

## Boundel: The Second Era Activation Unlock Code And Serial



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### About This Game

#### GAME REQUIRES A DIRECTX 11 CARD

The time has come. This is the time of guilds, wizards, warriors, blacksmiths, tailors, scribes, alchemists, woodworkers, animal tamers, brewers, traders, traitors and murderers.

The Second Era begins!

### Features

- Completely Open World: Go anywhere and live anywhere.
- Real Massive Multiplayer: The game has one world carries the everyone.
- Crafting: Make armors, weapons, shields, dresses, potions & foods with a legendariness modifier, each crafted item is unique.
- Global Trading Market: Buy/Sell items on the market.
- Taming: Tame everything in the world. They will fight on your side. Also you can shrink them & store or sell on the global trading market.

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- Create your class: Use your ability & skill points to develop your character as you like. Be the master of one skill or use all of them.
  - Guilds: Create your guild and collaborate with your friends. Items have been crafted by ranked guild members will carry the name of the guild.
  - Runebook: Mark locations and travel anywhere alone or with your friends by opening a moongate!
  - Non-target Combat: Your attacks & spells are a dynamic physical object, so aiming is important, dodging is possible.
  - No registration required, login via Steam
  - No in-app purchases, all updates will be free. Pay once play forever.
  - Frequently updating

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Title: Boundel: The Second Era  
Genre: Indie, Massively Multiplayer, RPG  
Developer:  
Eren Aydin  
Publisher:  
Eren Aydin  
Release Date: 14 Nov, 2016

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**Minimum:**

**OS:** Windows 7 (32 or 64 bit)

**Processor:** Dual Core 1.66 GHz or equivalent processor

**Memory:** 3 GB RAM

**Graphics:** 512MB - NVIDIA GeForce 7600 GT, ATI Radeon X1800 or higher

**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 2000 MB available space

**Sound Card:** Yes

English









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I hadn't heard of this little gem before but glad I saw a friend post some screenshots of it. First off let me say that this game is still in very early access. Also even when playing local your internet connection must be stable for you to play. I found this out the first few times I was trying to play and I had something downloading in the background. I disabled the background download and then was able to connect with the local server. I have plans on picking up another copy for my daughter for us to play LAN with once I try it out some more.

As of this writing I have about 90 minutes in the game. I will say at this point don't go into the game expecting any fancy graphics, currently they are very bare bones. Your character is going to look off, but I am sure that will vastly improve over time. Also there isn't any hand holding in the game yet. You are going to have to experiment.

One of the things I found out very quickly is that there are a mixture of mobs all around. You might be fighting a level 3 Zombie one moment and then a level 15 Zombie Lord shows up. The first time or two this happened I had my butt handed to me but I quickly learned the game is currently all about kiting. Once I started doing this I was very easily able to tackle mobs way above my level. At level 5 a level 18 witch wasn't much problem as long as I paid attention to the attack queues.

One of the things that took a minute to get used to but now I love is that this isn't like WoW, you don't lock onto a mob. You have to manually make sure your spells are aimed at the mob. Missing is a very easy prospect if you are not careful. But I like this as it adds some more realism (well when talking a fantasy game, as much as it can be I guess). Still if you learn to kite and watch the attack warnings you can easily kite a much level mob without much problem.

Performance wise, the game is what you would expect for a \$5 game that has just been released to early access, however I didn't have many performance issues that were not network related. The rig I played on was an i7-860 2.8ghz, Nvidia 960 with 16GB RAM so no where near type of the line. Framerates were low but once again this is in very early access and \$5 invested.

I will say that the game pulled me in after I got the ropes. Still not really sure what I am doing past the kiting of mobs, but fun none the less. I recommend the game, even at this stage, \$5 already better than many \$50 games I have tried. I haven't checked to see if there is any crafting yet. I didn't see any indication that if there is going to be that it is implemented yet. Crafting isn't really my cup of tea. None the less crafting aside, I will say that I enjoyed this more than I did with Wurm Online (stand-alone) which I ended up getting a refund on and paid a good deal more money for.

I am not a great reviewer. Often I just ramble. But let me close with saying that \$5 is worth a chance on this game, even if you let it sit in your library for a few months. I have a feeling that it is going to shape up to be a nice little niche MMO/LAN RPG.. Just wanted to say I love this game! I have played for 5.7 hours and crushed it and loved every minute of it. After I hit level 81 I was bored cause no one else was on >.< so i started attacking a guard... he teleported and hit me for 5178 damage i think... my karma dropped to 0 and ... i think i lost all me hard earned work. and did I mention its hardcore so i have to wait an hour... Even though i would have not been as bored if some other people were on! all and all i enjoyed those 5 hours of my life and plan to play some more. Did I mention I'm third in the leader board hahaha but whos talking note? Lets get a krew together and do a Bit of Role play! two thumbs up!. One man MMORPG which is better than a lot of the free to play garbage cans. I'm not saying this is the next best thing but honestly, if this one person can make an MMO like this, imagine what a team of this person can do.

