MU Legend Pioneer's Pack Activation Code [FULL]

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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
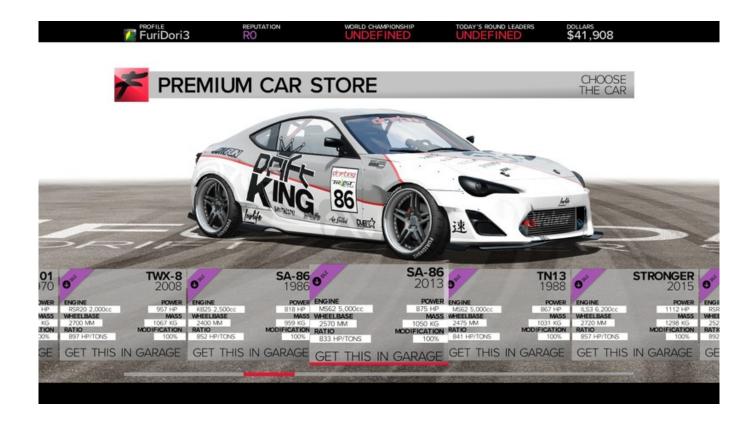
Memory: 3 GB RAM

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

PROFILE
FuriDori3
REPUTATION
R0
WORLD CHAMPIONSHIP
UNDEFINED
TODAY'S ROUND LEADERS
UNDEFINED
DOLLARS
$41,908

PREMIUM CAR STORE

CHOOSE
THE CAR

	01 70	TWX-8 2008		SA-86 1986		SA-86 2013		TN13 1988		STRONGER 2015	
POWER	WER HP		POWER 957 HP		POWER 818 HP		POWER 875 HP		POWER 867 HP		POWER 1112 HP	
ENGINE		RSR20 2,000cc		KB25 2,500cc		MS62 5,000cc		MS62 5,000cc		ILS3 6,200cc		RSR
MASS	MASS KG		MASS 1067 KG		MASS 959 KG		MASS 1050 KG		MASS 1031 KG		MASS 1298 KG	
WHEELBASE		2700 MM		2400 MM		2570 MM		2475 MM		2720 MM		252
MODIFICATION	TION 00%		MODIFICATION 100%		MODIFICATION 100%		MODIFICATION 100%		MODIFICATION 100%		MODIFICATION 100%	
RATIO		897 HP/TONS		852 HP/TONS		833 HP/TONS		841 HP/TONS		857 HP/TONS		892

GE | GET THIS IN GARAGE | GET THIS IN GARAGE | GET THIS IN GARAGE | GET THIS IN GARAGE | GET THIS IN GARAGE | GE

Solvac:

I hope YOU know about our Pluz-scarcity
and about the consequences of ignored orders.

mu legend pioneers pack

Its a cute little "Horror" Platformer :) i like the art style and the puzzles so far :)

Check out some gameplay:
https://youtu.be/5b8HwohcLiE. An great game. I also was the first person who beat normal mode!. Controls are broken for me, can't shoot and move at the same time!

Developer hasn't responded to any forum posts, nor issued any kind of patch for months since release....

Controls might work for you, ymmv.. Great game,. This game is utter garbage.
Do not buy this game.
Do not play this game
Poor controls, poor story, dreadful coding. The whole thing feels rushed and terrible. Just starting the game, I passed by the front door. An 'interact' icon appeared in the center of my screen and would not leave. I walked outside and immeditely was attacked by 'monsters' "Hide in the house" it tells you. Entering the house regardless of where you go will leave you dead. Aside from the terrible graphics, the only 'settings' in the game are music and sound. Nothing more. Further on that point, if you slect the option 'menu' from that screen it won't let you continue your game. It simply forces you to start over again. Not reccomended.. Spooky! >:O. Awesome Job Guys much enjoyed this, right up my ally nothing I like more then random murder and this game has all the goodies that you could hope for. Definatly worth picking up if you would like here is a link to a video more to come as well. Awooo :P https://www.youtube.com/watch?v=Qs52vT2a10w. It's cheap and honestly, adding more dungeons and supporting more releases like this is nothing but good in my eyes. I happen to really like the new Youkai cards, the card for clearing the dungeon isn't so hot, but the experience and gold for clearing it is really good, plus the cards given just for getting it are quite great too. I enjoy the whole game overall, so this was an easy investment and hope to see more like this. I understand a lot of people don't like the whole paying content thing, but honestly I rather pay 2-3 dollars for content like this than F2P and then getting nickled and dimmed to death. The producers have to make a profit somehow, and this is way better than micro-transactions. Getting a whole new dungeons and access to neat cards for a one time payment is optimal to me. If the staff ever happen to see this, if you keep to this kind of model, I at least would be keeping up with expansions like this.. So, after 5 hours of playing, I have to say this is the most frustrating, least satisfying game I've ever played. Impossible to achieve even the most basic goal, and believe me I've tried every combination of stations, upgrades, etc. Absolutely impossible. would not recommend this game to anyone I cared about. If I could get my money back, I'd be first in line to request it.. I loved S.K. Shinovi Versus & S.K. Estival Versus on my PS Vita, This is my First Senran Kagura game I've played on PC, and I love It, I just wish the frame-rate wasn't capped at 60fps, aside from that this game is Amazing :)

Really nice game to kill time and have fun. A charming if rough around the edges point-and-click game.

