Arcane Mapper Torrent

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About This Software

What is it?

Arcane Mapper is a mapping tool designed for Digital or Virtual Tabletops and printing for physical play. Put together high quality maps for D&D, Pathfinder, GURPS, Hero or any other Pencil and Paper RPG system - whether on the table top or virtual. It features a simple to use interface for drawing out rooms, adding objects and adding atmosphere with high quality lighting. Ideal for dungeons and interiors with support for outdoor environments coming before the full release.

What is the idea?

Arcane Mapper is an easy to use tool for creating maps for roleplaying games. The tool can produce top down, forced perspective 3D looking environments that mesh well with simple images for objects - no modeling or 3D experience required. With free assets available for private use on the internet, this software allows you to put together high quality maps for your games with less effort, without constraining you to predefined map pieces, tiles or limited assets. Easily render out high quality images for Virtual Tabletop games or print out maps for a physical tabletop game. Even save out .PSD files that preserve the layers for Photoshop if you are more artistically inclined.

Longer term after the initial release, I am planning on adding Digital Desktop and possibly Virtual Desktop features with high

quality real time lighting and fog of war with an easy to use interface for GMs and players.

What editing and mapping features does the software support?

- Rendering high quality images (such as JPG, PNG, PSD) for use with Virtual Tabletops such as Roll20.

- Printing high quality images from your maps for Physical Tabletop play.

- Drag and Drop images directly onto your map, drop folders or selected files to add many images at once to your Library.

- The ability to import and export libraries where assets are already setup with scaling, lighting and shadow settings.

- Easy to use interface for adding objects to your maps, scaling, moving, rotating and placing them rapidly. Supports a full set of configurable hot keys.

- Full undo and redo support.

- Layers to organize objects and environments with the ability to decide which layers cast shadows and are affected by lighting.

- Draw arbitrarily shaped rooms and easily connect them together. Each room can have its own settings, textures and look.

- Draw pits, lowered sections, stairs and raised platforms right into your rooms.

- Procedural liquids to fill your pits and help you create sewers and water ways.

- Procedural details such as dirt, mold and spider webs.

- High quality lighting with soft shadows, any object can be a light and any object can cast shadows.

- High quality ambient occlusion to ground your objects in the map.

- Seamless exterior and interior maps with layers to support roofs.

- Multiple maps in one - see maps below the current map with fading or fogging - to give large buildings and dungeons a sense of depth.

What systems does this support

- GPU that supports OpenGL 3.0 or newer

- Windows Vista, 7, 8, 10.

- Memory requirements based on art and map size, recommended 4GB or more.
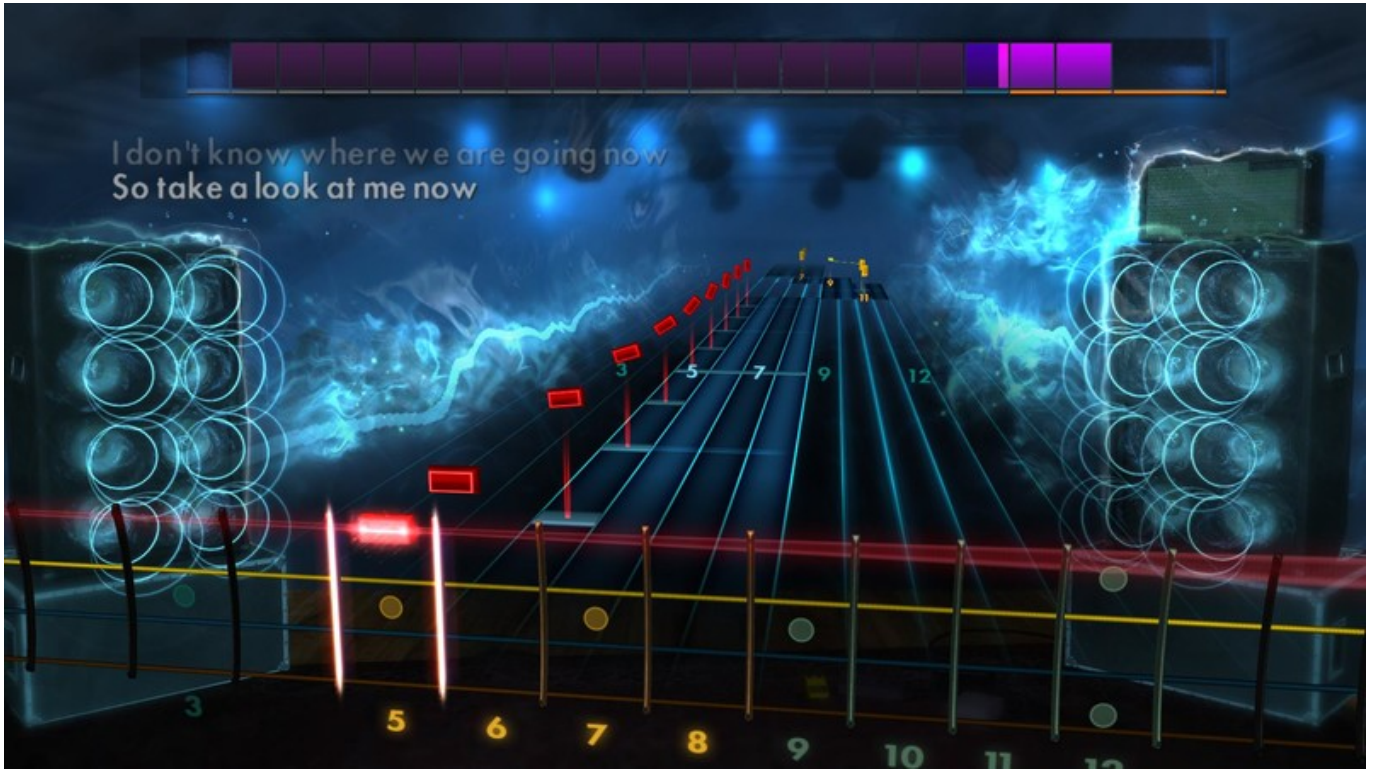
What about Mac and Linux?