Bounel reminds me of back when I used to play custom RPG maps on Warcraft 3... You grinded XP for skill points and you found random loot or bought it from stores. This game is exactly like that. Large map, random monsters, random loot, and you grind xp... Become a criminal or a hero! For 4.99 and an open mind, you might get sucked in like me.

There is a hardcore mode with varying levels of difficulty. When you die, you cant play your character for X amount of time. So if you want a real challenge, brave the world in hardcore mode.. Before saying anything about the game i must note that the game seems to be still in early alpha state of development.  
if i can describe the game in one sentence i would say "full of bugs and lack of several key features".

Pros

Big zone to explore (i ssume there will be more in the future or this is just the first island)

Lot of equipment items

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Lot of mounts

Open skill choice (you can chose to use any skill starting at level 1)

It seems they are giving you the power to name the map zones (runebook)

It feels nice just go and kill whatever you find (you found a turtle? go ahead, kill it, it may drop a dark lizard mount if you are lucky)

The game is still on development

Cons

The battle system is not good enough (or maybe not good at all depending on the player)

There is no map so you have no idea where you are and how to find things

Really hard to find out how dangerous is an enemy (usually the level is not displayed)

Server disconnection (i got disconnected several time god knows why because is not my ISP)

The interface is really bad (and i am being nice about it)

Is not sandbox but either have something to follow (no story, literally the quests mentions you as a hero, god knows why, and expect you to kill or collect something or both, and usually they are bugged and are unable to complete)

No ingame bug report system making even harder to colaborate.

Almost no players (should be fun to play with friends)

Could be more but i cant remember everything i saw

The game is not expensive, you could try it without espending lots of money like many other games, so if you have doubts about the game just try it and if you dont like it remember that steam lets you get your money back before the first 2 hours of gaming or 2 weeks of buying.

Hope this help you decide.

EDIT:

After some more hours of gameplay I finally finished exploring the entire map, it is not huge, is not even big, could fell big at the beginning but is really small, most of the land is empty, no monsters, no trees or something else.

Found a "secret" location (you can only access through the (I think) only usable door/portal in the game, inside was an enemy named "Satan" and it was impossible to kill for me at level 70. It was kind of disappointing, I was hoping to find a portal to another place or something, maybe I need to kill Satan first.

Anyway, I recommend the game only because it could be better in the future.. (ONE QUICK NOTE, DEVS FIXED A FEW THINGS THAT I'VE SAID. VERY GOOD DEVS)

In this state, I found myself to actually enjoy this game, it's very unique.

Currently, there are many changes that can be made, such as the tree rendering distance, I find that on ultra graphics, I still see too little of the details further away. Maybe put it a step up? Like Ultra-high or something.

Also, the main problem I have with this game is the exploration, exploring is a pain because you're gonna have trouble getting to areas because of the character stopping at areas. Also, the characters cannot drop. You can't fall at all, so trying to fall, you won't be allowed to do that. Trying to go down a mountain? You can't do that, you have to go around, through the enemies.

The last problem is night, Night looks very very bad. Change the sky from brown to black, also while on a ship, the islands look very blue-ish, change this too.

Honestly, the lag is the last of my issues. At this stage, I'm still having a VERY fun time on this game, I find it a great time wasting tool, just focus on what I've said, and your game could outstand many others on early access.

I'm recommending this mainly because of the cheap price, if it were \$10 - \$20 I'd probably say no. But at this price it's worth it, get some more work done, and maybe it could be worth around \$20, I hope this helped.

Thanks ~Vezmarok. PROS:

Cheap

No Microtransactions



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Combat is balanced  
Community is friendly (for now)  
Loot system is balanced  
Levelling system is balanced  
Open world

CONS:

Small community  
No narrative  
Graphics aren't all that great. (Not the worst mind you, could be better however)  
Can't talk to NPCs  
Bugs aplenty

6/10

Eh. The game will get better as it grows.. Great game for it's price. Vast lands to explore, monsters to see, lots of skills, combinations and some different options.

I do think that this game offeres lots of potential.

<-Pros->

#New MMORPG game to explore.  
#Very cheap to try it out.  
#Ability to affect the product and help to find some issues.  
#Lots of items and effects, many skills and cool features to try.  
#Huge and vast map.  
#Can host own servers.  
#Global ranked server.  
#Pvp, although I haven't tried it yet.

