
Prime Arena Activation Code [Password]



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About This Game

Prime Arena is a combination of MOBA and survival gameplay inspired by PUBG.

This dynamic deathmatch arena is free of forced socialization and thus of toxic atmosphere found in MOBAs.

Victory fully depends on player's skill and reaction speed — no teammates, no cry!

The game currently is in Coming Soon status on Steam. Developers follow players' feedback and ideas constantly to implement the best of them in the game

SURVIVAL MOBA

Play MOBA with PUBG inspired survival ambiance.

Choose your favorite character and defeat other players on the map.

Survive them all!

KING OF THE HILL

Play without clumsy companions in your team.
Just you, your mad skills, and a thirst for victory!
No teammates, no cry.

FAST PACED BATTLES

Play hard, run fast, hit often.
No more typical long-time MOBA game sessions.
Dynamic gameplay and possibility to join next session at the first onset.

Title: Prime Arena
Genre: Action, Massively Multiplayer, RPG, Early Access
Developer:
Nival
Publisher:
Nival
Release Date: 19 Oct, 2017

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Minimum:

OS: 64/32-bit Windows 7, 64/32-bit Windows 8 (8.1) or 64/32-bit Windows 10

Processor: Intel Core i3-3240 or above / or AMD equivalent

Memory: 4 GB RAM

Graphics: Nvidia GPU GeForce GTX 660 / AMD GPU Radeon HD 7870

Network: Broadband Internet connection

Storage: 2 GB available space

English,Russian







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Amazing game. Great game play. Great range of mods.. all voiced by the same guy and is to lazy to add more detail than mario 64, yu put together the rest. I like this game because i like tower defense.

-They need to improve their music and jugability.

-The scenario are bit complex building tower system is weird, it seems that they used something like hexagons to build towers but this hexagons are invisible, so you need to guess how to allocate a tower.

-Also you need to guess where the waves are comming in the first rush.

. For the price point fantastic game, even got a couple scares.

The story wasn't bad, but left something to be desired in terms of storytelling,
That being said though for one persons work its incredible!

Puzzles were interesting and had us scratching our heads at points

Kudos to the creator, great game! :D. The leap between Mystery of the Mummy and The Silver Earring is pretty astounding. The Mystery of the Mummy was predominately a first-person (as in Myst/Riven) adventure with low resolution textures. Two years later with The Silver Earring, the game becomes a point and click adventure with respectably nice graphics.

In this adventure, Holmes and Watson witness the murder of the host to a gun shot at a dinner party they were invited to but didn't see the shooter. In fact no one saw the shooter, and it is up to Holmes and Watsons to gather testimonials, clues, and documents to solve the mystery.

Overall, it was a pleasant surprise. The game looks largely pre-rendered, which meant the environment looks nice for such an old game, the trade-off being that people, who aren't pre-rendered, may be disproportionate in size to their surroundings. For example, when Holmes stands next to a doorway, he might be much taller than it from one camera angle, but look perfectly fine in another. My biggest gripe is that the controls can be clumsy when trying to control characters to move somewhere, being unresponsive at times unless the character is repositioned.

Despite the problem, it's still worth a playthrough. Every now and then, Holmes and Watson summarize their findings and you're quizzed with Yes or No questions. For each answer, you have to justify your choice by selecting the appropriate evidence/testimonial. While the game provides color-coded indicators for choosing testimonial, evidence, or documents, it's pretty cool that it requires you to actually keep up with reading the findings in order to progress through the game. The game provides a database to look back on previous conversations and findings so a pen and paper is not needed to keep records yourself.

This game is recommended on the note that the diminishing point is the clumsy controls. On a last note, I played the game using DxWnd in order to put the game into windowed mode, which is not natively supported, otherwise the image will be stretched if you have a widescreen monitor.. It's nice if you just want to make contact with a baseball, but the physics make the ball so jumpy. Just tapping it could send it over the fence. I'm not very fond of this take on it.

Tons of bugs in this game. Not pleased so far. Seems like it's real accurate in terms of control over your car, and would be great if my key bindings didn't change by themselves.. Gotta have Sisyphus... the one who got the ball rolling on these games (pun completed intended and yes, no effort was made either). Amazing game, so much nostalgia!. This game does not even try to motivate the player. And it has "Polandball" in name, but is not funny at all. Srsly, this product is the worst of its kind.. Twitch support Broken, devs clearly gave up on it.

Make it free to play and sell dlc. I used to play a similar game to this one but it's free i think it's called bug war.. not really sure about that.

Really Fun And Challenging (Really Challenging than you imagine)

- Has Competitive 1v1
- Alot of gamemode...
- You can use different Charater.. (Heroes?)
- Has 2v2
- Quick multiplayer
- Fun with friends
- Had upgrades buildings
- Special Skills from heroes
- Can analyze of how much troop your gonna move..
- More Futures idk about hope they added more!

Wish They had co-op will be funny xD. When I bought this game I was thinking I wouldn't like it because it was a moba. However after spending about an hour playing it, I can say it's very entertaining and addictive.. If it's on sale get it.

