
Continent Of The Ninth Seal Trainer Download



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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!

- **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.

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







contrario di quanto sembra dai video non permette la creazione di veri e propri giochi in maniera autonoma...

di fatti sono assenti le seguenti opzioni:

- interazione degli npc o costruzione di un npc (like in game shop/ or quest sistem...)
- sistema per droppare roba dalle kill o dalle chest o dalle risorse (like kill mob and open chest drop items...)
- impossibile capire quanta vita abbia il personaggio o i mob disponibili, impossibile creare skill o personalizzare un eroe, ne tanto meno organizzare un sistema a livelli (player level upgrade, player skill like magick or combat upgrade whit new spell or ne combat style)
- creare un sistema bilanciato tra attacco e difesa (rpg-fps)
- non dispone di un manuale valido che spieghi in maniera valida il software e le varie opzioni tantomeno i dlc
- costa troppo per poterci costruire solo le mappe
- non dispone di un sistema per rendere le mappe parte di un gioco
- non d\u00e0 la possibilit\u00e0 di creare giochi mmo
- da l'idea di creare un gioco facendo fruttare le dlc, ma in realt\u00e0 si tratta esclusivamente di mappe personalizzate.
- si puo utilizzare per creare mappe da esportare ma comunque il costo non ne vrebbe la pena

awesome little game!. Pay to win!! Murder ducks, make stuff explode, get points. What's more to love?. The Nyx, in my opinion it's pretty good and well it was easy for me to get used to over the other aircraft.

. I paid \$3 to become a rabbit, save a city from terrorism by remembering the basics of CQC, and fall in love with a cat man.

Yeah it do.

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