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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

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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.

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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

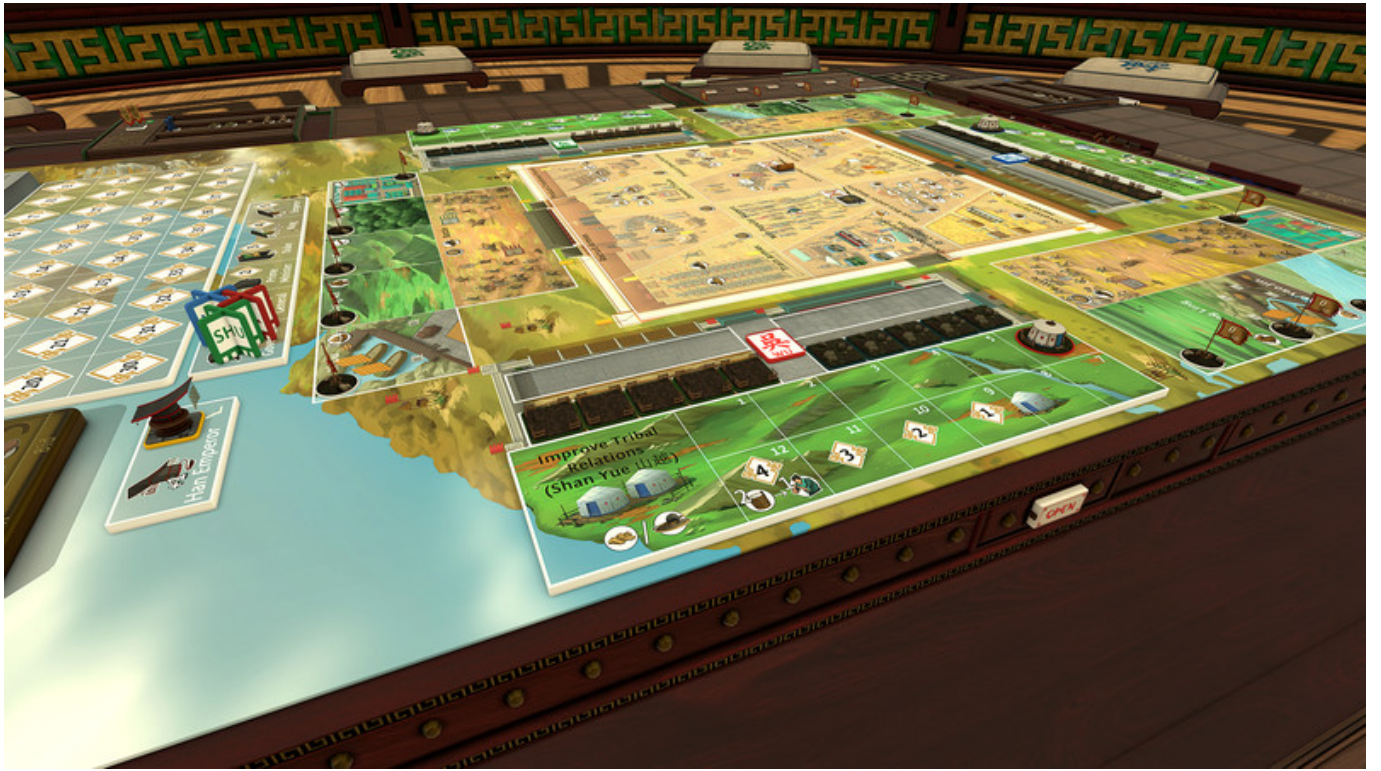
**Memory:**512MB RAM

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

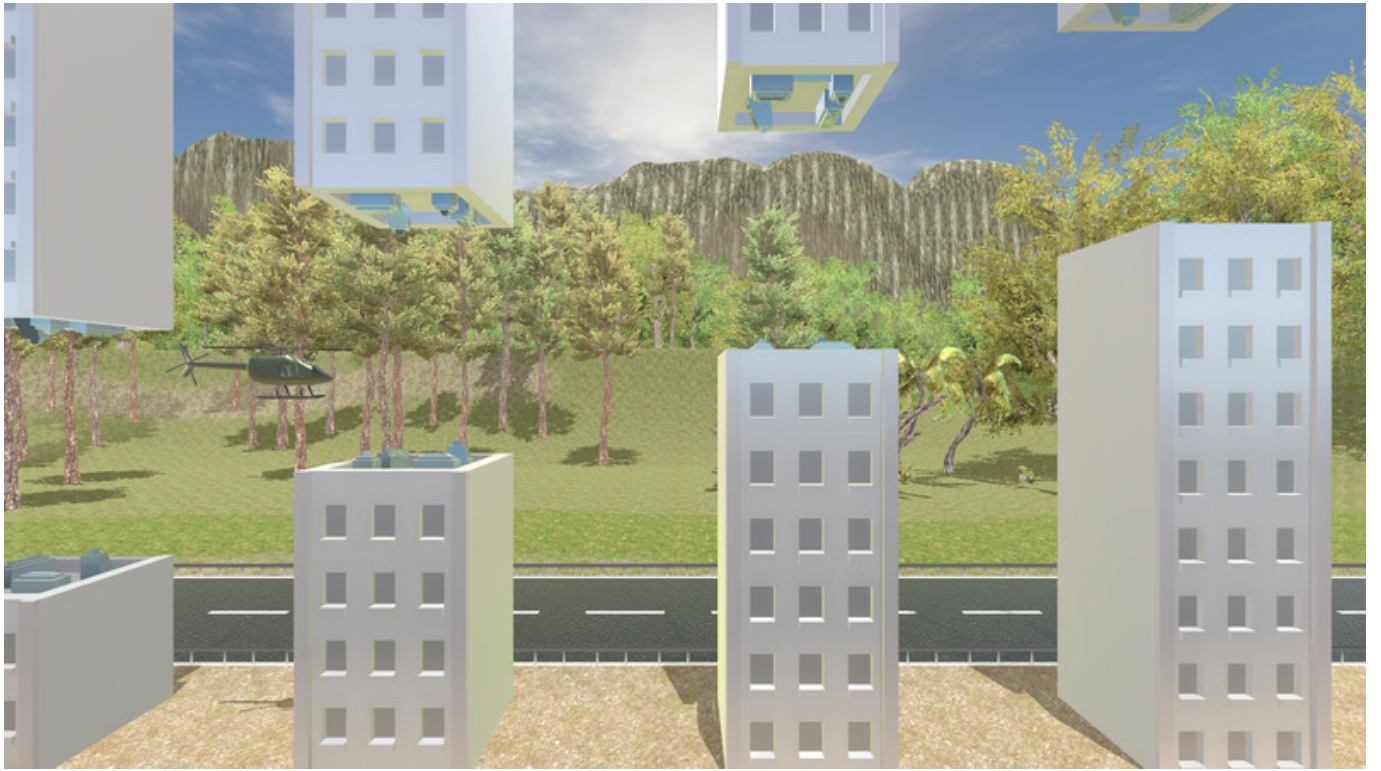
**DirectX®:**9.0c

**Hard Drive:**4 GB HD space

English,French,German,Polish,Portuguese,Turkish







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This Arcade game of the future is super fun and the style to it is superb. I love how there are 2 main modes and a 3rd mode that's in development but at least something the devs let you try. It is way fun. It's a challenge in the game modes, but what a way to use the VR setup to a great extent. Even though this is in Early Access, I feel like it's polished and very solid of a game. Again, presentation style is, in my opinion, extremely well done. It's awesome, and cheaper than games with much less to offer than this. I was not disappointed but instead was impressed when I played the demo, I had to buy in to the game. I feel the devs deserve my \$, and at such a great price. Heck yeah! I return to this one often, especially trying to beat my previous scores. I would give this a sideways half yes/half no. It is an interesting game and that is what hooked me - I'm always looking for games with interesting styles or stories. I don't think the game is terrible. It is extremely frustrating and I am playing it on easy.

