Great Old One - Arrival Xforce

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About This Game

Here is an honest introduction to the game.

"Arrival" is not a diablo-like game, except for the camera perspective.

Friends who helped us with the test were asking us at the first sight of the game, is this the type of game Diablo? Yes, we are all Diablo, especially the Diablo 2 fans, but when we develop "Arrival", we are more focused on the sense of the battle. We also love the rich RPG features of Diablo, which are presented in a simpler, more straightforward way in "Arrival". So if you're a fan of a heavy RPG system, "Arrival" may not meet your expectations, it's our fault.

If you like real-time and muson battle, "Arrival" should be worth a try.

Save the world in a simple way

How can the last Guardians save the world in crisis?

Although we provide unique settings and complete storyline in the game, in general it is the constant ascent of the Guardian's power to keep the Guardian strong enough to defeat the Great Old One who once again brought the world into crisis.

In the case of saving the world, we still think that simplicity is the best way.

The simple way does not mean that there is no difficulty and challenge, the Guardian can take advantage of the following

features in game:

- Careful and superb combat skills, brute force fight can not be won.
- Use the different characteristics and attributes of various weapons will make the fight against a particular enemy more efficient.
- Strengthen the Dragon pet which is a powerful force in the fight. The hero should never be alone.
- The Magic card collected in battle can promote different attributes, choose the way you like to combine cards, you can create the most convenient fighting style.
- **Fighting is not the only way to be strong, the "Master Turtle" has already seen through this point, remember must go to ask him.**

Message from Developer

Arrival is an indie game that was developed by Zack Zhu and Lyle Shu. It is the first Real-time 3D Action Adventure game we developed.

14 months of hard work is a fun and challenging journey for Zack and Lyle. Thankfully, we can finally show the game. We do not want to use seductive and gorgeous words to describe it, because we also hope that there are many ways to achieve higher standards in mind.

We expect the rhythm of battle in "Arrival" to be so intense that it will be fun to have a brisk fight. We also try to avoid redundancy and deliberate procrastination in the rhythm of the game, entertainment time for everyone is very valuable.

Your purchases and encouragement will help Zack and Lyle better to continue developing more fun games. We love games, we always feel that the most important thing in the world should be simple and happy. if we can create some such things to the world, it is worth our joy.

Thanks to Exocet Yu for advice and testing assistance during the development process.

Title: Great Old One - Arrival
Genre: Action, Adventure, Indie, RPG
Developer:
Mahjong Knight
Publisher:
Mahjong Knight
Release Date: 3 Dec, 2018

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Minimum:

OS: Windows 7

Processor: Intel Core 2 Duo E6320 or equivalent
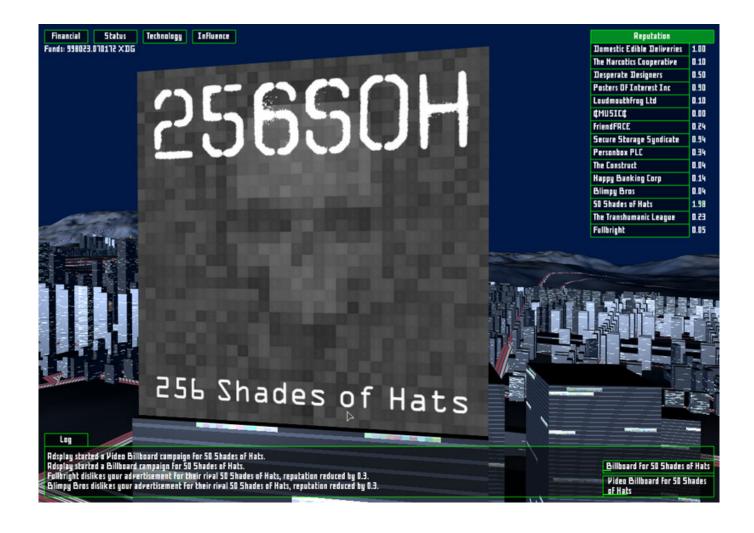
Memory: 2048 MB RAM

