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Accel World VS. Sword Art Online Deluxe Edition Crack English



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## About This Game

Swart Alfheim and the Accelerated World have begun to merge. In the midst of the chaos, Yui has gone missing. Kirito must challenge the Seven Kings of pure color from the Accelerated World to gain access to her location. This version of the game includes the DLC "Castaway From Another World".

- RECRUIT YOUR FAVOURITE CHARACTERS among a large roster from the anime and novel series.
- TAKE THE SKIES using your flying abilities, deploy magic and sword skills to perform outstanding aerial strikes!
- DEFY GRAVITY with hyper jumping skill, accelerate your movement before giving a Coup de Grace!
- UNITE FOR THE FIGHT in fierce online multiplayer featuring multiple modes supporting up to 4 players.

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Title: Accel World VS. Sword Art Online Deluxe Edition

Genre: RPG

Developer:

ARTDINK CORPORATION

Publisher:

BANDAI NAMCO Entertainment

Release Date: 12 Sep, 2017

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 10 64 Bit, Windows 8.1 64 Bit, Windows 8 64 Bit, Windows 7 64 Bit Service Pack 1

**Processor:** Core i5-4460 3.2GHz

**Memory:** 8 GB RAM

**Graphics:** GeForce GTX970 4G

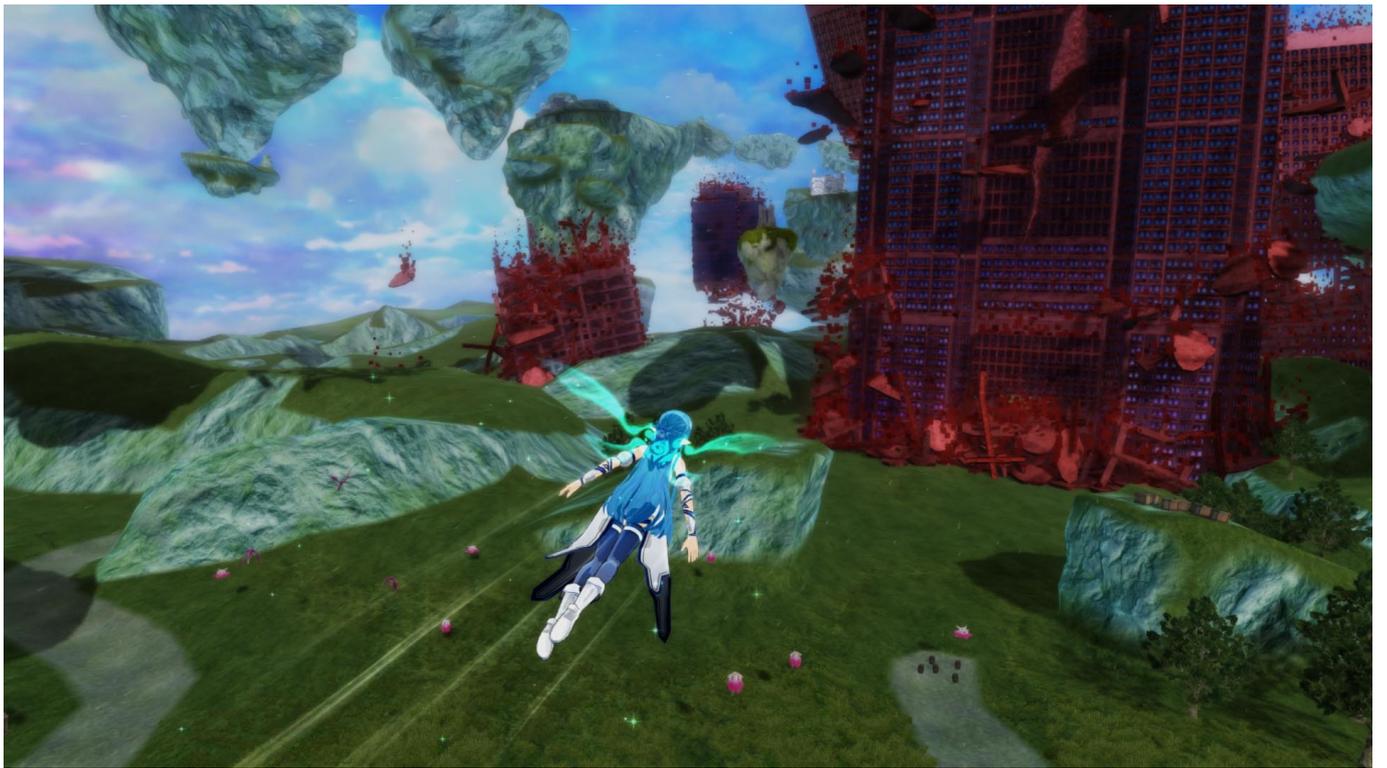
**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 30 GB available space

