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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!

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- **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

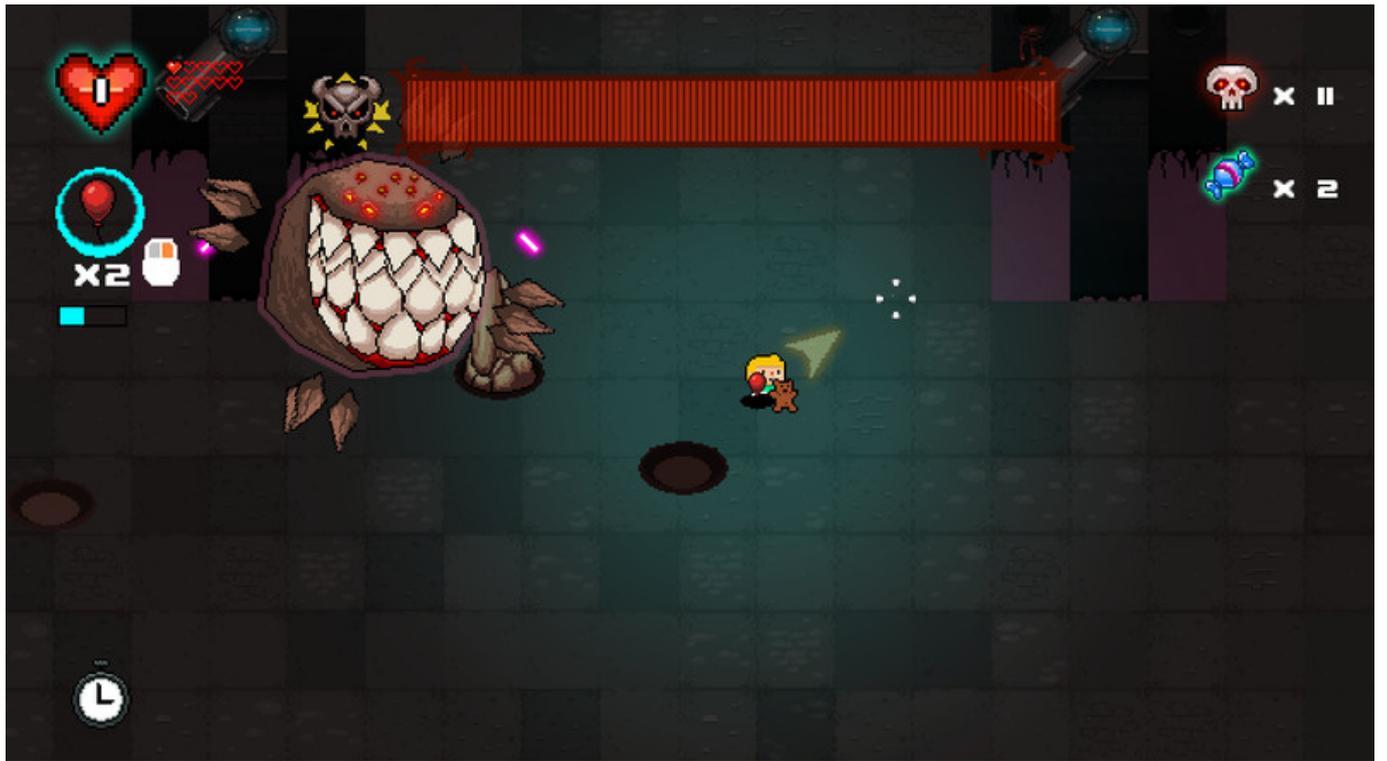
**Memory:**512MB RAM

**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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Average game.

Typical history. Typical puzzles.

Somewhat boring.

Not bad, not good.. Uninspired fetch quests, a gimmicky concept ("ooh, we're playing the game out of order"), braindead battle difficulties, and immature characters. If you want to watch every anime ever made and play every JRPG in existence, you might enjoy this. I am picky and did not.. Recently picked this up expecting an average add-on and well it was certainly average in quality. Sounds are ok but not the best, coasting downhill isn't the best as the dynamic brakes appear heavy and regular brakes can cause drive quality penalties on steep grades if you're not careful. One strange thing to note is that when the instrument lights are on they don't display the instruments at night or in tunnels making the feature somewhat pointless.

The one part about the DLC that amuses me the most is when reading the description you'll find this line: "As an extraordinary bonus, the Amtrak SDP40F pack, masterfully created by DTM, also include a complete set of Amtrak\u2019s ex-Santa Fe high-level cars as made famous in Santa Fe service on the El Capitan/Super Chief and Texas Chief, and which served Amtrak for decades" Now this does sound very generous on DTM's part and we should be grateful for the extra effort except Donner Pass has NO Amtrak coaches included by default so DTM would have no choice but to include coaches anyway as the alternative would be to release the SDP40F alone on the Soldier Summit route as it has Amtrak coaches included due to the F40PH so nice try DTM.

Wait until the discount is 50+% off to buy as full price is certainly not worth it.

7V10. I found out about this game from one of my favorite developers Amanita Design. As someone who follows game development closely, seeing these artists working in their personal space makes me so motivated and inspired. Also excited for Phonopolis and Ghost Theory :). This game is a lot of fun! Ever since Mike and his team introduced this game to our school, I've been playing this game quite a bit. In a nutshell, this game is currently a lot like a shooting gallery. Your enemies spawn and scatter and you have to pick the waves of minions down, without allowing them to overwhelm you with their numbers.

