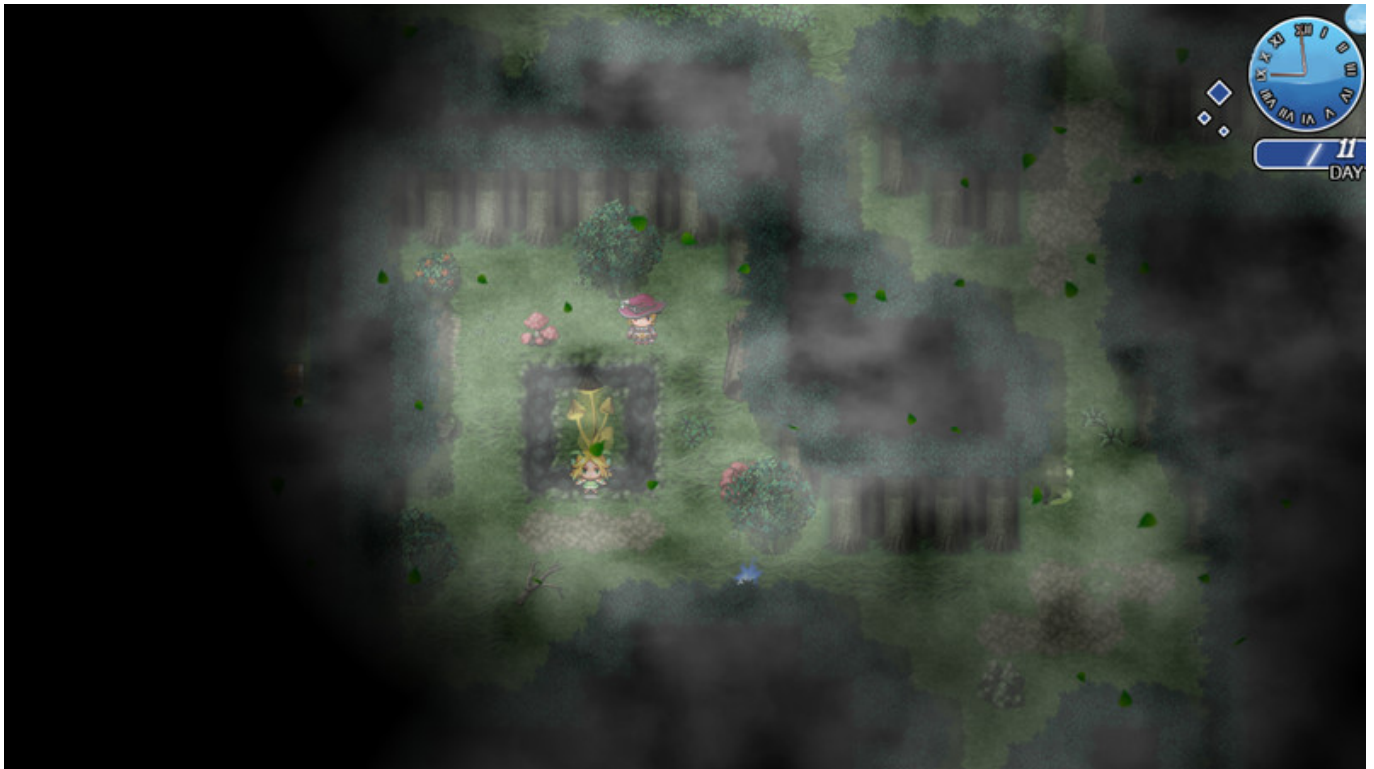

Radiant Arc Download For Pc [Keygen]



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About This Game

Radiant Arc is a homage to classic JRPGs, taking much inspiration from games such as Final Fantasy IV. Explore the open world and enjoy all the Easter Eggs and references packed inside!

In Radiant Arc, you play as Linky, an unassuming young man that is destined for greatness. He must rise to face everything the world has to throw at him and come out on top, before the world is consumed by darkness. Become a beacon of hope for the people to rally around and stop an ancient evil from threatening the world once more.