**Sound Card:** DirectX 11 sound device

English,French,Italian,German,Japanese,Korean,Traditional Chinese







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So my Opinion about "AccelSword" is kinda mixed honestly. Since im a Fan of both, Accel World and Sword Art Online i was kinda happy to see it on Pc aswell. But actually i have a lot of mixed feelings about the Game.

The Story was... let us say it was "Okay". I dont want to spoiler it too much but i knew it, the "antagonist" since the very beginning, i just didnt knew the reason. Why? i had a guess but.... well i dont know what do think about it, and please let us just Skip the Story as Okay before im telling you its not that good. But some tips from me, be aware of alot of grinding in the Endgame and save your BP for later. Dont waste it early on!

Pros:

- + There are alot of Races and you can see clearly the difference, not only if you look at them, also some magic skills are different
- + Every Character can mix up to 3 Weapons, makes it alot easier if you have touble with one kind of Weapon and want so switch to another
- + Some Ppl are still playing online, makes the end dungeon alot of easier if you meet the right ppl out there
- + There are so many Characters who join your party, which really let you combine all kind of combos.
- + You can also buy level ups and dont have to grind all your way through
- + The Sidequests and Miss Strea show are worth defintly worth a look, atleast i had fun on that
- + Many Unique Skills can be unlocked by nearly each character.
- + The Fighting Combat System is great.
- + Bosses have their Weak Points and Weak Resistances, so if you tried some different things out you can easily defeat them.

Cons:

- The Story is kinda Weak in this Game in my Opinion. Its enjoyable but nothing Special, and far from a Masterwork
- Accel World Characters are way harder to play, even in the High end Dungeon, especially when u enter a danger room

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- As i said, there are more Races in this game. Its nothing bad but making some Characters less fun to play, since there are some issues, for example:

- 1: Cait Sith is definitely the most Weak Class out there, its not a real DD, nor healer or Tank. The Unique "Pet" that you've got with them is super Weak and if you want to Heal you or your allies you have to stay in the Healing Breath.

-2: In the endgame u meet someone called Sumeragi. He is playing as Undine and Undine are more likely Healer in this game but Sumeragi is more likely the Attacker Type, making this Character an really strong Attacker x Healer. Too strong for my Opinion.

-3 Also An Accel World Character is inside here, called Nitride Unica. Nitride Unica is strong since the beginning she joins your party she doenst need to be leveled up to be powerful so if you just pick her and do any quest or Dungeon you'll see what I mean.

- I dont like The Blacksmith System there, also im kind of dissapointed that u cant craft a Weapon on your own, All you can do is upgrade it and combine it etc. But you cant create one nor give them the elemental stat you want. Making it kind of difficulty to get the best Weapon for your Character.

- Im kind of dissapointed in the End Game. Of course u have that incredible large Dungeon. But its not easy, believe me. Like you have to level up your Weapon skills to deal alot of damage, you must level up your character so you have good chances on keep going. After the Story my Characters were about Lv 600 - 700. Which is Far, really far from the max lv to 1200, after i spend much time in this Dungeon to grind and farm BP etc. all i got was 1 High end Weapon. God thanks it was for my Favorite Character but unfortunately the wrong Weapon.... There are better ways to farm BP but i dont like the One Way 5 Hour Farm way. Its too boring for me.