The devs are sadistic in the actual block play mechanic difficulty. I'm on easy with 94 retries and cutting through them. I don't expect to be the best Catherine Classic player that ever played the game - I just want to have fun with the game, not endlessly die and have to keep grinding. Maybe I just really suck - it is certainly a possibility, but I want to see how the story plays out. Dying endlessly, not sure if I am carving out the correct path - it is a grind with no reward. Maybe this is a metaphor for a horrible relationship in the real world and I am just supposed to break up with the game because I cannot win. Ever.

You are surrounded by sheep in your nightmares. Some can give you hints on climbing. I found the hints relatively useless and I don't think you level up at all when you talk to other sheep. There is some whiny overlord that asks you one question based on some sort of relative moral compass, then you see how the other players answered the question before the next level starts. I'm not sure how this figures into anything either at this point. The voice acting reminds me of Saint's Row.

The character you play is not likable. He's spineless and keeps getting himself deeper into a bad situation with his girlfriend and the girl that he hooks up with. Between nightmares - the climbing levels - you either spend time at the bar drinking, smoking, socializing, messing with your phone, looking at pics in the stall in bathroom or at work, looking at your phone in the stall in the bathroom. You cheated on your girlfriend and you don't know what to do, your friends give you some sort of support, but you have nightmares each night that you do not remember and it just seems like things are not going well for you.

The creatures that chase you in your dreams are creepy. Definitely some messed up demons there. There is a big baby that chases you in one level and it reminds me of something in real life, maybe that's why I am giving this a thumbs down - spare someone else something scary I have seen in real life.

I would say it's not a bad game and I picked it up on a Steam sale. Would I recommend it to anyone? I don't think so. I'm reaching a maximum frustration level on the easy level. There is an undo function because the controls are a little sensitive, but it isn't like you get time to plot out our course. The demon of the nightmare is bearing down on you always and if you take an

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undo it seems like the demon just gets you faster. You might want to see if you can watch some of the game play or youtube review to see what you are getting into if you don't like weird surprises when you sit down to enjoy a game.

I try to think of what previous games a game reminds me of, this one has me on that. This really doesn't compare to anything I've played before, except for some voice acting and the girlfriend reminds me of Bayonetta.. As promised this is a copy and paste from my "Autumn Dream" review which was a copy and paste from "My Bones" review, which was a copy and paste from my "Verge" review, which was a copy and paste from my "White Mirror" review, which was practically a copy and paste from my "Wooden House" review. Only additions are found in 'quotation marks'.

GD Nomad is known as a One Hit Wonder and though he has currently 7 games on offer, not one of them has ever developed an overall thumbs up impression. This is because if you have played one of his games, then you have pretty much played them all. This game is pretty much exactly the same as 'White Mirror', just change the title and change the chasing 'stupid monster' to '2 stupid chasing monsters' and you have exactly the same game.

Each game requires you to enter an establishment, usually a building, go down somewhere dark where you will be treated to comical un-scary whisperings, a wander around 'and flick switches', you then have to solve a 'few puzzles' by 'typing words shown backwards' because that's all his skill in programming allows. A poorly translated supernatural story about 'Hell' which produces what I can only describe as 'Limbo frog people'?

This is probably his 'most depressing' work which is really not saying much as 'most of his games are constantly buggy and crash, and are as enjoyable to play with as a used tissue at a sperm bank'.

Like the developer instead of putting in any real work in future, I'll just copy and paste my review and change its title...

Tips for developer: 'Your games fail just as badly as your father's condom did'.

