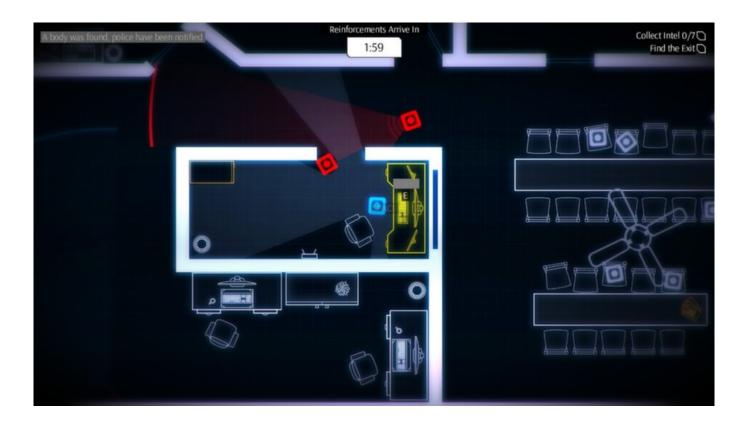
Risen Crack



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About This Game

The island Faranga needs a new hero, you!

Delve into a gritty, raw and atmospheric fantasy world in which every action has a consequence. In the epic world of Risen, filled with mysterious earthquakes, fearsome monsters and unimaginable treasures, forge your path with the sword, learn the art of staff fighting or become a powerful mage.

- Countless side quests and creatures to discover.
- Over 60 hours of Immersive open world gameplay.
- Alter the destiny of the island by the actions you take.

Title: Risen Genre: RPG Developer: Piranha Bytes Publisher: Deep Silver Franchise: Risen

Release Date: 30 Oct, 2009

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English,French,German,Italian







This eighth visual novel from Zeiva Inc feature a female protagonist Chi An who was born colour blind. After an encounter with the dragon Tian Zhao, Chi An was able to see all the colours around her again. Years later, Chi An would be betrothed to her childhood friend Ming Jie who is studying and working hard for her with the blessings of both sides's parents, while Tian Zhao would re-appear into Chi An's life again and cause Chi An to question her perceived lack of personal freedom and the responsibilities expected of her. Chi An would also meet a half-dragon boy Tian Xi and a dragon priest Xu Wei, both with their own background story and personal motivations where Chi An could have an ending with.

Although there are no Steam achievements to obtain in this game and the Steam take screenshot button feature doesn't work, the game has an in-game achievement page that will track and show all unlocked in-game achievements that are awarded upon fulfilling various different conditions over multiple playthroughs where bonus unlockable extra content in the form of a side story, CG, character backgrounds and developer comments will be awarded upon obtaining all in-game achievements. The game has beautiful artwork, great opening and ending movie, theme song and soundtracks. On a linked Tumblr page of Zeiva Inc's website(Orz Corporation), a soundtrack DLC and a guide for the game was announced to be in development(3 June 2017), while an announced (reverse) harem ending (1 April 2017)seem to be in the bonus unlockable side story. The guide is now available at Zeiva Inc's website. I had originally planned to recommend the game when at discount of less than \$10 (as it takes less than 10 hours to obtain all achievements, read and unlock all bonus content) or if the announced soundtrack DLC comes in a free DLC and when an annoying bug where a red screen might occasionally appear and block out all view of the screen is fixed, I have decided to reconsider and recommend the game at the current discounted price of 20% off at the time of this review after reading through the developer comments that this game took up to 6 years to produce and involved a lot of hard work from the developer. Overall, recommended for fans of Zeiva Inc(me, me! xD), those who enjoy visual novels in an ancient Chinese setting with a bit of background information on traditional Chinese culture, beautiful artwork, great soundtracks and does not have any Steam achievements.. Fun to play but the UI is a little overwhelming. Not worth the bits it's made out of. Has the "bullet hell" aesthetic, done amateurishly so that it's nearly impossible to actually play the game through all the visual noise, making it extremely unsatisfying.. I bought this game be all the heart that went into from the videos and dev blogs, and there are parts that shine, but there are parts that are just missing (sound effects, etc). I feel this is an incomplete game jam game and I'm sad to see it's out of Early Access.

Why am I recomending it then?