Plus:

- Cool building
- Okay Scenerio
- Makes some extra money
- Good sandbox island

Cons:

- Costs Real life money
- \$4
- Outfit is useless. This is fun if you want to make an old RPG. RPG maker XP is better but I LOVE the RPGMaker 2003 assets. The music, sprites and art are such a joy.. I was looking for a game that reminded me of this game I played back in the 90's called Close combat. I found this game and purchased it. The gameplay is pretty close to close combat, but differs somewhat than cc. Obvious reasons are they cover different wars. Also, you don't get to pick and choose which units you want to use and deploy for upcoming battles like in cc.

But, this is a very fun game, if you have the time to plan out all your attacks and how to use your artillery.

Heroes of the week:



Dear Friends!

Come to meet this week's five free heroes: **Heroes in free rotation:**



Lords and Ladies!

Meet the Heroes you will be able to play in Free rotation for the next 2 weeks!

They are:

- ☒☒ Conjuress
- ☒☒ Fire Wyrn
- ☒☒ Naga
- ☒☒ Fang
- ☒☒ Witch

Please notice that the next change of free rotation Heroes will happen in two weeks.

See you on the Arena! Only one must remain!. **Heroes in free rotation:**



Lords and Ladies!

Meet the Heroes you will be able to play in Free rotation for the next 3 weeks!

- ✂ Witch
- ✂ Faceless
- ✂ Naga
- ✂ Fire Wyrn
- ✂ Prince of Darkness

Please keep in mind that the next change of free rotation Heroes will happen in three weeks.

See you on the Arena! Only one must remain!. **New patch is coming!:**



Heroes! The update is active on the game servers.

The full list of updates:

General

In case of disconnect or game crash player rating will be awarded by the lowest place available instead of current heavy

reduction. So if there are four heroes standing and you leave, you'll get 4-th place worth of rating in that particular match.

Heroes

- Equalized Speed of all heroes to 57. Except for Steamrock who got only 52.
- Fixed ability descriptions for Freeze, Mistress of Souls, Gunslinger and Da'Ka.
- Fixed an issue with the interaction of ultimate abilities of Fire Maestro and Fang.
- All Native Terrain effects in abilities were either removed or incorporated into the baseline.

Mistress of Souls:

- Damage of the Ghost Whip ability was doubled, but its cooldown was increased from 3 to 7 seconds;
- Cooldown of Shield of Ghosts ability was increased from 9 to 12 seconds;
- Damage and Lifedrain of the Reaping ability were reduced by 25%.

Fang:

- Damage from the Wild Beast ability upgrade is now calculated correctly;
Changed ability upgrade order: Wild Beast at 13-th level and Beast Scent at 7-th;
- Health Regeneration from the Lycanthropy ability was reduced by 15%;
- Strength increase was reduced from 8 to 6 per level.

Fire Maestro:

- Upgraded Wind and Sparks ability now reduces cooldown by 2 seconds instead of 3 per enemy hit;
- The number of empowered attacks from Primeval Fire ability was reduced from 4 to 3; its upgrade now correctly recovers Health to the hero.

Veteran:

- Finishing monsters with Hero Strike ability now correctly awards with consumable items.

Naga:

- Maximum stacks of poison was increased from 3 to 6;
- Fixed a bug with incorrect application of 3 stacks of poison in one attack;
- Fixed a bug that prevented Lifedrain increase from Deadly Dash ability upgrade.

Steamrock:

-
- Slow from ability Giant Stomp was reduced from 10%-16% to 8%-12%.

Map

- Glyph nodes, portals, and fountains continue to reveal war fog while they are recharging;
- Grenadiers now root after a certain number of attacks instead of randomly;
- Evil Sparks now are more akin to the Symbol of Shining: they forbid invisibility in an aura and have significant Evasion, but only half of their former Health;
- Models for minibosses and bosses were fixed so that they no longer scale upon spawn; Killing boss monsters now awards a player with a visible status!

Items

- Fixed a bug that caused an item icon to appear different from the actual item in that slot;
- Dimension Door item is now disabled while being Rooted as it is a movement ability;
- Fixed a bud that caused a bubble visual effect of Dimension Door and Touched Armor to persist for its full duration even after the corresponding shield capacity was depleted.

User Interface

- Player's name was removed from hero portrait in battle.

. Heroes in free rotation:



Lords and Ladies!

Meet the Heroes you will be able to play in Free rotation for the next 3 weeks!

↪ Conjuress

-
- ✂ Primonologist
 - ✂ Mechanic
 - ✂ Fang
 - ✂ Sorceress

Please keep in mind that the next change of free rotation Heroes will happen in three weeks.

See you on the Arena! Only one must remain!. **Heroes in free rotation:**



Lords and Ladies!

Meet the Heroes you will be able to play in Free rotation for the next 3 weeks!

- ?? Freeze
- ?? Dendromonster
- ?? Witch
- ?? Prince of Darkness
- ?? Veteran

Please keep in mind that the next change of free rotation Heroes will happen in three weeks.

See you on the Arena! Only one must remain!. **Heroes of the week:**



Dear Friends!

Come to meet this week's five free heroes:

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