Features:

Full length RPG spanning 20-35 hours.

Huge open world filled with a plethora of optional dungeons to keep you entertained!

NO RANDOM BATTLES! Pick and choose your fights!

12 Different Party Members, all with unique roles to fill. Mix and match to suit your playstyle.

Over 100+ Unique Equipment! Mix and match to fill your needs and playstyle.

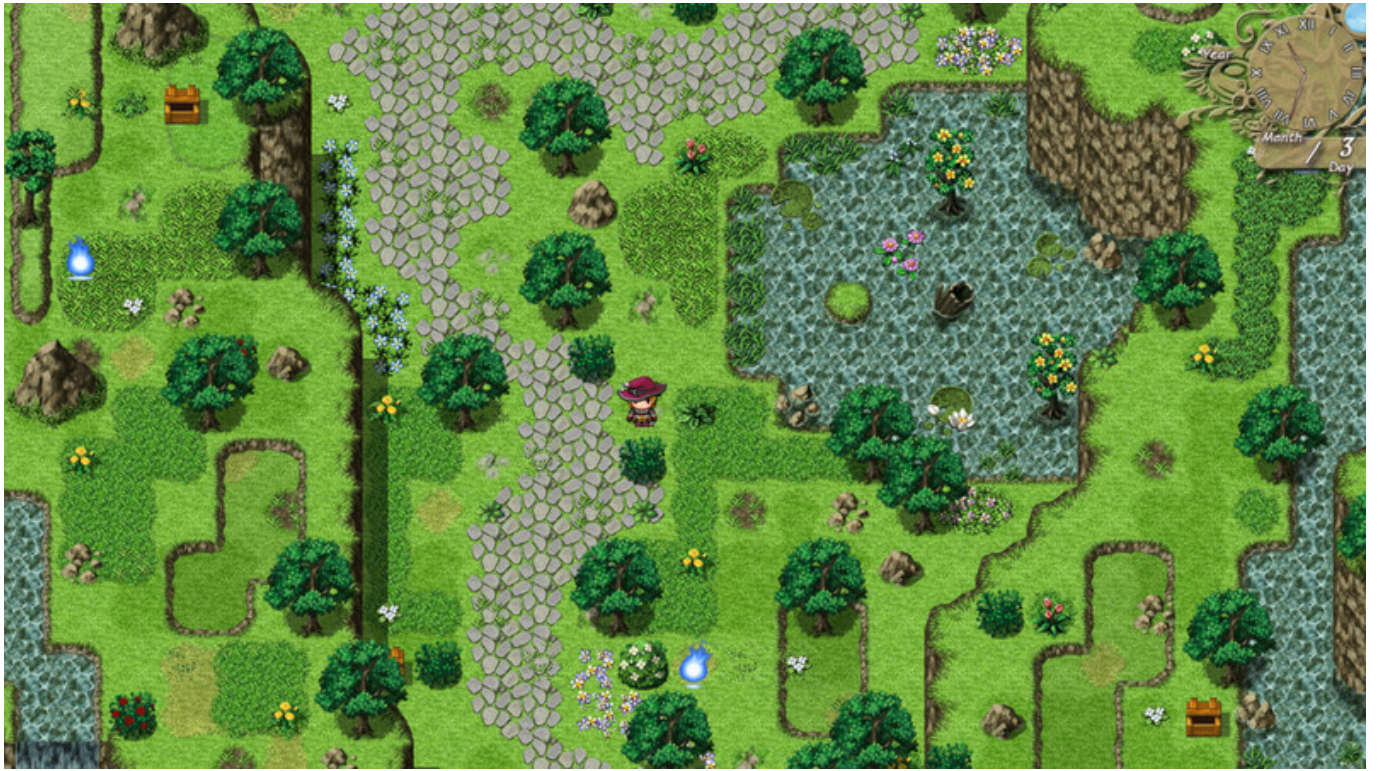
Tropes. Many, many tropes. Some may even say... too many tropes.

