Valiant Activation Code [cheat]



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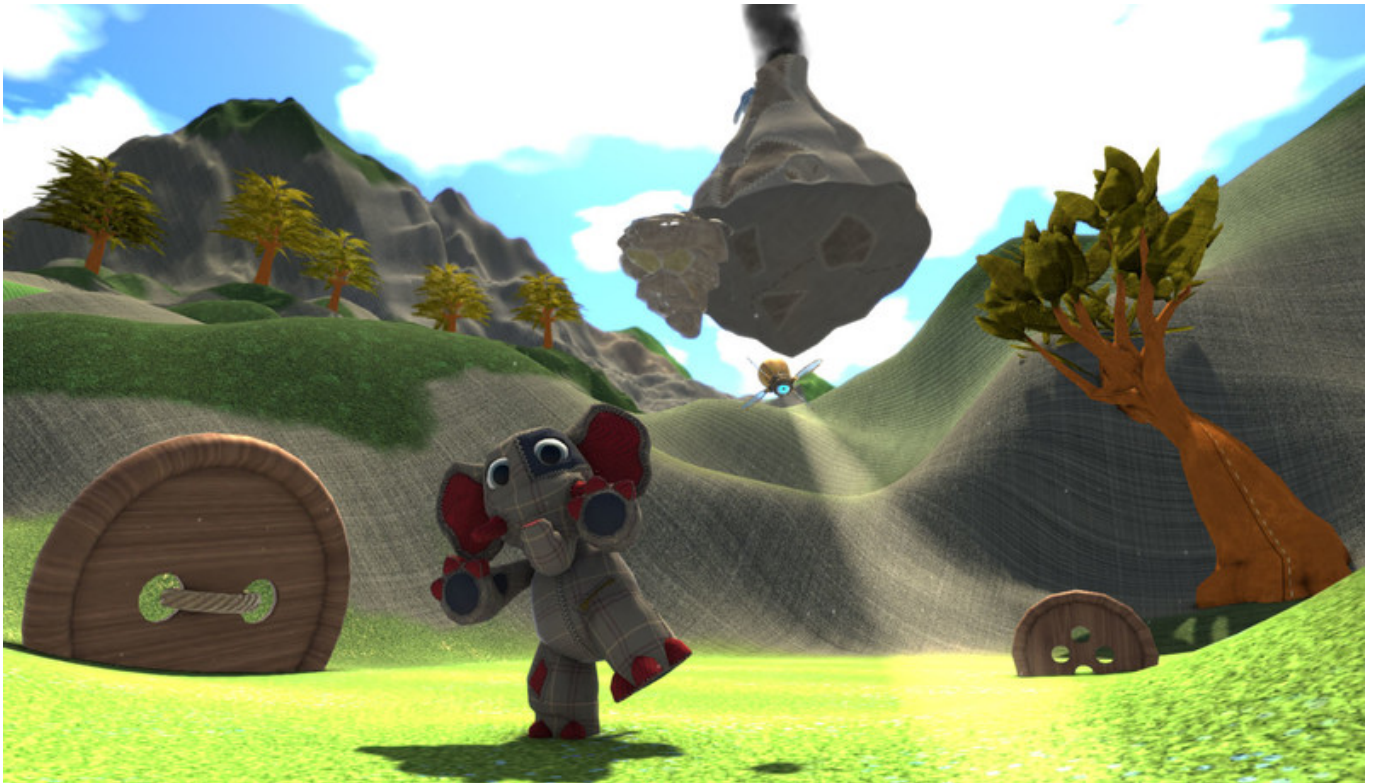
# About This Game

Multiplayer virtual reality combat for the Oculus Rift and HTC Vive

Valiant is a medieval combat game that thrusts you into multiplayer team battles. Plan your attack strategy with your teammates before charging the enemy with melee and ranged weapons.

Features:

- Multiplayer mounted combat with medieval ranged and melee weapons
- Dedicated servers with five versus five online team battles
- Leaderboards to compare your skills against other players
- Full ingame positional VoIP to strategize with teammates or demoralize opponents
- 3D HRTF positional audio for an exciting and realistic audio experience]

Title: Valiant
Genre: Action, Early Access
Developer:
Offpeak Games
Publisher:
Offpeak Games
Release Date: 2 May, 2016