The boss looks amazing! I am biased because I know the guy who modelled it, but it looks so cool! (Here's a hint, don't fight it

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at long-range).

I look forwards to see how this game develops over time and where the developers take the story.. awesome little game!. A nice arcade style game for casual players or hardcore ones. Basically, the tiny droids revolve around you that attack and protect you from opposing droids. A pretty good game that anyone can play and play against for a couple of bucks!. didnt even bother playing it for more than 5 minutes. awful graphics and bad english. looks sounds and feels very cheaply made. got it on sale and i still feel cheated. you should probably read a review by someone that could stomach putting more time and effort into playing it, but i just couldnt do it. (yuck). Reviewed at: \$2.99.

A simple, cute farming-themed board game made with RPGMaker. 1-8 players (human or AI) roll a six-sided die and travel around a square board. The object of the game is to obtain and sell crops, eventually reaching a pre-determined (settable in options) amount of money. Each square on the board contains a different pre-set outcome, which is either to buy crops, sell crops, or suffer an event associated with that square, such as gaining money, losing money, gaining or losing crops, all based on farm themes (lose money buy hiring help, gain it by winning a sheep-shearing contest, for example). There is some minimal strategy involved in determining how much cash to spend on crops and how much to keep in reserve for emergencies and avoid bankruptcy, and whether to sell crops at the first opportunity or wait to land on a better square with a higher price, but the game is mostly RNG. More strategic than Candy Land, less than Monopoly, especially given its lack of ability to interact V interfere with the other players. Kids 8-10 would probably enjoy it the most.

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That one was a REALLY good surprise! I was expecting a simple but cute platformer...it's way more polished than that. It have a heavy mario world feeling to it. The biggest downside that i can give is that all non-endofworld-boss are animalistic blob...but beside that, all stage introduce new mechanic and theme, all have their own boss, and if the game start simple, it ramps up quite heavily later on. Magic you can buy that feels like cheating will become a godsend near the end.

So...yeah. Don't look super fancy at first glance, but i had lots of fun with this one. Highly recommended! ^^ . Game has known sound issues that stop working and require uncertain steps such as bios sound disable+enable. Developers will not fix it. Game is being sold with major problem.

I recommend googling for "supcom sound problems" and you will get a good idea.

It's a good game, but I do not recommend giving money for a broken product.. Could probably let my kid nephew drone out on it for hours. I do kind of regret paying 10 dollars for it... The price and screenshots made me interpret something else entirely. I mean, its a fairly good game, it looks good, plays good. The price could have been lower though. It'd be a really good game to drone out on while riding on a bus or something. Or while you're waiting for a baby to be delivered. Buy it when its on sale, though.. MP review only: No way i'm dropping \$100 on a 6 hour campaign alone, no matter how good it may be. MP is where the longevity and value is for me.

It's clunky and unpolished. Not even unpolished, unfinished really.

It plays and feels like an early alpha build of Blops 3, best way i can describe it. Made me really look back and appreciate how smooth and polished Blops 3 felt.

The maps feel claustrophobic, chaotic and uninspired. Random corridors everywhere, with nowhere to really take advantage of your maneuverability in creative ways. No flow to the matches, especially with how bad the spawns are.

The weapons? Not even sure where to begin. They're all over the place in terms of balance. Just... no.

Even if they do improve the game through patches, the game is already dead on arrival. There is hardly a community for it now and there certainly won't be one later. There is no reason to buy this game unless you got a hard on for Zombies or over-paying for single player campaigns. There are far superior FPS games out there RIGHT NOW that you'll be missing out on, and for what? Naturally, MWR will be released stand-alone later.

Notice, this is coming from someone that had no crashes or bugs in my time with the game. It allowed me to adjust settings and retain those settings (won't run at 144hz, although it allows me to choose it? caps at 90 in game). I got to experience the game in a "finished, working" state. I can only imagine the bad taste this has left in the mouths of those repeatedly crashing.

ps. Adjusting my mouse DPI seemed to really help with the mouse smoothing and stuttering. Unfortunately, that still doesn't make the game any more fun.

It's time for Activision to get their heads out of their asses. Gamers are starting to wisen up after so many releases of buggy, unfinished products, especially after the likes of NMS, and thanks to some healthy competition who are taking it seriously (BF1, TF2) as well as steam's awesome refund policy, these companies are no longer going to be able to laugh all the way to the bank much longer while we "buy it anyway". We'll see how many pre-orders the next CoD recieves after this, although i think many are going to be looking to 3Arc to restore thier faith. CoD will get one more chance, but this franchise is in a world of hurt and they only have their greed to blame.

Over-dramatic much? Yup. But this is the first game i've ever refunded so i'm salty af.. While I found the setting of this game intriguing, I can't recommend it.

My largest complaint with this title is that I felt like a spectator, and not a participant of the game. I noticed getting told how I felt and what I thought, and most choices just boiled down to me either interacting with others as a normal person, being a complete jerk to them, or ignoring them completely. I can't think of a single choice I made in the game that actually felt meaningful to me.

Another bad thing about this game is that it seems to have 3 chapters. This is only chapter 1, as far as I can tell, and felt incredibly short to me. I actually restarted about 3 or 4 times, and it still only took me 2 hours to beat it. There were also at least 3 times that I was forced into failure as a way of continuing the story, though I only played as a mage, so it may be possible to

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avoid some of those.

There are other CYOA's out there that aren't going to leave you on a cliffhanger, are longer, and have more varied choice..  
Master Piece.

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