These depend on the demand and interest in the product. Ultimately supporting another platform is time consuming and so can only be done if there is enough interest.

Title: Arcane Mapper
Genre: Design & Illustration, Early Access
Developer:
Arcane Architect
Publisher:
Arcane Architect
Release Date: 28 Apr, 2017

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English
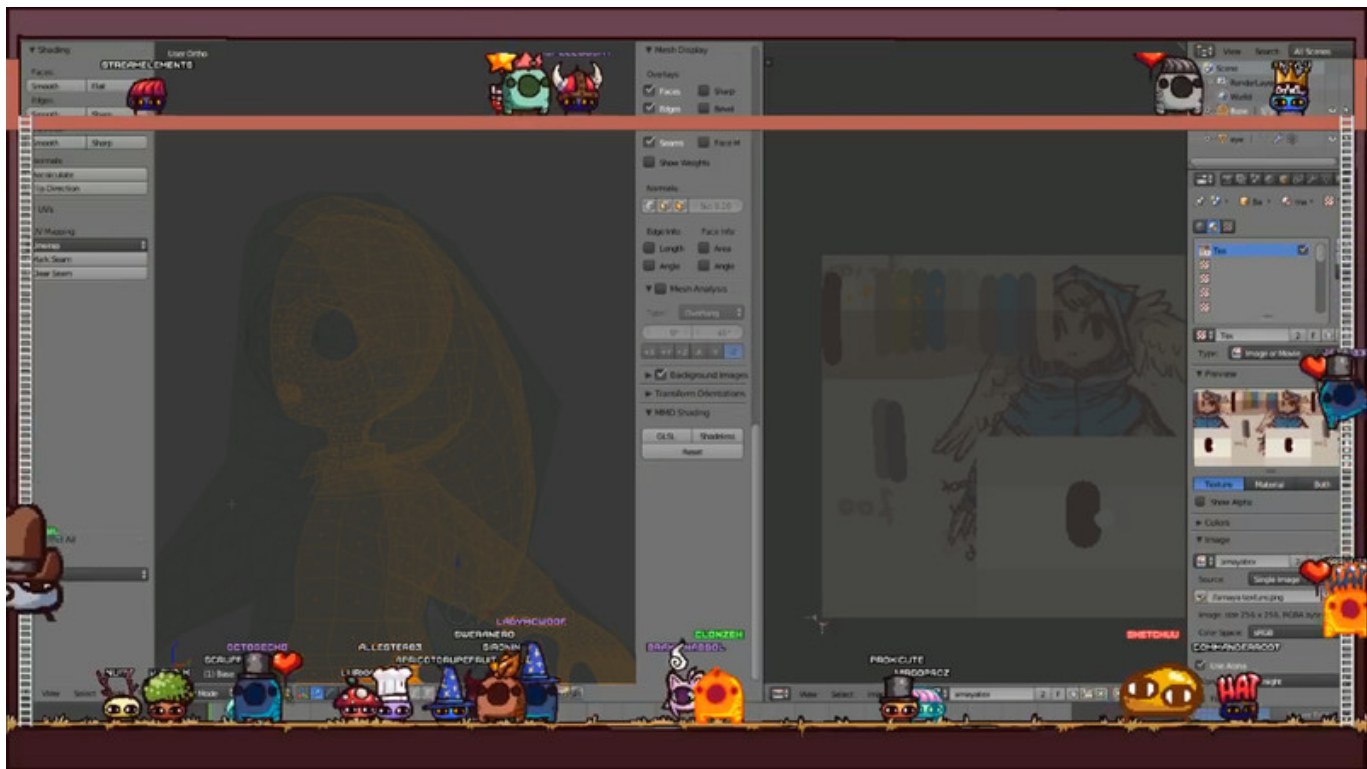
Story seems nice, average to good characters, but then you have the battle system and the intentional animation cancel. Terrible design choice. That alone made me want to stop playing this game. If you want to be efficient you WILL have to learn that bs and do it all the time. Instead of good tactical moves choice, it's all about animation canceling. Oh well... This is one I regret buying at full price.. Beautifully made classic adventure.