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English
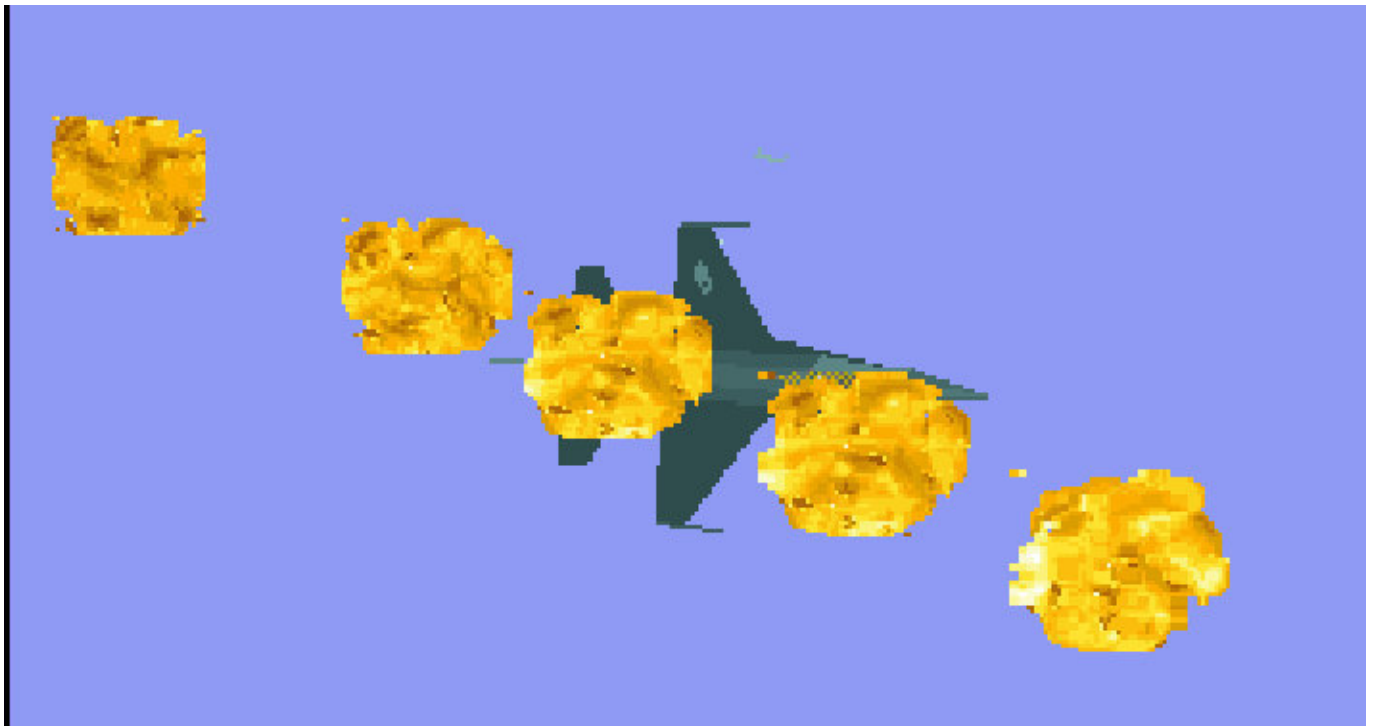
HEADING = 275°        SPEED = 0431 KNOTS        ALTITUDE = 07844 FEET
ZOOM = 03              VIEW = TRACK

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A lot of work went into this game, no doubt. The graphics are nice, if old and overly repetitively tiled. The Professor could have more comments, given the pace at which he insults\/encourages us. The physics are a little off, and some of the controls are not intuitive. Over all, this game has been done well in the past, and I'd say that it's currently being done better in Amazing Alex and the Incredible Machine. I will not be giving this title more than the half hour I've spent on it.. I wouldn't play this crap on Kongregate why is it on Steam?. This game is published by KISS ltd.

If you did not know, KISS stands for Keep It Simple Stupid.

Not exaclty an inspiring name for a game publisher.. Having a total blast with this game so far. Its fun to challenge people for local top scores. Mechanics all seem to work and feel like you think they should. The bowling is awful touchy and the shooting gallery doesnt quite seem to shoot where I think I am aiming. Prize corner seems to lose some of the prizes I put in it. This game will make you appreciate the wrist straps on the controllers.. When I first bought this game months ago when it was still in early access, I was expecting an interesting game about government censorship in the same style as Paper's Please. Overall the gameplay is similar, but the game is clearly filled with bugs, even months after it exited early access. There are multiple messages that should be marked as "Guity" because they violate the set rules you're given at the time, but the game will still penalize you because it doesn't fit the exact definition of whatever rule that is supposed to apply to it, then other's should be marked as "Clear", but the game, again, will penalize you for not knowing the exact definition of the rule that should apply to it.

There's one message that straight up said "F**k this government!" in it and I marked it as guilty because it clearly violated the game's rule of "Negative expression towards the government or authority", but the game penalized me anyway for reasons of something like "The message fell under the topic of 'revolution' not anti-government". The game is straight up broken and doesn't follow its own rules!

The game also doesn't have that much variety with the messages you have to judge, I've seen constant repeats of messages that I've seen in just the first 3 levels. Some of the messages aren't even in the right language you have set, so you can't even tell what they say to judge them properly!

It honestly saddens me that the game is such a wasted effort, this could have been a really cool game about internet censorship or something, especially since Net Neutrality is such a hot topic right now. But it seems the developers just made a cookie cutter basic dystopian type game that mimics Paper's Please (A much better game worth your money), that doesn't even work as it should, and thus is extremely not fun to play!