- Sidequests have to be done with the Character it is for, meaning if u finish the Game, and never lvl'd up Silver Crow or Kirito you'll have alot of trouble out there. I had to use some BP on them and still i needed smth like 10 mins of Attack and kite and heal tactic to beat the side quests. If you do that, make the enemy your lv atleast because its no fun to fight as lv 200 against a lv 600.

So after all i'd say its a okay - good game but not for 50 Bucks. I'd wait until its for Sale and buy it then. I hope you have more fun on grinding / farming than i do.. Watched Accel World and Sword Art Online

Loved both series.

This game was great.

I had no frame rate issues and no crashes.

I would recommend this game.

I would like to see more Accel World Content on Steam.

10/10. Accel World VS. Sword Art Online Deluxe Edition,

I have just one thing i realy dislike about this version..

WHERE DO I GO TO NEXT ?

On the other hand,

No markers in a big game has its charm aswell.

Sometimes its just way to unclear on where i need to be to progress in the story.

(hmm google)

i've been playing this version of Sao with an controller.. Fun and direct, Accel World vs. Sword Art Online is an interesting crossover that offers dozens of hours of intense gameplay, flying skills and an intense story with hours of static dialogues on screen. But don't let this put you off, because you can hide the dialogue and enjoy the amazing visual art at any time.

I really enjoyed this game, even without any sort of attachment to the Anime that the game represents. It's nothing particularly revolutionary, but I thoroughly enjoyed most of my time with it. Moments of confusion and the unintentional nerfing of most

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'Brain Burst' characters aside, this is a fun action RPG that is worth a look if you're not a fan of these MMO Anime series, and most likely worth a buy if you are.

Over all, I recommend this game.

I will continue to play it for a long time to come despite clearing the main content twice over~

. I did enjoy this game until I reached end game content and trying for online game play with other people.

If you going to play only for the story and fan service then it's for a game for you.

If you are also looking for end game content and longevity of the product then wait for it to be on sale.

The Main Story will last an average 20 hours. Therefore without endgame stuff, \$50 isn't worth it in my opinion.

EndGame issue:

End Game has a dungeon call Infinite Dungeon. It goes from Floor 1 to 1000. The Goal for entering this dungeon is pretty much for gearing. Each floor is randomly generated with random boss. The game will keep your progress saved up to Floor 100. This means that if you exit the dungeon at any given time past Floor 100, you always restart at Floor 101 when you re-enter the dungeon(offline mode). During offline mode, your progress and loot only save when you exit the dungeon. If your game crash anywhere between loading screen or while inside the dungeon, your progress and loots are rolled back to last save.

During online mode with other people, you will need to go to offline to save your progress and loots. If you get disconnect or crash, your progress and loot are gone. Online mode can help you save progress better but not that much. For example, you and me progress together; we reached and beat the boss at Floor 200, and you decide that you need to go offline to save your progress and loots. As long as I stay on Floor 200, you can re-join my session and we both can press on with progression. Now, we're at Floor 205 and before beating the boss, you got disconnect or crash, you won't be able to re-join my session since your last progress is saved when you exit after beating Floor 200 which is your highest progression. At this point, we got two choices; either both of us start again from Floor 101 or you can join someone that is progressing anywhere between Floor 1-200 then you need to finish up to Floor 205 then go save your progress. After that, you can re-join my session at Floor 205.

At the time I was still playing this game, finding people to run Infinite Dungeon is a challenge in itself. On top of that, the disconnection and crashes would just discourage people from going into it. I personally have completed Floor 1000 but I had access to two accounts and I left the game running 24/7 until I have finished Floor 1000.