Amazing art design, The storyline is funny, bizarre with an absurd humor in a imaginative world.

I love CID. As far as Neptunia goes, this game is a very mixed bag. As such, I decided to structure this review into five pros and cons (with some detail underneath should you wish to read my explanation of the point) before some concluding remarks:

The Pros:

1. The combat system is one of the best in the series.

This has been my favourite aspect of the game. A full explanation of all the different and new mechanics would take a few paragraphs to do them justice, so, in the interest of keeping this brief, this game innovates and improves the mechanics of the EXE gauge, turn delay, formations and skills whilst simultaneously adding new and welcome features such as classes, normal to 'charged attacks' at the cost of potentially delaying your turn and the increase in game difficulty first implemented in VII.

2. The introduction of new characters.

New to the series is Segami, who dons the title of game protagonist alongside Iffy and the Sega Hard Girls, more specifically the ones who share a console origin with one of the Goddesses in this game (i.e. the Mega Drive, Saturn, Game Gear and Dreamcast). This is definitely the best spin-off when it comes to the introduction of new characters.

3. New dungeons and a new soundtrack

Exactly what it says on the tin. As will likely always be the case, a lot of the dungeons are copy-pasted from the Re;Birth trilogy, but it's lovely to see some brand new ones in the mix. In addition, due to new wall climbing and crawling mechanics when dungeon exploring, said 'copy-pasted dungeons' have been tweaked slightly to allow exploration with them. It's a welcome little change.

4. The story layout

I feel as though this is a very subjective point and a counter-argument can be easily made to turn this into a co, but personally, I applaud the way the story is set out in this game. Instead of one world map (maybe with interconnected dimensions), you have a hub world in which you receive missions and then travel to the correct 'era' to complete their objectives. This new system compliments the story much better than the traditional chapter layout would and, as I previously said, I just prefer the mission layout a lot more.

5. Observation VS Remake System Plans

New dungeons are unlocked through missions (both story and non-story related) and toggled plans that we saw in the Re;Births (such as attack Symbol Gains and Exp Up) are instead unlocked directly through chirper interactions rather than getting the plan through chirper interaction and then needing to gather materials to complete it. It's a minor point, but it saves a lot of time that you'd otherwise have used farting around in dungeons in the Re;Births or doing Guild quests in VII for Flag Items.

The Cons

1. Very short

Idea Factory have somehow made the advances in gameplay at the detriment of the story. The game's story is very simple and repetitive as it essentially entails zipping around different console eras and sorting out whatever needs to be

sorted out. A lot of the time, you'll receive a mission to go to a certain era and you'll just need to sit through about 5 to 10 minutes of dialogue and then you'll need to turn it in at the mission hub. The simplicity and repetition comes at a great cost to the game as it can very quickly become a text-a-thon (moreso than maybe any other Neptunia game and giving Producing Perfection a run for its money) that only serves to make an otherwise interesting and exciting story concept mind-numbingly boring at times.

