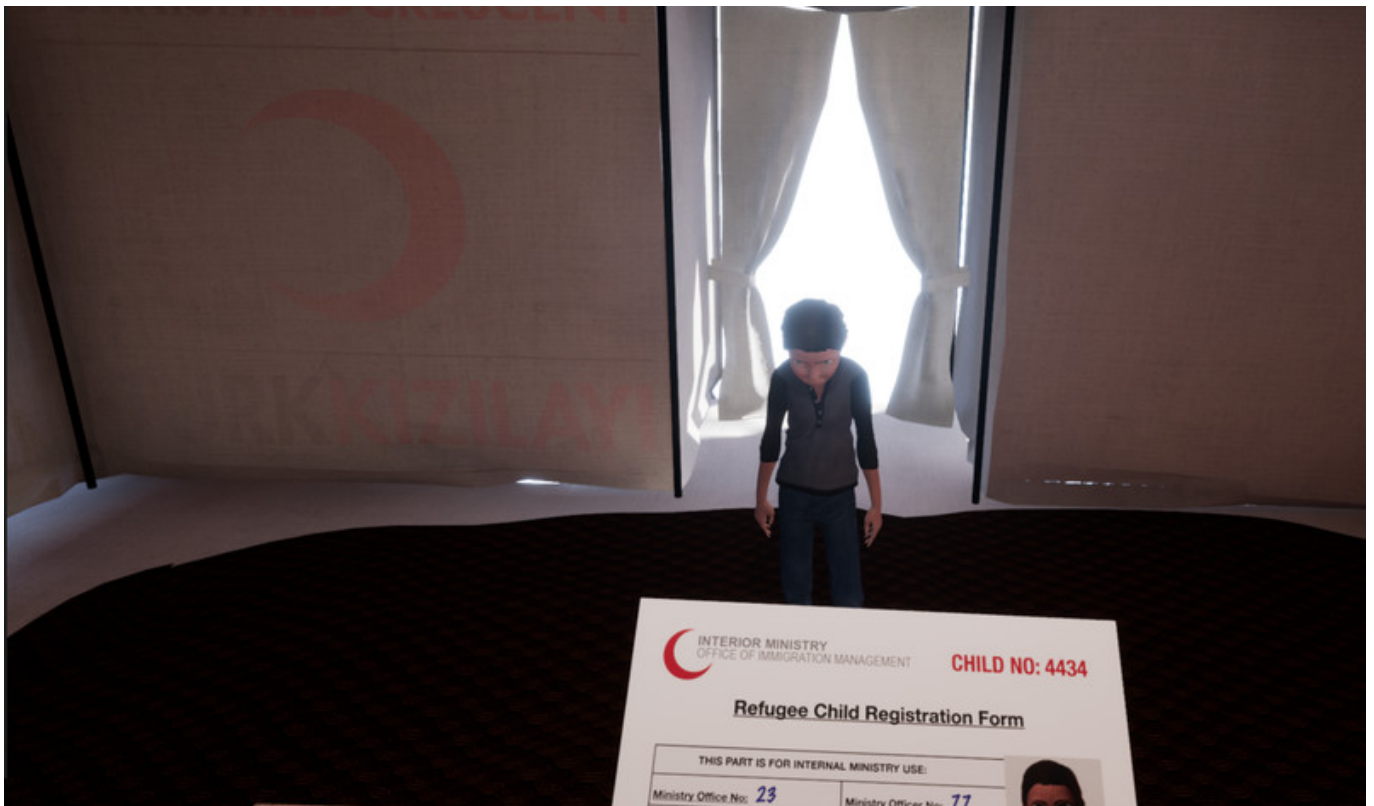

Viking Days Activation.rar



Download ->>> <http://bit.ly/2JZkg2V>

About This Game



Are you ready to be a Viking?

How long can you survive the Viking Days? The ultimate Viking simulator trains you until your beard can reach the floor. Be challenged by every day normal situations of a Viking! Inspired by games such as WarioWare and Job Simulator, interact with the environment and be a REAL VIKING!

10 ULTRA REALISTIC VIKING DAYS!

- Forge Swords
- Drink Beer
- Target Practice
- Defend from Arrows
- Run from Giants
- Face the Dragon
- Cross Bridges
- Sharp the Axe

-
- Keep the Rythym
 - Burn Ships

*More mini-games to be added

[Available for Arcades on SpringboardVR](#)

Title: Viking Days
Genre: Action, Casual
Developer:
VRMonkey
Publisher:
VRMonkey
Release Date: 1 Jul, 2018

a09c17d780

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1 or newer

Processor: Intel Core i5 4590 or AMD FX 8350 or greater

Memory: 8 GB RAM

Graphics: Nvidia GeForce GTX 970/AMD Radeon R9 290 equivalent or greater

Storage: 950 MB available space

Sound Card: Windows Compatible Sound Card

Additional Notes: This game requires an VR headset, One USB 2.0 or faster port, HDMI 1.4, DisplayPort 1.2, or better

English



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FG5EB14-COVER

Unidentified Map / Image

4-6 PCS

Adventure

LEVELS 6-8

BATTLE FOR BRIDGEFORT

BRIDGEFORT SAGA PART THREE

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Fantasy Grounds

FANTASY GROUNDS VTT

CONTENT FOR USE WITH

2.00 Adventure Synopsis

Chapter One: City Under Siege

The party arrives in the city of Bridgefort just before the attacks begin in earnest. Baron Mercen has already evacuated the citizenry from the city. He is paying a significant amount of gold for any help from seasoned adventurers to repel the oncoming assault. The first order of business is setting up defenses at the main west gate, with the help of Captain Scorena Smyte.