If you want a better game that touches on government censorship of the internet, with an interesting story to boot, I recommend getting Orwell over this! That game has much more interesting mechanics and takes better advantage of what it's trying to do than Bystander does.. Arrr matey a fine piece of programaticcal booty for ya swabbs buy for free now so we can actually play since no one has played this since 2014. This game is alright but not really something that I can really get into.
There are a lot of issues with this game and barely anyone plays...
Hit boxes are somewhat on point but even when you jump or are falling off a building (which does not damage you), you can still shoot someone with 100% accuracy.
Spawning can sometimes be a pain when there is no spawn protection and automatically get killed when joining a game or reviving back to life.
The graphics are actually alright for this game.
It's not a bad game, just not a good one either...

5/10. the game is quite pretty, and the soundtrack is alright, but apart from that there isn't much here. The fights are rather simple and the combat feels very shallow, I went through the first dungeon and it was disappointing, honestly. The boss is super simple and easy, and if you use the bow it's too easy, and if you use melee weapons, it feels very monotone, block, hit, and if you see an enemy from distance you charge your attack to kill them, but blocking doesn't cause them to flinch and there is no way to get distance while in battle to try to charge your hit. The crafting is also very simple and revolves around a few items that can be randomly found in many places. The quests are your typical fetch this kill that, for the most part, or at least as far as I have played.

I got this game on sale for 66% discount, and I honestly don't feel like I got my money's worth; It may be a taste thing, I want games to be challenging or smart, pretty isn't enough to cut it. also, for some reason this game makes my gaming laptop catch on fire even with really low settings (as if I was playing a big AAA demanding game).
I will not further play the game as I have deemed it not to be worth my money and will thus ask for a refund before I clock 2 hours of playtime.

i love this game i have spent hours playing it you can build craft and make new friends make and run a shop make a racing track go mining hours of fun.. This game is a joke. Thank you for your hardwork! I ve been waiting for this game since freak quency. Played it, loved the story It was nice to see old characters from the past game. Cant wait for your future projects. *-* <3. This game is so dumb almost every time i try to launch it it crashes. i bought it for my brother and my friend because it was in the online-multiplier catagory.when it would work it would lag severely and i wouldn't be able to move and the exit buttton woudnt even work.i would rather keep my money other than wasting it on this awful game.. entertaining however... youll find that the double click on monsters sometimes doesnt work which becomes a huge issue when fight bigger stronger monsters. Also there is very little explanation as to what items do and when you should use them which makes it a bit frustrating trying to remember from looking at the log at the beginning which items to keep while roaming.. Uwuwuw I expected it to let me trade the skins to my chum chum Wx woman but apparently I can't and now she threatened to break her kneecaps. At least the spools are nice <:). This is a classic retro RPG, likely made with RPG maker. If you enjoy RPGs for the story, like I do, and moreso tolerate the combat system, I can absolutely recommend this to you. It's turn based combat, so like back when Final Fantasy was a respectable franchise, instead of the ♥♥♥♥♥s they turned into (probably censored that, so I will say the word rhymes with chores).

Jokes aside, Cubicle Quest is a expertly made game, with amazing music, a good, thought invoking story. You get home from work and look at your bills, and how they are taking over your life. Then you fall asleep and "wake up" (So far it outright says it's a dream, idk if that will change) in a mideval, fantasy world. There you're the king of a Castle which is surrounded by the "Debt Alliance" and they currently have 600 soldiers coming a month. It doesn't try to hide the story, it's very obtuse, but it is still very interesting.

If you enjoy the old RPG glory days, (The SNES generation, and the PlayStation 1) then you will probably like this game. Also, it's cheap.. It's very nice game, but...where is Zup! 6?!. A healthy mix of city building, resource & industry logistics, trade & finance management, keeping people\/Caesar happy and stomping barbarians. Just the right amount of micromanagement in a series notorious for it. Takes the elements of Caesar 3 and refines it to a more streamlined experience that still demands a lot from you.

You'll be building many different types of cities from the ground up with different demands based on the region - be it the types of raw materials and products the city can generate, the prestige of the city itself, and how much of a threat foreign armies impose.

It will take a lot of trial and error to build efficient cities at the right pace. I'd say three biggest early threats you will face will be foreign raiders, fires and Caesar himself. Creating legions is very demanding on small cities, and if you don't deal with enemy forces quickly they will wreak havoc on your city. Fires will occur randomly and can spread like the plague if there aren't enough Prefectures. Finally, Caesar will demand tributes of many types, and not doing so will lose you favor. If your favor falls too low, you will be deposed by force by Rome's legions, and have to start over.

There are many other things that can go wrong, and you may experience them for yourself - but I won't spoil too much of the fun. And with so many ways to fail, it makes victory all that much sweeter.

I'd say this game is a bargain these days considering I got around 60 hours out of all 3 campaigns. I only wish there was more to do once you beat the final campaign. There are a few maps you may have passed over that you can play as individual scenarios, but I was hoping for more interaction with the Empire map like in Caesar 3. That's really my biggest criticism of the game, outside of some maps feeling a little cramped.

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