Full play through that I found of someone else\u2026

<https://youtu.be/Bc-vRFWU1s>

[If you enjoyed reading this review please subscribe to my curator page. Thanks...](#)

<http://store.steampowered.com/curator/6843548/>. Enjoyed the game. Gameplay is something like a grim Stanley Parable, you just make choice in key situations. Atmosphere in the game is crafted really well, full of loneliness and despair of post-apocalyptic world.. infinite loading for champion, not even able to play, can't connect with coop, not even able to play, random crash even in the menu, not even able to play, wait for the patch, guess how long will I wait? never pre order any game from this company and wait for the discount. Allow me to inform you on why you should play this blessing:

#### PROS:

[Amazing music \(Seriously, these tracks are so good they make Musical Jesus cry.\)](#)

[Revolutionary graphics \(Straight outta the year 3000.\)](#)

[Outstanding character design \(The designer for this game is a genius.\)](#)

[Difficulty balance \(This game is so balanced, it's like they took a level scale thingy and made the game with it.\)](#)

#### CONS:

[What cons?. So before the disk broke, I used to play this all the time. It was my first first-person game, ever, since my folks didn't want me to have those shooter-inducing FPS games like Call of Duty or GTAV, they let me play this instead.](#)

[Its very fun, even if the Japanese campaign starts to make less and less sense as the game progresses \(like, if the Japs are winning the war, why are they using kamikazes? Why would the Americans park their most valuable ships right next to an ammunition ship, and then disable all the AA guns?\), and the power imbalance of the RTS skirmish mode is broken \(you get points \\*back\\* when you \\*lose\\* ships? The \\*same\\* amount of points back? This means you can churn out battleships](#)



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indefinitely, because losses of units have no significance!). this game is a blast to play for naval warfare enthusiasts. Or just any warfare enthusiast, really: you can bomb islands in B-29s, shell enemy bases while your rifleman storm the beaches, and torpedo the Yamato without having to grind through an impossible skill tree (\*World of Warships\*).

It's a fun game but, be advised, it still requires a Windows Live Account (why in God's name, I don't know), and since I already had the game it remembered my login and I was allowed in. This isn't the case for everyone, so keep that in mind if you want to buy this game.. This game is HARD! But a lot of fun! I tried playing it both on my own, and with my girlfriend. I'm not sure which is more difficult - trying to control both of the astronauts on your own requires a lot of attention dividing, but playing it with a partner requires good communication and co-operation.

The game is pretty brutal and throws hazards at you from the very first level. It's one thing figuring out how to get through a particular level, and an entirely separate challenge successfully coordinating the astronauts to accomplish whatever needs to be done. But when you do finally finish a level, it's very rewarding and makes you want to get straight into tackling what's next.

It's frustrating yet challenging game and I'd recommend it to any experienced player that's looking for something more demanding. A good one to play over a lunch hour at work with a colleague.. This is one of the best CYOA stories I have ever read. That being said, I have some mixed feelings about it. It is one of the CYOAs that seem to change more of the flavor of the writing and a few details, with regard to your choices. While trying to not spoil anything about the story, I'll try to give some indications of how this story goes about things.

The story seems to have little side stories, or certain pages that only happen like that with the influence of some choice you have made. While this may be a common feature of CYOA stories, it is the main consequence of choosing your own adventure with this one. One way of trying to go through it is by constructing a base character in your mind and trying to immerse yourself into the story by how they would react to a given situation. This CYOA can seem somewhat limited in this respect, with how certain choices you make can influence (or be influenced) by things that don't always seem to be fit to the mentality that you have with your character. Thankfully there was only one situation that I encountered where you could really "fail".