Chapter Two: Foiling the Enemy Plans

After dealing with the initial problems near the front gate of the city, several other districts fall under attack. The party first travels toward the Copper District to deal with several flying humanoids (via potions and spells). They then travel near the Warehouse District and confront enemies tunneling under the city.

Chapter Three: Final Conflict

The last wave of humanoids attacks Bridgefort. For defensive purposes, only one bridge remains connecting West District and East District. The enemy makes a final rush on the bridge, on the backs of flying mounts. The party has to deal with this latest threat, then confront Emperor Che'vak himself. The fate of Bridgefort rests with this final confrontation.

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Just questions !
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I tried guys. I gave you the benefit of the doubt. And ultimately, I did get quite a few laughs out of this title. Maybe even 5 hours worth of enjoyment, which puts it at the benchmark for fun-for-dollar ratio. So, why do I not recommend this title? It's been updated at least twice since I bought it, which added... Nothing. Absolutely NO new content. No new weapons or gizmos, none of the promised features like "Dummy Customization", and performance has somehow gotten WORSE. Go play the free flash of this, and use the \$5 to buy a beer or a pack of smokes. MUCH better use of the money.. If you can't get friends together for a game night this one is for you. With about three hundred games (around two and a half if you don't count strange indie projects, but still) I have enough variety for months of game nights! Can't wait! 10/10. Has great potential but the devs have killed it (for me anyway) by having a non removable aiming thing overlaid over the lane. They say they are going to introduce an option to remove it and I will change my review to positive when they do but until then I wouldn't recommend buying it.. f this game and developers, greedy f#cks, good job losing ur customer's trust w ur shady dlc vs expansions vs deluxe edition practices, shady non transparent @sshholes. Best game, 20/10. Rage inducing fun, at a great price! I haven't run into any bugs yet, but for such a simple game, I imagine that the devs can handle them.. I mean, this game isn't awful. It's just another matching game. It runs well. Fairly boring, but delivers more or less what you'd expect from a game like this.. Qop, just like Zup, is a very minimalistic puzzle game.

In the case of Qop, it's not about physics, but about spatial logic. You try to get a cube to a specific spot by continuously bouncing it off obstacles.

The difficulty is fairly moderate for the most part, the exception being a handful of extremely hard levels.

It's a fun little game and a swift completion. Took me less than 90 minutes to finish without any need for outside help.

To anime for me. Roses are red violets are blue I refunded this game and you should too. :). It's the best game of all time. HECKING AMAZING. I'm a biking viking!

Managed to crash 50 times on one level: check
Managed to crash on my head 50 times: check
Spend 15 minutes trying to get a some gold: check
Succeeded in getting that gold: no!

From the above, one can see that I'm a complete hack at this game! :) But Riders of Asgard is one of those few games, that pull you in and make you say: "Just one more try...", till you look at the time and several hours have passed.

The levels are well designed and quite distracting with the excellent visuals, the music: a perfect match for this game. Gameplay will suit everyone from novices to hardcore arcaders. The bonus levels add some new dimensions and lots of fun. Your bag of tricks is positively bursting as well, so no excuses for low scores! Except for landing on your head, of course!

Well done to the Dev team!

Riders of Asgard is a must have game for everyones library.

Become a "Biking Viking", you know you want to!

. Great game. The enviroment has a great feel to it, the graphics are good, and the music and sound just play out perfectly. Very fun adventure game, its nice to take a break from the constant fast paced FPS games of today. Although for me some of the puzzles were on the more challenging time, I never felt hopeless like I do in many puzzle games, and the game seemed to keep pusing you along even if you couldn't figure a puzzle out. I really do like this game, and I will definately reccomend it! Can't wait to see more come from White Paper Games!. I was all about playing all the Sherlock Holmes games, but this one is seriously taxing my patience. I actually saw the logic of the puzzles, even the safe combination one everyone seems to hate. I like that it's actually investigative, with testimony a major component of the overall puzzles. I was enjoying all of it... until the stealth/timed stuff started. I was frustrated as hell with the first one, to the point of using a video walkthrough, which I usually avoid like the plague. I got past that, and there was a second one. I got through that.

Then the forest. Where there are a dozen touchy, camera-angle-changing screen changes, a short, hard timer, and places where Sherlock WILL. NOT. F-ING. MOVE.

Despite liking the story, despite liking the puzzles, I may not pick this game up again, and I really can't recommend it to adventure gamers of any but the most stubborn, old-school stripe. When a point-and-click adventure game has timed movement puzzles that combine Nintendo Hard game mechanics with control schemes that would be embarrassing in a free Flash game... if you're into seeing all the Sherlock Holmes games, just play this one until you get to the stupid timed BS, then watch Let's Plays on YouTube instead of subjecting yourself to the bad choices of the developers.. Its not a bad game but there are several things that prevent it from being great. The controls need a bit more refinement, this can cause some very frustrating situations where you need perfect coordination. The art style clashes and the music, while amazing, seems to be out of place for the genre... Least in my oppinion. Is it worth the price, I would say yes.

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