MU Legend Pioneer's Pack Offline Activation Code And Serial



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About This Content

MU Legend Pioneer's Pack

The Continent of MU Legend has opened its gates to Steam users, and they can now become part of the army forces to defeat Kundun and bring peace to Enova, Duelden, Litenberg & Noria, our newest region!

Start off your journey with this bundle of items especially prepared for your next 3 months of VIP service with a stylish, exclusive mount and costumes!

6500 Redzen worth of items!

Package Content:

• Platinum Service 90 Days

Following you can find our benefits for Platinum Service users:

- Daily Items*:
 - 9000x Magic Gems
 - 50 Bound Redzen
 - 4x Resurrection Stones
 - * for some items you must achieve a certain login duration every day.
- 1 additional inventory tab to store ordinary items.

- Teleport By pressing F2, you can directly move to already visited areas instead of having to walk to the portals.
- Tele-mail By pressing F3, you can access your mail box from anywhere.
- Remote Storage By pressing F4, you can access your personal storage (vault) from anywhere.
- Remote dismantling By pressing F5, you have direct access to the dismantling system.
- Remote Potion Shop By pressing F6, you have direct access to the NPC Shop.
- Trade Broker NPC Item limit +5
- Auction Gold fee (only 3%)
- Auction Redzen Selling Fee (only 3%)
- Auction duration raised to 72 hours.
- Additional Emoticons
- Room of Duty Gift Box
- Platinum Service Gift Box
- 2x Daily Free Resurrections
- Pet Upgrade Slot +2
- Pet Adventure Tokens +2
- Free Subjugation Token+4
- Drop rate +20%
- Soul EXP +30%
- 5% Attack/Defense buff (PvE): Your character receives a 5% PvE-Buff for their attack against monsters and suffers 5% less damage from them.
- 2 additional Rift entries
- 1 additional reset when resetting options
- 1 additional Alchemy slot
- 1 additional Arena entry
 - •Black Dragon Costume 30 Days
 - Black Dragon Wings 30 Days
 - Exclusive Mount

HOW TO ACTIVATE

1. Start the game through the DLC page (optional)

- 2. Login to your account
- 3. Log onto your main character
- 4. Open the Legend Shop
- 5. Go to the Shop Storage

Title: MU Legend Pioneer's Pack

Genre: Action, Adventure, Free to Play, Massively Multiplayer, RPG

Developer: Webzen Publisher: Webzen

Release Date: 7 Aug, 2018

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Minimum:

OS: WinXP SP3, Win7(32-bit) SP1 and above

Processor: Intel Quad Core / AMD Phenom II X4 and above

Memory: 3 GB RAM

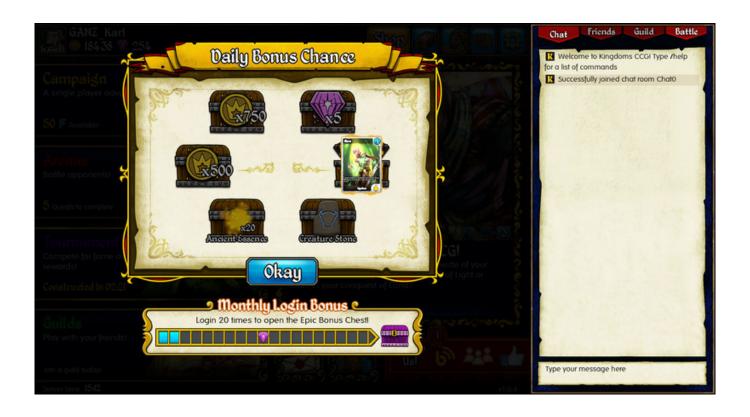
Graphics: Geforce 8800GT / Radeon HD4850 and above

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 25 GB available space

English,French,German,Polish,Korean







mu legend pioneers pack

Very thematically appropriate. Very well designed, allaround good player skin.. By no means is it perfect but I defenetly enjoyed the experience and would recommend it to anyone who's even remotely considering buying it.. Doesnt even run. Same feature set as free version available from fans. Wasted \$5 for a game I really liked when it came out a long time ago.. I enjoyed this game and was sad that it was so short. Only 3 hours for me. I liked the Arabian Nights theme with a mythical touch. I'm tired of horror, ghosts and asylum HOs!