I bought the game on discount, and with games like SPAZ or Rebel Galaxy out there for 10.00 or Less, I have to say this is not a full price affair as of yet.

It does have a unique concept as far as game play that you could learn alot from.

It is the best and most fair bullet hell I've played as I'm usally not a fan of that genre.

. This game mechanic is SO CLEVER aaaaaaaaa. You should buy it just to try out the mechanic. I feel like it could be useful in other situations, possibly non-game ones.. My Personal Rating for this game: 8V10

Special Tactics is an amazingly in-depth game. Looking at it head on may not seem like the best thing to do but when you go into the gameplay more, you'll find every decision you make can and will change the outcome of each single player mission.

The tutorial paves a fantastic route for new players to get into the game.

Game Engine wise, it will and CAN play on almost EVERY system (unless you're playing on a really crappy potato machine)

The game has many different mechanics from grenade deployment, boosters (this are free every round. No IAPs), movement, vision tracking and more. The mechanics may look simple but you will slowly and gradually get used to it and find out you can do a lot of more complicated plan adjustment.

Multiplayer seems to be dead at least from my standpoint

The game itself does not look great and may disappoint some of you guys out there (I know I am a bit disappointed at the graphics).

It is priced at a cheap \$10.50 but till now, I don't feel like I have my full money's worth just yet. This is probably due to me playing a lot of value based games instead of this. Yes, I paid the full price in case anyone was wondering.. I "played" through

one game of this (2 player, me vs AI), and will say right now, do not buy. Now that that is out of the way, here is why:

Graphics: The graphics are cute and colourful and the board does look a lot like the board game I remember playing as a kid. You can explore the board and find quite a few cute little click triggered animations which are slightly entertaining.

The resolution is terrible. For starters, the game is stuck in windowed mode and there's no way to change the resolution or even maximize the window to fit the screen. Which means on my monitor, I couldn't see all of the game window, thereby making the game impossible to play properly. All I could do was spin the spinner. The different cards I had to play against the AI player(s) were inaccessible, and using them can often tip a game in your favour.

Camera: The camera is terrible. It starts out with an overhead view of the spinner, then moves to a behind view when your token (car) starts moving. That would be OK, but it then twists and turns around the car whenever it moves around corners or stops. It's kind of motion sickness inducing, to be honest.

In a nutshell, if the resolution wasn't messed up, then the game might be worth buying if you have other people with you to play the party mode with (the store page says "single player", but there is a hot seat Party Mode in the game as well). Saying that, if you're going to get people to come over to play this game, then you'd be best off getting the actual board game. You'll have a lot more fun playing that than this version.

I've been on Steam since 2009 and have over 1100 games in my library. This is the third game I've actually requested a refund for in all this time. If that doesn't tell you how bad it is, I don't know what will. What makes it worse, is that this is a Popcap game. Their games are usually pretty good. It's a huge disappointment that they would make something this bad.

A true old school scroller with some new school mechanics.

You know when you play an old school game and you think "jeez I'm going to kill my buttons playing this" or "ah I wish I could have this ability sooner so I can enjoy it" well the dev seems to have spent many years pondering a many of these and made a genuinely fun game.

I like to run it in a small window while I'm watching something and play but then get captured by the intensity and next thing I know I've made it to level four and since that takes some serious skill you just can't put it down.

Cannot recommend this enough and it's so cheap off the bat.. Man this game had me chewing my fingers in frustration at times haha. But That\u2019s quickly forgotten with the hilarious deaths, nice game, very difficult but a good time killer if you like frustrating games. This game is definetely not the best Hidden Object game, but it was still okay. The worst part was the beginning, it was really strange and you just bumped into it. The story in general was good and there were also very difficult puzzles to solve. Also the graphics were cool and there was a gloomy atmosphere. The ending was too short but still okay. I wouldn't buy the game at full price because it isn't that worth, but when there is a sale, then you can buy it without hesitation.. I downloaded this game just because the drop of water reminded me of a cute dango, and I decided to beat this game just for fun. After 2 hours, and many rage, I got 9 achievements and completed the game.

Don't see why you should not give this a chance, it's free. But be careful - this game really makes you get mad at yourself for even starting to play.. Honestly a great game. It is really fun to play at school with friend. Price is perfect, only thing is there could be more gamemodes, and online multiplayer with friends would be great.

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