Graphics: GeForce 7600 512 Mb or equivalent

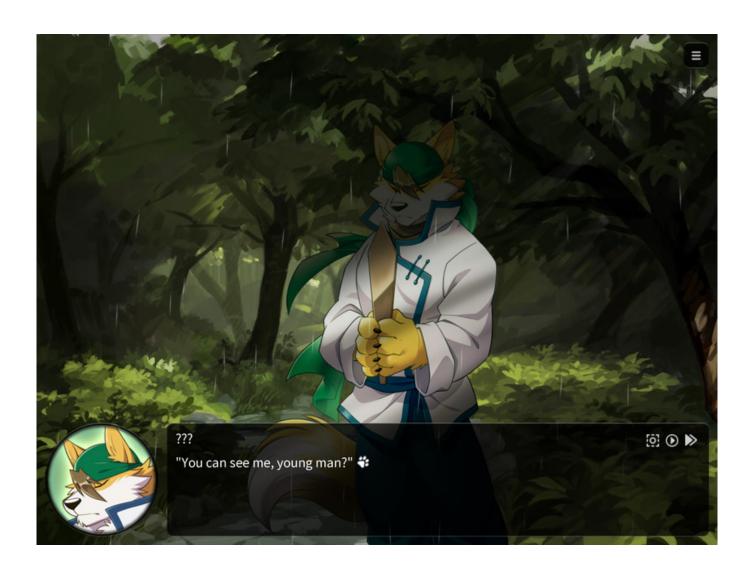**DirectX:** Version 9.0

Storage: 4096 MB available space

Sound Card: DirectX compatible sound card

English,Simplified Chinese,Traditional Chinese

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Nice free dlc of a nice soundtrack, all in .ogg files and comes with a lot of wallpapers as a bonus too. Thanks RWS!. This game inspired me to open up my own pizza place. Yes, now im in 400,000$ of debt and my family left me, but the game still inspired me. That is the highest recommendation i could ever give something.. I wasn't big fan of Resident Evil universe, but this game changed it. This is propably most scary RE game till now, that was great move to make it FPP. Story is great, enemies are like from Lovecraft books, and Baker's family is sick. Locations are great, and effect of footages is amazing. Also DLC's are great, linked with main story. Only minus I found were plot holes, but they are not that big and if You re not checking every corner, every wall, u shouldn't notice them. On my way to do it for 100%, 10\/10 <3. First off there's no Uplay. Thank you lord.

Now, this is a great little gem. There's a really interesting multiplayer shooter here, with great graphics and sound and a nifty idea. If more people gave this game a fair shot so its playerbase could grow this one would be a real keeper.. Got it for the 2EPB, but it was definetly worth the purchase. At only 12 USD, this is a bang for your buck. My only complaint is the 4CIG which a complete mess. the guard buzzer is the High horn... anyways, this pack gets a...

7\/10. While it seems simple at first, the puzzles get increasingly compex. I relly enjoy it, and thought it was worth the price.. While this game is conceptually sound, and can be fun and interesting to play, I would note the following:

Some of the gameplay at higher levels becomes rote, and repetitivly in "How much can I spam anti-missile launchers while spamming missile components.

Further, some of the later game sessions can take anywhere from 45 minutes to 2 hours.

This is however, rendered devastatingly into a massive failure by the games current intensive inclination towards crashing when complex actions occur, as well as the comically bugged save load feature. If you want to reach higher levels in this game, be prepared to waste two hours of your life, or 45 minutes of your life if the game neither A) Crashes\/hangs on Saving or B) Crashes\/hangs on loading.

If you do play it, I would recommend you avoid clicking too fast on the missile launchers (The game crash which I finally gave up on at level 6), and in general concentrating on AMLs. Also, DO NOT ATTACK BATTERIES. It would appear that event handling in this program cannot handle the checkstates induced from a large battery farm losing access to its substation at once. This extends to wind farms as well. Leave them alone, and simply focus on surgically strike the dropship and outposts. You really don't even need nukes to win at higher levels. This is the achilles heel of this game: Many of the higher level technologies, while great, are unnecessary. Once you get chaff and ECM, there is no real point at mounting higher missile casings unless you just want overkill. Just focus early on AMLs and economy, spam recon at 45 minutes, and then start taking down Radars > Outposts > Dropship

All this taken into consideration, for its price, concept, and some of the innovative fun, I would recommend it. Hopefully in a few months someone will patch the coding that appears to be rather lousy in certain sections.. A short, but good visual novel. The story is kinda rushed since it's so short, but thanks to the good, funny, and slightly graphic writing - the game is definitely worth checking out.

That mother ♥♥♥♥ing painting nearly gave me a damn heartattack.. Fun game, optimized well, and good replayability!. For 50 cents, this game is rather a pleasant surprise and is definitely worth that price.

Pros: - Good mix of simple but repetitive puzzles/platforming and wave shooting. Just make sure to keep checking the walls for interactive panels!
 - 7 levels that each have something unique added to the basic formula (new enemies, new
 puzzle items)
 - Enemies can be challenging at times if they bunch up on you, but never ragequit difficult.
 - 3 weapons (pistol, assault rifle, and shotgun) with frequent ammo drops that regenerate
 over time.
 - Health regen
 - Graphics are pretty good considering the low price.
 - Easy achievements (simply complete each level to get them all)

Cons: - Landing hits on enemies is very iffy but not a major problem as ammo is plentiful.
 -No jump button, which makes platforming more difficult than it needs to be.
 - Checkpoints are not as frequent as they should be in most levels.
 - LIght ordering puzzles are very buggy
 - Weapon switching is extremely slow. The best way I can describe this game is it seems to have been designed and written by someone who saw some screenshots of Myst, and then had someone give them a rough description of it and Adventure games in general. The puzzles are simplistic and don't seem to relate to the story progression, which is rudamentary, at best. While the Myst series has extensive backstory that's hinted at and expanded on throughout which gives you the sense that you're only seeing a brief snippet of a larger history (and the end of it, at that). Conversely this game briefly mentions a backstory and then doesn't expand on any of it. The voice acting is pretty terrible and NPC interaction felt very mechanical. Myst had the right idea in keeping NPC interactions to a bare minimum, the technology simply wasn't there to be able to do anything with it, but this game was released ELEVEN years after and, while Myst felt like it was a decade ahead of its time, Aura feels like it was released a decade too late.

I was only able to get through to just past the statue scene seen in the sample screenshots above before I got bored. So perhaps it gets better after that, but I doubt it. There is a sequel, and even a third one on its way, so clearly some people like it.. Feels more like a FTP browser game than something you'd pay to own.

Gameplay is ok if not spectacular version of the FF style turn based system, however is let down heavily by the inablity to see what you are attacking before you launch an attack, are your fleets out gunned 50:1 or do you out gun them 50:1 only way to tell is to attack and if you are launching the attack you can't retreat either this means the only way to play is to save attack and if outguns reload which destroys any immersion in the game.

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