Graphics and characters models are fairly basic, but occasional splashes of color add to the appealing and unique art-style. While puzzles are fairly basic, they're also intuitive, so I never wasted time trying to find that one cryptic answer the developers expected. The main premise is executed fairly good, with the protagonist using the real-life equipment for hunting ghosts instead of some fantastical items.

Overall, the game has a nice atmosphere, humor and fun enough gameplay. Made me interested in checking out the original game simply titled "The Lost Crown".

6/10.. Nintendo hard single player.
Requires controllers for multiplayer apperantly?

Poorly explained.

Sounds interesting, but plays more grindy than anything.. Fun, has some issues running in win10 but none that hinder the story or gameplay

Just remember to SAVE FREQUENTLY!. boosts your game very fast. This is an amazing survival game! Sure the animations may be a bit goofy, and the sounds may be sub-par, but this is an all around entertaining title. There are plenty of PVE servers for those who just want to kill mutants without dealing with other players at the same time, and as usual there are the official servers where mutants aren't your only problem. I have been playing this game solo, and I have been having a great time. I do not really understand all of the negative reviews, but as a solo player, I recommend (though I am excited to play with my friends).. A lot of my friends raved about this game and I thought I'd give it a go when it was on sale. I honestly thought the game was an alpha release with all the crashes, glitches and game-breaking issues. I mean, I could handle having to wade through the floor meshes or the game simply refusing to run if it was an alpha or beta... Hopping on the game site I realised that not only was it a full release but there'd been no development since 2017.
This game reeks of a side project that was rushed to full release and then dumped by the developers in the hopes the community would take the reins and turn it into something not... terrible. Thankfully they have and the community has brought some fantastic mods. Unfortunately, they have to run those beautiful mods on a terrible platform - somewhat like building a mansion on a volcano.. Enemies stay outside your VR area and just do the same two attacks. As a result I damaged my controller.

Underwhelming gameplay, graphics, animations, and not worth the price.. Giving this a positive vote because there is no neutral option and I don't think it deserves a negative, despite its flaws.

Gameplay-wise, the premise is fairly straightforward. Each zone has a number of red buttons and a locked exit door. Navigate yourself close enough to the red buttons to activate them (causing them to change color). Once the buttons have all been pressed, the door is unlocked and you can move to the next zone.

Movement is fairly typical: 4 directions + jump (though for some reason the default keys are QZSD?? I had to exit the game to change them). Most of the zones have no floor and if you fall through the bottom you will respawn at the beginning of the stage. You have the ability to place temporary platforms in front of you (or whichever direction the camera is pointing). The standard platforms are green, but you can also place blue platforms which act as a trampoline. Cool idea, but the most efficient way to move around is to point your camera down and keep dropping trampolines directly under your feet until you get where you need to go.

Based on the trailer and the game description, I was expecting something different. Parts of the trailer appear as though the player is flying freely, and the frequent mention of "wandering" suggested that there would be more open exploration. The reality is that each zone is a boxed-in area. If there are no visible walls, moving too far from the play area will count as a fall and you'll respawn. Each area is effectively a solid sculpture. You can climb on the solid forms you find throughout each zone, but they'll also get in your way as you try to bound around on your platforms.

I experienced some problems during my playthrough, and I don't know if they're common. Occasionally I would hear the chirp of success when I reached a button, but when I turned to look directly at the button, I saw that it was still red. Pressing it again changed the color but didn't activate the sound. Additionally, in several levels, I found myself flung downward at great speed

and barely caught myself from hitting the bottom. I'm not sure if this was the result of my bumping an object that I couldn't see or if there was a downward current in place with no visual cues (unlikely, since after catching myself I could generally ascend without difficulty). Either way, it was very frustrating.

Ultimately, I think this game is trying to do 2 directly opposing things. It's very closed and linear but bills itself as a wandering experience. It features narrow platforming and falling death as a primary obstacle but wants to be "relaxing" exploration.

I think it would be a good idea for the dev to explore these ideas separately. Make one game with fall danger, linear progression, and precision platforming. Make another game with massive expansive areas (not necessarily unobstructed), free exploration and high mobility. Thinking about stuff like Grow Home (especially in the late game), Antichamber, and Proteus for inspiration here.