Graphics were good, music was lovely (full orchestra) and dialogue amusing. Puzzles were fairly easy and HO scenes were few and far between I completely forgot about the palace markings, so missed that achievement!

I hope they make a sequel to this. 7.5 from me.. love the gameplay, the story or lack there of left alot to be desired, that being said its alot of fun.. Highly Addictive Little Nightmare.. Wow this game was thoroughly disapointing on almost every level. First off, it would be a stretch to call this a puzzle game as its trailer claims, there is nothing to puzzle over. It provides a series of almost identical looking rooms where you are tasked with awkwardly throwing hammers at glass balls. The throwing mechanic does not even feel accurate or satisfying.

It makes almost every design mistake that it is possible to make. Crouching can break the game, making you freakishly tall if you die and respawn. The teleport range is uncomfortablt shory and slow. Infinite hammer spanners litter every level instead of letting the player spawn the hammers directly, or even giving you a single hammer that returns to your hand. The game overtutorializes leaving you waiting around listening to incredibly simple mechanics described to you as though they were rocket science. The story is really simple and stupid, but characters talk about it CONSTANTLY and repetitively. DIalogue clips take longer to play than it takes to reach the next dialogue trigger, leaving the game interrupting itself constantly. Boss battle (I only played one, I couldn't bear to continue) was frustrating instead of interesting or even challenging. Cheesy cutscene PLAYS ON A LOOP that barely starts its second loop before dialogue ends and scene transitions. Voice acting is terrible (forgivable) and there is A LOT OF IT (unforgivable). Game has an inconsistent and ugly visual aesthetic.

The game's most intesting sequences are elevator rides, which it seems to put at the end of level strings as though it were some kind of reward to the player. If you have ever played literally any other game in VR that included an elevator ride and the ability to throw an object with \u2665\u2

The game itself is fairly short (took me ~4 hrs total). The puzzles are fairly easy and the hidden object scenes for the most part were easy too. However there was at least one misnamed object (ladybird instead of ladybug) and a few spelling errors in the V.O. captions. Objects you had to locate outside of hidden objects scenes were sometimes very difficult to distinguish from the background. Hidden object scenes also suffered from occasionally having several objects of the same type with only one of them counting.

The story could not have been more generic. Descriptions of objective items were liberally sprinkled with words like "eternal" just to make the story sound more mystical. None of the characters, or even the setting, was given any depth. There's not much story depth to these games in general but Chronicle Keepers: The Dreaming Garden has the most cardboard characters and setting I've come across yet.

The art work was fine and the locations were usually interesting to look at. But the reasoning for you to do anything (acquire the eternal tree elixir, get the boatsman's lamp, etc.) came across as more contrived than is usual for this genre.

Not recommended. I paid \$1.24. I got my money's worth but there are better games on Steam, and far better HOGs you could spend your dollar on.. The GTR didn't really stand out to me a that great a car and annoyingly you cannot customise the livery of this car for no obvious reason. Given that I bought the reloaded edition of the game for some things it is not clear if it is part of the base game of the DLC but the description seems to imply all you get here is the daytime version of tracks already in the base game. If that is the case I don't really see this DLC is worth the money.

I really liked the art work in this. The painted cut scenes were very pretty.. When I first started this game, I thought that being taken from place to place by the game would be pretty boring, but I was wrong. This game is brilliant!

As a Blue Toad Agent, you are working hard and have been sent to Little Riddle for a holiday, but you end up in the middle of a murder investigation!

You can choose to play as one of four agents, or you can play with 3 friends (I can't say how that works, because I didn't play it that way. I might update this when I finally do.). You can question suspects, find clues and make deductions and accusations. And you can laugh a lot while you do it.

This game is really funny, really fun and while it starts easy, it gets harder.

If you don't like to be berated by the voice of the narrator when you mess up, best not play this.

If you enjoy a very tongue and cheek sort of humour, it's a steal.

One word of advice, if you don't have a photographic memory, write down everything!. This game is a ton of fun. There's nothing quite like the rush of the charge, and driving your sword through an opponent's skull.

Recommended!. This game lets me express my sadistic side of myself. Really gives me the killing people stabbity stab stab... vibes:D. Its a dead game, a really dead game, so dead, Gamespy died with it. If youre planning to play this online, nooppe. if youre planning to play this on your tablet because this is definetly a mobile game that made its way to PC. go ahead

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