The writing mainly differs in the changing of the flavor of how your character thinks, speaks, and acts. This can be the difference of some sentences, paragraphs, or pages. Certain scenes will only develop if certain choices are made, though a lot of the story is predetermined. These may be limitations that may seem odd in a CYOA "game." But if you are looking for a well written story to become immersed in, with your mind visualizing every scene where you come to love, hate, or experience any other shade of feeling for the characters, this is a great read. The writing is some of the best I've ever seen. And if you want to merely have a story that is worth some good laughs (without the more serious parts taken in too much), then it is still worth a read. The writer manages to paint scenes with relatively few words (the only other author I've read that does it to such an extent is H.P. Lovecraft (genres not withstanding)). This seems to be done with excellent word choice, and giving certain details about scenes that help convey the overall mood that is set.

Of course, the story is not without its faults. Though I think that many of them would have been resolved if the story had simply been longer, perhaps with a sequel (I am reading the trilogy that the author is working on, and so far, Fatehaven really seems to be far more worthy of additional writing). There are quite a questions that the author never really fully answers. While some are addressed at least partially enough (and with a few particular hints) to where some good guesses or assumptions can be made, others are left with blanks to only be filled in with some relatively reckless speculation. This is particularly apparent with some of the characters in the story. While not all of them may be main characters, some still have enough development to make you have attachments to them. This leads you to wanting to know more about them, but the story doesn't really allow for that. The biggest disappointment regarding this whole thing... is the ending. While I want to avoid any spoilers, or too much of telling people of how they should feel to any particular part of the story, the ending was my least favorite part. I was downright disappointed, crestfallen even. This is a wonderful journey that is let down by where you end up getting. I really feel like it would have been a great deal better if the story had been expanded on, such as some additional chapters or a whole sequel.

With some last words, I do plan on going through the story at least one more time. I might change this review to some extent at least, though what I experienced with the initial reading will still hold true to my opinion of it (even if it gets a few tweaks to it). This story is a journey, and one worth taking. The destination, however, is lackluster and makes you want to get back on the road, this road or another. And I authentically wish that I could have experienced more of this world, and gotten to better know the people in it.

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I literally stayed up til 3 am because I \*needed\* to find out how the story ended.  
I loved the writing, the characters, and the challenges.  
Unlike a lot of these choicescrypt games, I actually felt like my choices mattered.

One readthru: 2 hours

Replayvalue: yes. Picked this game up because it looked really interesting and it was on sale. I'd really like to be able to modify my controls (I don't want to have to start running by dodge rolling first). The upside of the one hit kill on everything is it can make the boss fights seem interesting, on the other hand, having to watch a boss tea bag me for a few seconds every time i die and then having to make my way back to the boss fight and rinse and repeat until i manage to figure out how to kill them doesn't feel satisfying.

I also find it rather annoying that there isn't always a good way of knowing if you are doing the right thing with some bosses, since it's one hit kills, you have to hope you are doing the right thing and not looking at it the entirely wrong way. In the games defense, some of the bosses are really obvious, others I'm sitting here going "okay, but how do i do that?" and still others where I'm sitting here and I think i'm on the right track but I have no way of knowing until i manage to kill the boss. At the end of the day I want to look up a guide to make sure I'm doing it right but I feel like that just kills the fun for this kind of game. on the upside, the boss fight music is good for what little i get to hear it.. Most certainly worth picking up. It's a fresh breathe of air with it's slightly slower pace and atmospheric puzzle solver gameplay the game does an excellent job conveying emotion to the player. The graphics are simple but manage to impress all in all the game harkens back to the "Golden Era" of video games with it's crisp design and simplistic gameplay. 9/10. I am a huge Myst fan and I have to say I loved Haven Moon. Since Myst I have played an enormous number of what may be called Myst clones, and Haven Moon is among the closest to recreating the original experience. The puzzle design and artwork are very reminiscent of those of Myst. There were a couple of puzzles I grew frustrated with because I thought I had to search a huge space of solutions, but after some patience (i.e. unlocking further areas to reveal more clues) and more careful observation and putting stuff together in my head, I discovered that there were sufficient clues to solve them with much less trial and error. The puzzles and exploration were fair, fun and rewarding. I played this about a year ago, and I'll be honest, I don't remember much about the story, but I do remember loving the whole experience.. totally worth 3\$!

