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## About This Game

Enter the world of Arakion, a grid-based role-playing dungeon crawler that pays homage to classics while adding its own style with fresh mechanics. Lead a band of three heroes through a broken land, ripped apart by unknown forces. Explore a beautiful handcrafted world filled with crumbling dungeons, dense forests, ancient temples, and hidden secrets, all while attempting to build a safe-haven from the chaos.

## The Story

Play as three adventurers awoken in a world torn by conflict, where the lands and rivers have been ripped from the ground. In midst of this upheaval, there is but one desire - finding a place free from the conflict and chaos. In the search for order, your heroes must find a way to stop the destruction from continuing.

Between your intrepid adventurers and their goal exists a council of immortal beings. They are known as **The Ancients**. The Ancients wandered Arakion since before written history. Their plan is simple - utter annihilation for all who oppose them.

*It's time to begin your story, will you be the world's salvation or destruction?*

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## The Background

Arakion takes everything that made classic role-playing games like Might & Magic great, then adds an expansive set of new features. Lead your heroes through the breathtaking, desolated world of Arakion. Explore every alcove for the resources you

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need to customize your adventurers, build your town, and more. Relive the glory days of role-playing games with this one-of-a-kind experience. Arakion is a beautiful world where you will get lost in adventure and exploration.

The creators of Arakion have been inspired by a multitude of games - everything from **Dungeon Master** to **Dark Cloud 2**. Our desire is to take everything that makes those games fun and bring it into one amazing package.

- ***No leveling up!*** Arakion features a fresh take on the Role-Playing genre that focuses on choices rather than the grind.
- ***Grid-Based Dungeon Crawling!*** Like the classics, but updated with free-look, even while moving, so you can admire the scenery and discover its hidden secrets!
- ***Control a unique party of three heroes.*** A wide variety of races, professions, and traits adds great diversity to the way you solve conflicts
- ***Town building!*** Build a town that YOU think would best fit this environment. A wide array of options allows you to put the focus where you want, on anything from farming to town defense.
- ***Pets!*** Some of Arakion's wildlife is friendly - find and rescue these little critters, then train them and take them back into the field to wipe the floor with the bad guys!
- ***Crafting!*** Equipment in Arakion is crafted not found
- ***Release in Chapters!*** Arakion will be released in a story format over three books and a plethora of chapters!
- ***Strategic combat!*** Quick decisions and deep tactics combine to create a challenging and rewarding combat experience.
- ***A deep story where YOU are the guide!***
- ***A beautiful handcrafted world to explore!***
- ***Recruitable NPCs!***
- ***Optional Hardcore mode!***
- ***Tons of puzzles!***
- ***Minigames***
- ***Full time of day!***

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Title: Arakion: Book One  
Genre: Adventure, RPG, Early Access  
Developer:  
Arakion LLC, Lavidimus  
Publisher:  
Arakion LLC  
Release Date: 15 May, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7