2. This leads to incredibly underdeveloped characters

Due to the problems mentioned above, number 2 of the pros quickly becomes a con. Segami is clearly underdeveloped and her character culminates into all tsun and no dere at all. During the true ending her character is fleshed out a bit more for story reasons, but the revelation of her true nature is as clear as day to the player a few hours in as her transformations and name allude to it. Juxtapose this with the revelation of the true villain of VII and you realise that the series is far more capable than this. The Sega Hard Girls similarly have this underdevelopment issue. It doesn't apply to Iffy as much because we already know and love her from the mainline, but since I'm not overly fond of her, she wasn't the saving grace she might be to her own fanboys.

3. 'The Enemy Freeze Bug'

Remember that amazing bug Re;Birth 3 has on the PC where sometimes the enemies won't attack on their turn and will just instead stare at you until you Alt+F4? It's back, but with a tendency to occur in boss fights and whereas in Re;Birth 3 you could minimise the risk of this happening by not attacking as fast on your go, it seems to just happen randomly in this game. I've had it a few times where it's happened at the start of a boss fight. It's unacceptable for such a game breaking bug to still be present in this game and it's unforgivable when this is their eighth port to the PC and, as far as I know, PC versions of Re;Birth 1, 2, VII and Hyperdevotion Noire never had this issue. Poor show.

4. The definition of insanity is doing the same dungeon over and over again...

In the pros, I mentioned that I applaud the game for having new and tweaked dungeons. You best like them too because most of them appear in all 4 eras, meaning that you're going to have to explore that dungeon a lot of times. I'm hesitant to call it the same dungeon because they do change over the eras. In the game's defence, Macarasco Troll Ruin is pretty neat because of this: it's a very small and dilapidated dungeon in the Dreamcast era, but go to the much earlier Mega Drive era and it's got a much larger map with two floors housing some very powerful monsters. This is the exception to the usual pattern though; the vast majority of the dungeons in the game are copy-pasted into each different era, some being the exact same. It pads out the game significantly and makes the aforementioned problem of repetition that much more glaring.

5. Minor annoyances add up

I normally wouldn't put nitpicks on a list like this, but this game has so many little things that irritate me that I decided to make it its own little section. These include but aren't limited to: Iffy or Segami must be in the party at all times and only they can be party leaders, you must go back to the Library to report missions (so get used to that time travel noise), Toypolis overwrites itself, making some collectibles incredibly missable most likely due to dev oversight, there's no way of recording your progress in collecting baseballs despite there being a system to record your medals progress so you have to do that manually, being spammed by events in the Grand Archive, you get bullied into New Game Plus if you want to fight Delphinus or get the Bad Ending, Neptune is consistently sidelined by the protagonists unlike other character-dedicated spin-offs like Blanc+Neptune VS Zombies and Compa makes no appearance and isn't even mentioned despite her and Iffy being best buds in the mainline.

The Conclusion

I think the overarching conclusion to my points is that the positives can be summarised as welcome changes primarily in gameplay and the negatives as issues to do with the story, missed potential and some technical aspects. If you read and, on balance, think the positives overcome the negatives (or, like I imagine many people will, ignore the negatives because it's Neptunia or it has Iffy as the protagonist, or both) then I'd wholeheartedly recommend it. This spinoff, however, didn't resonate with me and I blame this on the crashes, small tedium and a very weak story and character

roster. If I weren't an avid fan of the series as a whole, I'd have stopped playing after about five hours.. The entire game is basically the beginning part of Fallout: New Vegas.. There is one achievement that I cant get eventhough Ive beaten the game already

Unlocked every achievement in 36 minutes 36\/36

Seriously though, as someone who sunk literally hundreds of hours into Geometry Wars: Retro Evolved on the xbox 360 I'm absolutely loving this game.. good unit, looks great and sounds decent. While the art and voice acting are well done, the story falls pretty flat, and the puzzles along with the overall atmosphere of the game make Kaptain Brawe feel like it was made more for a younger audience.. A great game with solid controls. It can be difficult at times but overall it's fun, plus it gives you that challenge that feels SO good to overcome.. Daughters is really the only DLC i like out of the 1&2 DLC. Im actually upset i spent money on for the DLC's.

Daughters is Zoe's side watching the Bakers go from "normal" to what you witness in the main installment. It is great i loved playing it. The rest is mini games that try to fit themselves into the story. Its kind of ridiculous and doesnt add anything substantial to the experience.

So if you feel Zoe's story is something you want to do then i guess get BF#2 DLC for daughters. But i do not suggest at all BF#1 DLC for anyone. Had i known what these DLC entailed i would not have paid for any of them. Except this one for Zoe.

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