Viking Saga: New World Activation Code [key Serial Number]



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About This Game

Help the viking king find a cure!

Several years have passed since Ingolf became the king of Iceland. He married his beloved Dalla and they gave birth to two beautiful children. The lands of Ingolf prospered and grew. But one day a terrible danger came to the lands of the brave king. An unknown disease started to spread across the kingdom. To save his family and his people Ingolf will have to travel to the lands of the far west and find a cure!

Travel to the far lands of the west! Visit wondrous corners of the ancient world! Meet new interesting characters and learn their intriguing stories! Find a cure and save your kingdom!

- 40 exciting levels;
- 4 bonus levels;
- absorbing storyline;
- renewed gameplay;
- wonderful graphics.

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Follow us on Facebook: https://www.facebook.com/RealoreGame Follow us on Twitter: https://twitter.com/RealoreGames Title: Viking Saga: New World Genre: Adventure, Casual, Simulation, Strategy Developer: Realore Publisher: Qumaron Release Date: 5 Nov, 2015

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English, French, Italian, German, Dutch, Russian, Swedish







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LOL THIS IS CRYSIS FOR POOR PEOPLE THERE ARE LIKE 12 PLAYERS ONLINE WORLDWIDE, IT FEELS LIKE SOMEBODY PUT SOME STUFF TOGETHER IN A UNITY . DOESNT EXPALIN WAT TO DO OR HOW TO GET AMMO AND WONT U LET RIDE VEHICLES LIKE IN BATTLEFIELD !!LOL THIS GAME IS PRETTY BAD OVERALL , I GOT STUCK AT THE TUTOREAL BECAUSE THE GAME GLITCHED , I RECOMMEND TO GIVE THIS GAME A PASS , MEH. Probably some of the funniest writing in recent video game time.. This filled my pc with malware and viruses. DO NOT USE. This game is basically a 3d rip off of the Kingdom games (Kingdom: Two Crowns, Kingdom: New Lands, and Kingdom: Classic). If you want a game like this put your money to those games instead of this wannabe. This map is pretty fun, though I'll admit it's not one of my favorites. I enjoy the way destination cards are selected at the beginning, and the long route in the north is an interesting feature. The player limitation also presents an interesting dynamic for the map.. The perfect balance between complexity within the puzzles and story. The complexity curve of the levels was perfect, always keeping me on the line between frustration and boredom. Even if the story is ignored the environments and design of the puzzles themselves kept me coming back for more.

A fantastic game and relaxing experience.

A solid 9\/10 because i'm bad at finding secrets. Actual inbodiment of gta 6 10/10 would play again.. The Good

- Art

- Yuri

The Bad

- Horrible performance in dungeons

- Repetetive and boring grind

Do i recommend? NO!

Forgot to mention, users who buy this game are toxic i recommend you turn off the comments if you make a bad review or they gonna spam you. Ill add to this as i play more..

The game has a great visual style that also runs very well. No issue hitting 60 fps with 4xmsaa at 1080p max settings on a 290x. I could probably go higher but i play on a 70inch 1080p tv and jaggies arent an issue so i have no need to try.

The story has started to suck me in despite being told in written note form and the game has that just 5 more min vibe going for it.

There are some issues playing with a controller along with some physics bugs and oddities. Try walking into a chair! The problems come when you get stuck on inch high objects or during platforming sections you might clip into something and then popout of the object and be pushed to your death.

The audio also does a really great job of setting the tone. Cant wait to play more but that could always change as i get further into the game

The mechanics take getting used to, but even once you do, the game's just boring. It's repetitive, drags on and on, and feels like work. Battleblock Theater is way better.. Hordes and hordes of enemies doesnt necessarily mean its fun. Theres really no purpose to this game. The bosses are pretty jank, and the art style has way too many saturated colors. Definitely a game to avoid.. This game is boring!

Of course, the basic concept is just running, but the cheap deaths make it way more frustrating than it should be. You just die anytime, without even noticing, just because your jump sucks, and the hitbox of the character is huge. Some of the jumps sometimes seems to be impossible, because it requires pixel perfect precision. And I hate impossible achievements like Pug Olympian, when I can barely cover 500m in a single run.

I would stick to Montaro instead.. there was meant to be 4 games :c. Pro-refugee leftist propaganda created by what can only be described as inept morons with 5 minute lesson tier grasp of unity and graphics that 1998 would frankly embarassed by.

This $\forall \forall \forall \forall \forall \forall doesn't belong on Steam... the only Steam part of this is the Steaming pile of <math>\forall \forall \forall \forall \forall \forall \forall that was presented before me.$

Get a grip leftists...did you spend all that George Soros money already? Is this the best you can do? Come on.. Pros: Pretty neat aesthetic

Action is fast and frantic

Easy to tell apart enemies and dangerous things apart from background [a lot of stuff doesn't get that right] Bombs also seem to work as shields, neat concept

It's functional and stable, never crashed, I never took a hit I didn't think was legit, and I didn't see any noticible bugs.

Cons:

Once you destroy the boxes in 10 seconds the level is basically just the square it always is in these quickie twin stick shooters, and on top of that the enemies just go through most of the boxes.

The gun sound is really annoying, along with the constant screen shake and controller vibration

Enemies start rushing you down from off screen by the minute mark, needs a much wider field of view.

The song in the trailer is not the one in the game, one in game isn't bad, but it isn't dubstep and isn't as good.

No noticibly different enemies, they are all suicidal circles of varying size and health

Red boxes explosion managed to kill me from offscreen several times

Neat game, but needs more work, mostly in the variety department. You can't have a 3 minute twin stick without at least a few more enemies, weapons, or level design.

I generally use "I made a game with zombies in it" as my bar of entry at this price and this game doesn't match it.

I played around 20 rounds, longest survival time was 1:48. I really enjoyed Goosebumps TV series when I was younger but I am very disapointed with this it could have been done a lot better.. Pretty helpful. Really enjoyable casual game. I've enjoyed the whole series. Especially love how you can purchase items from the map in this one!

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