<-Cons->

#Still in early access, yet you can contribute to the project to help it grow.  
#Still lacks some features that help you want to explore more lands.  
#Need more players so the vast map can be fun, because the current npc system doesn't make up for that space.

My first gameplay footage(first time recording too so don't blame me ^^)

Will upload more videos very soon :)

<https://www.youtube.com/watch?v=iSKUIeS6msw>

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Multiple people cant connect, and the game cost 10 bucks but is free now.... The rot rate on your items after a death is way too quick. I should be able to return to my body before all my hard earned gear disappears ffs. BS!. I'm going to give this game a positive review because..

1. This game is still under development and I would love to see how this game goes.
2. I've experienced a good player base so far, people I've met in game were nice to give some information.
3. I've been looking for an online rpg to play and somehow I enjoyed playing this game.
4. I'm a fan of indie games and I believe they should be given a chance.

So far this game is...

A bit laggy

Monsters look static

Items on NPC cost way too much for beginners

Little variety of monsters I've only seen like 4-7 types so far.

No party system or friend system.

You have to explore and walk around to find monsters which takes time for beginners since you don't have a horse.

But then again this game is still under development so I will continue to play this and update this review.

. - Original Review after a couple of hours of play -

The server was moved after several days of being offline, and I was finally able to give the game a try.

My impressions -

Positives:

- + Good variety of creatures
- + Leveling seems fairly easy, at least in the beginning
- + Can pick the skills you want to use
- + No quests means you can really go do whatever you want

Negatives:

- Mob AI is pretty bad. Lots of them just stand around while you hit them, others kill you off with no warning or follow you forever
- Mana regeneration is very slow, at least in the early going, which means you spend a lot of time just kiting in circles or standing around doing nothing
- Abilities need better descriptions and equipment/skill points need explanations
- Server stability - The server went down and/or I was booted at least 5 times in the few hours I played
- Toxic community - I was pk'd by two different people multiple times that could oneshot me, as they obviously outleveled me by a huge amount (had mounts and everything, so there was no way I could run away either), and just rode over and attacked without a word. I also had numerous other people decide to grab the loot that the mobs I was killing dropped, and/or "help" me kill something that was nearly dead only to grab the loot.

Verdict:

Considering the cost, I'm pretty impressed with the framework here. The game has potential, but until some of the issues are fixed (especially the "free" looting issue and the fact that there seems to be no penalty for killing people that are trivial to you multiple times, both of which I can only see getting worse with a higher population), I can't really recommend it.

- Updated Review -

I've been playing some more, and did manage to find some people that didn't try to kill me on sight, and even a couple of generous players who offered tips and a mount, which was much appreciated. Having said that, the community is still an issue. Though this has become less frequent after gaining a fair number of levels, I'm still one-shot killed at times, often by people I didn't even see approach despite watching for them (I have a feeling this is due to the "recall" points, as people pop out of thin air when they recall), and I've been killed while still logging in several times as well. I'll readily admit I'm not much of a fan of

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pvp in the first place, but I can't really understand how "pvp" where one player kills another in one hit over and over again would be fun for anyone.

I'm also finding (in line with what's mentioned in the comments) that there's less variety in mobs than I originally thought, as a lot of areas are just empty, and the pve seems to be pretty repetitive, as even though I'm still at a fairly low level compared to a number of players, unless I aggro a huge group of ranged mobs or fight a dragon, I'm already not finding too many challenges.

Having said that, I'm now close to 20 hours into the game, and have been enjoying it more than I was in the beginning, so I'll change my recommendation to a "yes" with the caveat that there are still a bunch of issues with the game that hopefully will be addressed in the future.. Game has decent mechanics, it allows for some pretty good build customization. Taming in particular is quite nice. The world is a bit sparse though at the moment.

I don't particularly care for this type of open world pking, fortunately there aren't many people on since you're pretty much guaranteed to be jumped by higher levels as soon as your newbie protection wears off. This is only problematic since gear permanently breaks after losing durability and there's no way to repair them yet. For some though I guess this could be a plus instead. It's not for me though so I won't be recommending it.. This game still needs a lot of work but yet the dev has already left. I along with a lot of other people bought this game to support the dev because we thought it was going somewhere but nope he took the money and gave the game away for free. Getting stuck in the terrain when even walking on a little hill. Crafting is boring. same loot over and over again when killing bosses. I feel there was supposed to be a lot more added to this game but seeing as the dev decided to bail on this game to work on another game and that tells me a lot about this dev.

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