Light-hearted story that is suitable for most ages. (Children in the bodies of adults, we're looking at you!)

Title: Radiant Arc
Genre: Adventure, Indie, RPG
Developer:
Linky317, Ori
Publisher:
YuBui Studios
Release Date: 30 May, 2019

a09c17d780

English





Mother

Okay. I'll tell you the story, but we need to tuck you in first.



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Updates and News!:

Hi everyone! Just a few updates and news before release.

- I've adjusted the release date to be a bit earlier, Radiant Arc will be coming out on May 31st hopefully without delay!

- I've finally figure out how to do put in steam achievements (took way too long XD) and will be implementing them throughout the game, most being achievable through a full playthrough

-Various Balance Changes (upon full release, I will make more detailed bugfix/patch notes)
(since my game involves a lot of characters/skills/builds, balancing can be a bit tricky)

-Bug Fixes/Crashes

-Upon full release, do not hesitate to report bugs through either contacting me through discord or posting on Steam.
<https://discord.gg/utxN2hU>

-I am actually slowly working on a sequel to Radiant Arc, which takes place 20 years in the future! :)

Thank You all, and I hope you will enjoy Radiant Arc.

-Linky317. **Discontinued Achivements:**

To all players,

Due to complicated reasons, achievements will be removed from Radiant Arc for now. Currently I have discovered that a massive majority of bugs stem from me updating my NW.JS. Many bugs I had before never existed until I updated my NW.JS just for the Steam release. A higher version is required for me to utilize steam achievements however this results in a large amount of nasty bugs such as crashes, list disappearing etc. Currently it is causing me a headache to figure out and for now to ensure a more stable experience, has been removed for now.

Once again, very sorry to all players and I wish you will continue your support for Radiant Arc and my future games.

-Linky317 (Danny). **Patch 1.02:**

Hey everyone once again!

Sorry to those who experienced a few bugs at the start but they are now fully addressed.

Fixed:

Disappearing lists(skills/items)

Quest Log bug (again)

Laggy enemy at mist cave

Duplicate treasure in mist cave

Hidden npc in box in Louna Port

Crash when fighting snow enemy in forest in 2nd continent

Crash when fighting Andrew when he uses fire barrage

Aware of:

Laggy night times?

Certain Laggy maps?

Mysterious game crash when in battle in Ceddu Cave (Richard attacking earth turtle with striking chord)?

As always, let me know on bugs and problems and I will try my best to fix asap.

-Danny. **Now Coming To Steam!:**

After 4 long years of development, my first game Radiant Arc is coming to Steam! I will be taking some more time to fix bugs and polish off parts of the game. I am very excited to share my project and hopefully more in the future!

-Linky317. **Radiant Arc Released!:**

Radiant Arc has finally released!

I am very excited for the public to try my RPG that has been in development for 4+ years.

There may be bugs that crop up but as soon as they are addressed to me, I will try my best to fix them.

As well, any suggestions, balance suggestions, and even ideas for a future game let me know by letting me know in discord or on the game's forum page.

Thank you and I hope you all enjoy a nostalgic JRPG adventure!

[Discord:https://discord.gg/utxN2hU](https://discord.gg/utxN2hU). **Patch 1.01:**

Hi I hope everyone is enjoying the game and I thank those who reported bugs to me. Currently I am working on bug fixes and the following are being or have been addressed.

What is fixed:

- Options not saving upon exiting the game
- Crash upon fighting enemies on road tiles
- Unable to see state icons on humanoid type enemies

What is being investigated:

- Quest Log bugging out upon display (is fixed upon restarting the program)
- Skill list glitching out

What is fixed next patch:

- Duplicate treasure in mist cave
- hidden npc in box in Louna Port

-Linky317 (Danny)

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