definitely recommend it

genuinely enjoyed this one, pretty fun :)

it reminds me a bit of that kinect adventure game where you had to jump and move around to avoid obstacles. and the graphics are nice, it ran totally smooth and looks pretty cool!. Great game. A thoughtful RPG set in a bleak landscape. The storyline, characters and soundtrack are all exceedingly atmospheric.. Went through the trouble of building four campaigns, and that is admirable. I'm only a little bit in, but there are glaring flaws. The weapons don't do enough damage. The projectiles that the enemies hurl at you look dumb, what is scary about a blue bubble? Why is there no menu? I might want to tweak my settings. Snap turn sucks, please include smooth turn. I like how lowering your weapons makes you move faster, you want more precision when you bring them up to aim. Use the sticks for teleport and allow rotation so you face the way you want. These are all becoming standards, you do these things and this game can become very popular. A doom style throwback would be welcome in a landscape full of wave shooters and puzzle games. Fix these things I promise you a thumbs up. Oh and people will actually talk about and buy your game.. "Fist Full of Frags". This is a great game and the best part is, its "FREE". The Multiplayer is not outstanding but it does have alot of fun to be had. Now if you are looking for quick reloading in this game, then this is not the game for you. The western style of the game is unique and honestly a breathe of fresh air. To many fps games now of days have a futuristic setting and it's getting old. That's why this "Wild West Theme" is nice and different in the fps community.

Pros: Alot of action, and the game mechanics are easy to pick up

The theme is intresting

Weapon Variety

Cons: Servers can get lag at times, so find a server with about 10 - 20 people, servers over 27 will lag

Lack of new addons from the community (there's some but there older), and updates

Score: 9/10 "It's free and has good gameplay. It's worth trying"

P.S If you are a fan of the following

- The Man with No Name Trilogy

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- Once Upon a Time in the West
  - John Wayne Westerns
  - The Unforgiven (directed by Clint Eastwood)
  - Chuck Norris
  - Texas
  - Whiskey
  - Guns
  - America
- Or any other Western related thing..... then this game is for you.. I hate giving bad reviews, especially since the concept itself is interesting for this game, and there seems to be a lot of content that I just haven't gotten to yet.

However, in my very brief time playing, the game has already crashed twice. The look of the game is tacky and appears incomplete, and the game plays very slowly. Even on a high performance machine, I experienced frame drops and the aforementioned crashes; even when the game isn't lagging, it still feels like I'm struggling to execute the controls I want because of the awkward mechanics. I quickly lose desire to play because of how awkward it is to even try.

There are some good ideas I see, but those same ideas are better explored in other games I think. Not recommended, unless the developers patch it up and smooth out the rough edges pretty soon.. I have been playing multiplayer games for ~ 20 years now and after all that time i usually don't end up having adrenaline rushes anymore while gaming.. anger.. sometimes.. but not the good adrenaline rushes.

but this game.. i just had a race where the competition for place #1 was so close, i was clenching in my chair and hoping that my driver doesn't make any mistake anymore, when i pulled out of pitstop just a car length in front of him, i was so happy and then he overtook me, but i could get back in a corner and it kept going like that, back and forth and then in the last curve he was on my\u2665\u2665\u2665\u2665\u2665and his car was faster in the straights, but with a good use of the block feature i just managed to stay first by half a car length.. it was so epic.

it doesn't matter if the game has placeholder sound or lacks content at the moment (its early access, remember other reviewers, there will be more stuff added, there is a roadmap posted). the gameplay is right and it is fun and they are on the right way so far for sure

it has the thrill, and so far a very nice community that talks to each other and with people appreciating a good fight, hoping for a good race for each other vs the bots.

i like it.. i should be playing Witcher 3 or GTA5 and i sit here and play this early access game hour after hour.

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