Trying to get support is a joke. Steam point me to Bandai Namco EU. I have Submit ticket there and it tells me wrong place because I'm not EU customer and send me to NA site. NA site don't even have this game listed in their support list nor I could find a link to submit support ticket. I don't think Bandai Namco want to support this product at all.

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It is a good game and I personally am a huge fan of SAO and Accel World.

The voice acting, maps & scenic routes, and animations are very well made in my opinion. It is everything you see in the gameplay trailer which makes it really enjoyable.

However, there are of course some problems. There are random glitches once in a while, such as getting stuck underground, and the combat mechanics can be sort of a problem sometimes (it isn't all bad but once in a while it can be quite buggy and don't work well as you want it to). Online is not bad but as you would expect it can be rather buggy and laggy. It can get pretty repetitive but I think that's a pretty normal aspect.

It is recommended that you play with a controller. A keyboard is not impossible but it's much easier with a controller.

If you really want the game, you can get it but personally I would suggest getting it during discounts.. For the ones who are afraid of their computer not being able to handle the game requirements, my computer has a GPU that is 128% worse than the minimum requirements and I can still run the game at 60fps with a 1920x1080 fullscreen resolution and the minimum graphic settings (No antialiasing, low shadows, low shaders, etc)

To know how is your GPU or any computer component compared to other go to google and search: (Your GPU) vs (Another GPU) (the web I use it's called UserBenchmark) you can do that with pretty much every important PC component.

This game really impressed me, it was a complete step forward compared to the last game (SAO:HR). The input is much easier to learn if you play with kb + m, the bullshit dating system was removed, the story is much more interesting, in the other game you can't control any character other than Kirito, the switch system is way more interactive, and I have even more good things to say about the game.

If you like RPG/Adventure games I would 100% recommend you this game.. If you want to enjoy the game you have to buy a Xbox controller since the controls are abysmal on keyboard, it provides extra story for SAO and mostly AW fans (some things might not make sense to you if you have only seen the anime I recommend reading the LN as well to make more sense of the AW story). While I found that there were some hurdles to get through in terms of getting the game to perform properly I've found a great game once all is set up.

To those who haven't followed the SAO games the differences from one game to another can be very jarring as they seem to have taken to the Call of Duty approach of handing off development of every other game to one of two studios. Making things more confusing is that this game is a cross over with another anime series set in the same universe that operates very differently from the SAO universe and has characters with very different abilities.

First, to clear up what SAO game this sequel is comparable to, that would be SAO: Lost Song which as of yet has not seen PC release but was available on PS3 (Japan only), PS4 and PS VITA. If you have played it and liked it, you can stop reading and just buy this now. Even if you did not however, keep reading.

While this game uses a similar (if not the same) engine to Lost Song, almost every aspect ranging from controls, presentation of story, combat, area design, exploration etc. has all seen a significant amount of additional polish. Everything from Lost Song that was Good/Okay has been bumped up to great. Sound design has also seen a significant boost, every strike in combat to the ambience of every area sounds better than in the previous game and the music is just as phenomenal if not better than Lost Song which already had an amazing OST.

Now the elephant in the room for some SAO fans will be the inclusion of characters and areas from Accel World. For those familiar with both it can still come off as worrisome from a gameplay standpoint or even in terms of story. Whether you fall into either category, I can say with confidence that this game pulls off this Union of worlds with flying colors. All of the interactions between the characters seem natural and while you can't even mention the story without spoiling something I can say that it is compelling for fans of either series. For players unfamiliar with one or even both of the series, the story finds ways to explain character motivations and actions without forcing a mandatory slog through tons of backstory all at once. As for the gameplay differences, the SAO characters perform just as they did in Lost Song using weapon or Sword Skills and magic as well as every one of them being able to fly freely through environments. Anyone familiar with Accel World will obviously wonder how you could mix these characters in the same world without them having a disadvantage in terms of range of movement, but rest easy, they made it work. All of the Accel World characters, rather than being able to fly (with a few exceptions) navigate the land with SUPER JUMPS, yes you heard right, SUPER JUMPS. In addition to being able to cover huge distances both vertically and horizontally by holding and releasing the jump button, they can also perform unlimited normal jumps while in the air as well. While it sounds clunky it is pulled off in a way that comes off as hugely satisfying, possibly even more fun than

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flying at times.

