Windows 7

Processor: Intel Pentium 3 1GHz

Memory: 2 GB RAM

Graphics: GeForce 2MX

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 5 GB available space

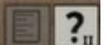
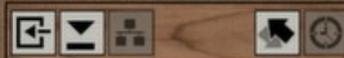
English





QUICK BATTLE SETTINGS

1	Player side	-	USSR	+
2	Enemy side	-	Germany	+
3	Enemy	-	Computer	+
4	Game mode	-	Default	+
5	Excess costs for player's platoon *	-	125%	+
6	Excess costs for enemy's platoon*	-	125%	+
7	Combat mission for player's troops	-	Attack	+
8	Combat mission for enemy troops	-	Defense	+
9	Combat mission for allied troops	-	Recon	+
10	Light conditions	-	Midday	+
11	Weather conditions	-	Clear	+
12	Battlefield area	-	Rakitnoe	+
13	Experience of player's troops	-	Regular	+
14	Experience of enemy troops	-	Regular	+
15	Condition of player's troops	-	Normal	+
16	Condition of enemy troops	-	Normal	+
17	Ammo for player's troops	-	Normal (100%)	+
18	Ammo for enemy troops	-	Normal (100%)	+
19	Camouflage for player's troops	-	None	+
20	Camouflage for enemy troops	-	None	+
21	Units available in the battle	-	All	+
22	Level of defence structures	-	Moderate	+



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Overpriced even on half price. Don't waste money on this game.. no work, suk mi az2
china numba wun. This game reminded me my childhood <3333. YOU NEED A CONTROLLER TO PLAY THIS GAME!

Also: A lot of people are literally complaining that the game is hard. Like wtf? You pick a bossrush game and then complain it's hard? Maybe these games are not for you then...

Titan Souls is a solid challenge game to play as a competition with friends and such. It has a built in timer, so speedruns could be fun, and it has some interesting mechanics mainly revolving around using only one arrow to kill the bosses. You die in one hit and the bosses die in one hit.

The biggest complaint I see from people here is that "its annoying walking back to the boss". As someone who's beat the soulsborne series, quite frankly I think they are just whining about a real non-issue. The longest walk to a boss that I can recall was at most 12-15 seconds, and it's not like you have to dodge enemies or anything to get to them.

Another complaint often being seen here is that some of the bosses are not very obvious to kill. I mean, if it only takes one hit to kill them, then of course it's not going to be straight forward. If it were, where is the challenge? I think half the fun of the game is genuinely trying to figure out how to kill the bosses, and not simply looking it up on a guide.

IMO, yes, some of the bosses can be hard, mainly trying to figure out what to do usually is the hardest part, but others require pretty precision timing and mechanics to kill them. Patience is key.

Honestly there are no glaring negatives to me, if I had to pick a negative it'd be that the bossfights themselves end rather quickly (one way or another lol) so you never get to experience the bossfight soundtracks for too long, and some of them are really jammin. The hit boxes are quite decent, and honestly I'd disregard most of the complaints that stem from this. Theirs only one real fight I can remember where I thought i was getting caught on invisible hit boxes (snow teeth one) but it really wasn't something that was bad.

Overall a 8.5/10 game, would recommend to anyone with a shred of patience and looking for a challenge.. I knew it was gonna happen. A game with an obscene number of achievements. I hope you like them. Aside of that it's a very simple and short indie game drowning in the sea of similar titles. Quite enjoyable, but one of many.. In Bitku you are given a choice between 2 random themes, and then given a few panels to assemble the pixel characters and items into a "comic" coherent or not. Its as simple as that and I thought it was pretty neat.

I never thought I would become addicted to a walking simulator. TheHunter Call of The Wild is the best hunting simulator I have ever played. The graphics are excellent, and the physics are amazing, requiring a great strategy. One of the issues I find is the animal AI, sometimes they get stuck in the terrain, and I don't appreciate the aura damage from animals, even though you dodged them. But these flaws are very minimum compared to the rest of this awesome game. Would recommend every time..

YES!

YES!

YES!. It's good for this level of game to exist, cause they make crystal clear why other games are considered polished, entertaining and well-thought out.

Atmosphere and storytelling are nothing special, focus of the game is a very basic platforming with basically nothing new, and precision of the command is null, moving parts in the last stages of the game kills you inconsistently and without reasons, the game does a bad bad work in showing you what's dangerous and what's not. Random leap of faith are required with no real sense of discovery attached to them.

Even the level design is dull and works against the game experience.

Don't waste your money, there is much much better on steam.. TL;DR

It's okay - there's not much to do after the 20 minutes it takes to complete the campaign, and the game is mechanically less satisfying than Extreme Road Trip.

I was hoping this would play somewhat like Extreme Road Trip, but it lacks the variety of playing as different cars, and the endless mode is completely pointless. The reasons being that it's impossible to die, it's still segmented into levels, your score is reset after each level, the leaderboard doesn't function, and coins aren't used for anything. I'm still wondering why the tutorial says to "collect coins to increase your budget."

The only goals in the game are to complete the 12 levels of the campaign, and to collect a souvenir from each. There's no rewards for this, only score bonuses. You can also go for the (in-game only) achievements to extend your playtime for maybe about an hour and a half, but then there's nothing left. This is a bit of a lazy port. It's not bad, but I can't recommend it either.. it's a fast paced side scrolling pixel game. i wouldn't say it is a survival game really cuz you only need to build one fire per biome to cook meat to eat. and it is a poor platformer because 90% of the time the platform to the golden eggs are literally too tall and there is no way to progress. I guess since it is a new game i don't expect too much but eh idk not really worth \$9 at the current state. Having Candlelight on the PS4 and loving it, the first game I got when I joined Steam was Candlelight. This game is very entertaining. If I had to describe it to something I've played before I would have to say a modern day Pitfall with a candle. The graphics are well put together. Some graphics are blocky like minecraft while other graphics are wispy like the clouds. The lighting is fantastic blend to the game. I can see great effort was put into the graphics unlike most dev games you see. The play is fun, I had a great time playing the game. I then turned it up a notch and played through going as fast as I could with out dying in the level\(\next land). By doing this this made the game totally different an easy level became not so easy. I also could then understand how the developer created the level and how the level flowed which gave me even more respect for the game. The game has many lands and themes to the land. I really enjoyed the Raiders of the Lost Ark theme and Alice and Wonderland theme blew me away. I definately thought I got my money's worth, I payed full price on both platforms, ps4 and steam. I highly recommend this game, and if you do buy it then for each land go for the score that matters, 9900+ means you went balls fast and didn't die! get it!

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