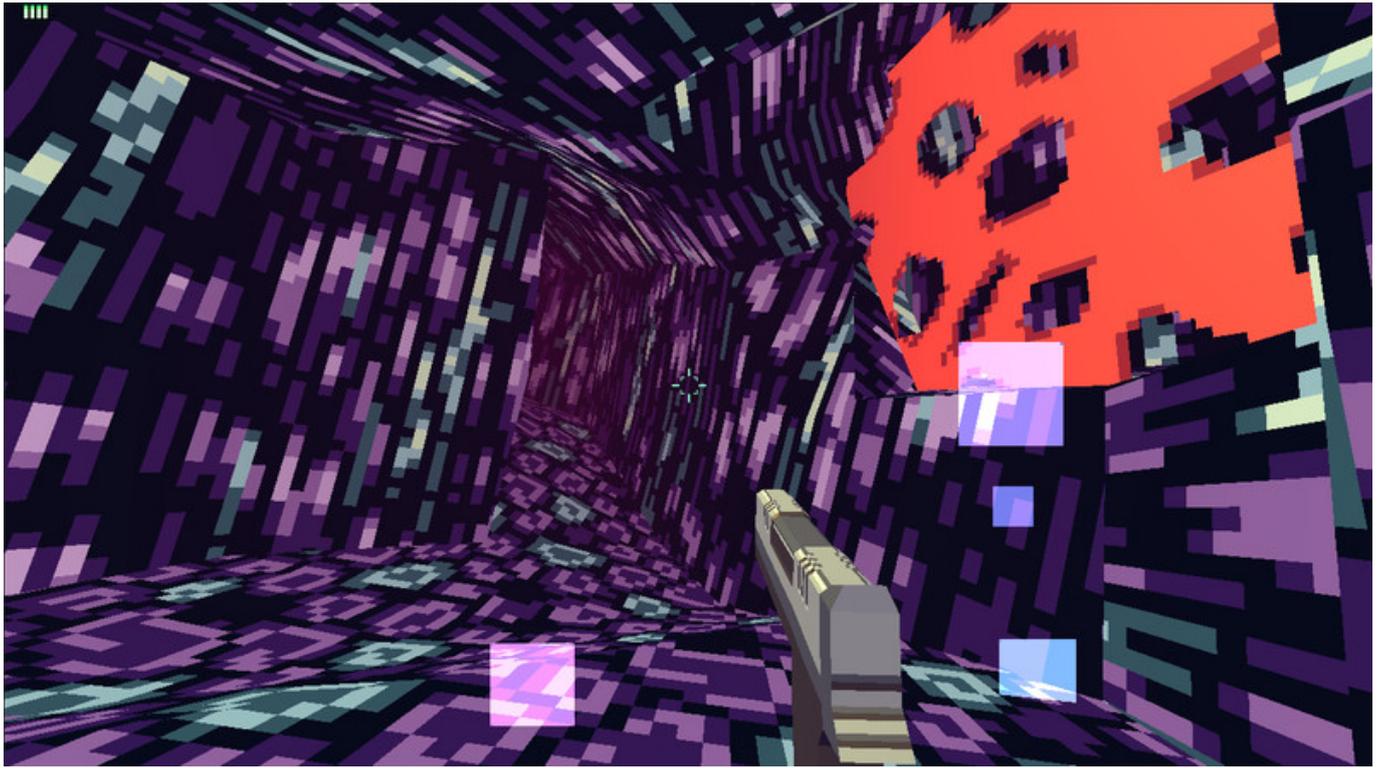
**Processor:** Core i3 3210m

**Memory:** 4 GB RAM

**Graphics:** Geforce GTX 650M

**DirectX:** Version 10

English







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This is a great little logic-based puzzle game. My one complaint is that after the initial intro it doesn't really explain what the various symbols mean in later levels, which means that you're kind of stuck clicking randomly for a little while until it "clicks." That said, the puzzles are quite well designed and I found the whole game to be a very enjoyable experience.

Obviously it's not for everyone, and some people will balk at spending even 5 dollars on a game that will probably only last you a few hours at most, but I thought it was well worth it.. I know this is old content and does not compare with today's simulators. I relate to this content as it is the only route simulation that I have of the Path system and rode many time as a kid.. By today's standard its old school stuff and has many cons, I do however enjoy driving this route and bypass said cons just to own and drive this particular route. If you enjoy driving trains as much as I do, you would forget the cons and just enjoy the route.. This game is not bad. personally i didn't like it. Feels too repetitive and slow. I can't really say that much about it because it's not that much content in the game. I might play it again if i don't have anything to do but only for a short amount of time. if you are considering on buying this game look at some gameplay first. 4.8/10. you got to be fast lol. Really challenging and Fun :). I admire the colorful graphics in this game and the spaceship upgrades. Funny game, like it! :-). This game is amazing in every single way. The art is beautiful, the characters are likeable, and the story is compelling.. Serves her right for marrying Joey Essex.

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I need to know about the songs i need new music for next year i go snowboarding

oh btw good game

edit: thanks for adding music presentation that's really awesome. My first impression was the menu UI that has a noticeable lag when hovering over the menu buttons, and is very dated. Could use a little bit less cluttering.

Next up, the gameplay. As soon as I joined a game, I had no idea what I was doing. I shot other people, ran around, and did everything the trailer told me to do. It got repetitive. And I had no idea what the RAM meter at the bottom of my screen did.

The controls are very slippery and it is very easy to fall off the ledge and die.

The in-game "popups" unlock your mouse and effectively hinder gameplay by throwing your mouse out of the game window (assuming you're playing on Windowed mode like I was) and in turn makes you click other applications outside of the game, which can be bothersome especially if you're in the middle of a firefight. The glitch effects that happen when you're getting attacked become an epileptic eyesore after a while.

I'm not going to complain about the price as \$2.54 was all I paid for this game, so I guess I got what I deserved without expecting an AAA experience.. I got this when it was 75% off. It was nice to look around for the wonders the first time but other than that I haven't cared to look at them since. Not worth the money.. these contents are very refreshing but unfair, if you are unable to produce base recorces then the same shall be for evereyone else. Thumbs up! Easy to use. Great for beginners. Cool songs. Slow and pretty heavy, but challenging & interesting.. I just bought this to send more money to the devs. But it is a pretty cool artbook, ideally to be browsed after finishing the game. Recommended if you enjoyed the game.. At the time of writing this, I have completed the 2 available worlds in normal mode (a total of 52 levels).

Robbie Swifthand is a highly entertaining platformer. Very tough, but never unfair.

Gameplay follows a 3-step formula:

1) get the orb, 2) throw it in the portal, 3) exit through the gate. This mechanic is expanded upon very creatively throughout the course of the game.

The level design is very entertaining and it creates a comical dialogue between the designer and the player. You might be tempted to blame the controls while raging after dying multiple times (which will happen a lot), but they are in fact very tight.

The graphics are beautiful and atmospheric and the music and sound are superb, creating a very immersive environment.

For the truly courageous, there is also a Hell mode which is exactly what its name implies...

If you enjoy hard puzzle platformers, then I can't recommend this enough!. Are you serious ?

**Early Access 2 [beta] 2:**

Hey Everyone!. **Launch | May 15th:**

Hey Everyone!. **Let's Talk About Questing!:**

**Let's Talk About Questing!. Early Access 02 [alpha] 3:**

Hey Everyone!. **Steam Winter Sale! Arakion 25% Off!:**

Hey everyone!. **News | March Launch due to tester feedback.:**

Hey everyone!

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Just a quick update here, due to the feedback from our awesome testers, I've pushed the initial launch to March. Some testers who hadn't played this genre of game before had minor difficulty understanding what to do, so I have created a new zone to handle introducing the players to the mechanics better.

I'm still bringing more testers on board and appreciate everyone's patience. The next invites should go out on Tuesday and as always, if you think you would make a great tester for Arakion head over to the forums to sign up here!

<http://steamcommunity.com/app/528980/discussions/0/1694914735990429438/>

-Lavidimus. **Happy Halloween!**:

Hey Everyone!

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