Bottom line, If you are a fan of SAO and enjoyed Lost song, this game is a no brainer. However it is likely that those with a passing interest in either series can find something to like here.

I honestly would have no issue with giving this a solid 8/10 for fans. Probably about a 7 for those with no interest in the source material but looking for a decent action RPG.. It is kind of a good game the worst part is that you can't change your control so best recommended to use controller unless the keys for each move isn't that hard for you on keyboard.. Here is an honest review from a SAO fan P.O.V but also a PCMR P.O.V

Pros:

- The voice acting was appealing and I actually preferred not having it dubbed.
- Art Work is nice and fits the genre.
- Further confirms theories that SAO and Accel are not only in the same world but that Accel directly follows the events from SAO
- Fan service
- Game interface is OK and the control are not as bad as I thought for a console port
- The story is nice and original, but ( see cons)
- hack and slash 3D fighting
- Music is good
- Give something while waiting for S3 of SAO (confirmed btw) and hopefully a Season 2 of Accel
- Sinon

Cons:

- Not really well optimized
- Sometimes when I play I get 60FPS and when I launch it again it drops to 18 - 30 in the same region. Funny enough removing my X-input controller (xbox) before launching the game seems to remove that problem entirely. Wierd!
- Controls are OK as mentioned, but could be improved. Sometime flying gets more annoying than anything
- Graphics are better than PS4, but I would have wanted something on par with NUNSA4
- Console Port that is not well optimized, average remains about 60, but major spikes sometimes, but made less obvious by FreeSync
- Dialogue isn't always the best
- Quest can feel boring and repetitive at time
- Asuna

Overhaul, I feel like this game brought a good original story, but fell short in their execution of how to implement that story coherently and efficiently along with the other elements of the game, including dialogue and quests. The Graphics are not the nicest for a 2017 Anime game, however, they are not awful. The Artwork for the characters during dialogue and the voice acting is top notch. The Gameplay generally feels smooth on my setup i7-4870HQ and RX 480 8G (yes a 480 with a mobile CPU ---> MSI GS30 2M Shadow) but has some spikes for not apparent reason. Combat is another area where I feel this game fell short; it is good, but disappointing. In the end, I still feel this game is worth its full price tag, but I can see why some people would like to wait.. Played the vita version before this but wanted to play a few hours of the pc version to properly review the game.

I really like Sword Art Online. So when I saw that they brought one of the games to pc, I could'nt not support this game. I knew what AW was, but haven't taken the time to read it yet. Of all the SAO games that namco has released, this is probably the one I enjoy the most. The gameplay feels fun, the sheer amount of characters offers a wide variety of playstyles. the story is better than some of the others they have released, but I usually dont play these games for the stories. All in all I think its a solid game for any SAO fans. Don't worry if you arent an AW fan. They are basically special guests in the story, and are introduced enough to understand the story.

Now on the technical side of things...

Overall the port seems pretty solid, havent really run into any bugs. The launcher is kinda confusing when it comes to getting your graphics settings set up, but once they are it runs great. Graphics are about what you would expect on a ps4, with 60 FPS at all times (sependent on pc specs). On that note i do think it would be nice to release a demo/benchmark for the game so that

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people can stop asking "can i run this?"

FINAL VERDICT/TL;DR

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Overall solid game/port. Great gameplay, great soundtrack, alright story, and stays true to the source material. 8/10 namco please bring more of the games to PC!. Do NOT play this game without a controller. Thank god my ps3 controller worked with my pc.

Also, it's capped at 60fps which is sad for anyone(me) with a higher refresh rate monitor.

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