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## About This Game

We love classic RTS games like Age of Empires and Starcraft - Viking Village is our tribute to those timeless games.

Viking Village is a minimalist real-time strategy/base defense hybrid game in which you build and defend a village from evil knights. Collect resources, build archer towers at strategic positions and control melee Viking warriors directly to survive. Attack enemy village and destroy their village fire to win. Capture powerful barbarian from the forest to add to your defense.

Even control deer directly if you need some extra attack power! Attack pirate camps to get some extra resources.

### Game Modes:

- Adventure: Defeat enemy villages on randomly generated islands.
- Rogue Lite: Defeat enemy villages just with your hero + army. Hero gets only one life.
  - Tower Rush: Destroy all enemy towers on the map.
  - Survive 20 days: Defend your village for 20 days.
- Village Vs Village: Classic RTS mode. Attack enemy Village and destroy their village fire to win the game.
- Quick Survival: No buildings and villagers. Just your hero, pet and units defending against constant waves of enemies.
  - Infinite: Survive as many days as possible. Enemies become stronger each night.
  - Sandbox: No resource limits. Pure mindless fun!
- Build a Ship: Defend the village long enough to build a ship.
  - Peaceful: No enemies. Just build a peaceful village.

### Features:

- Train Villagers, Warriors and Archers

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- Create farms, mines and plant trees to gather resources
    - Take control of deer and attack enemies with them!
  - Defeat pirates to get resources, or hire them to protect your village
  - Capture the Barbarian, and he will defend the village and even gathers resources by killing pirates!
  - Defeat the Pirate Captain, to have a powerful unit to watch over your village. Alternatively, just give some resources to hire him!
    - Play in top-down view or control a warrior in 3rd person mode
  - Villagers are completely AI controlled, so that you can focus on building and combat
    - Beautiful graphics

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Title: Viking Village  
Genre: Action, RPG, Strategy  
Developer:  
Limitless Fun, LLC  
Publisher:  
Limitless Fun, LLC  
Release Date: 24 Apr, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Microsoft® Windows® XP / Vista

**Processor:** Dual Core 2.0 GHz

**Memory:** 512 MB RAM

**Graphics:** with 128 MB VRAM compatible with DirectX 8

**DirectX:** Version 8.0

**Storage:** 100 MB available space

**Sound Card:** DirectX® Compatible

English







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Cannot invert Y axis.

Has option to invert BOTH X and Y axis but no one wants to invert the X axis...

Y axis inversion is a standard option in almost all games, indie devs need to get with the program and include this simple feature.. I only played this game for about an hour at the moment but so far it feels very polished. The graphics are good and look crisp inside my Vive. The voice acting is pretty good and there is a story attached to the gameplay, I know having a real story isn't something everyone cares about especially in a fun VR game but I am someone who needs a story to stay invested in a game. The controls feels comfortable and although I played standing up it seems like it will be enjoyed more if you sat down while playing, preferably in a nice computer chair or recliner so you can match up with your in mech position for extra immersion. The only thing that I have disliked so far is that it basically plays like an on the rail shooter. You do not actually move your mech around, you are automatically pulled along a set path while you look around and shoot the enemies around you. I will update this review after I have sank a few hours into it.

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Rather than improving upon Contra / Probotector-games due better tech nowadays, this game just feels cumbersome (I really don't have more fitting word here).

Main reason why I don't recommend buying this game due how blatantly unfair this game is.  
Note, this doesn't mean you wouldn't be able to beat this game. But it is still still unfair.

- First of, and the majour flaw: The checkpoint-system is for the most part pointless / not worth it. In fact, it is just better to restart the the whole stage most of the times since they're really short.  
How short you ask? Short enough to be beaten (usually) in less than 2-minutes with the 5-minute-time-limit.  
See, whenever you restart from the checkpoint, the timer itself doesn't reset. So let's say you're on the checkpoint right before the boss battle, and you die with 30-seconds left. Once you respawn on the the checkpoint, you still only have 30-seconds left. And this is an actual time-limit, not hiscore / speed-run-timer: Once the timer runs out, you'll have to start the stage all over again, right from the beginning!

Most annoying stage due the above paragraph is the 5th called "Pursuit". And since there is no actual telegraphing or otherwise consistent patterns when it comes to bosses (all 3-4 of them in that stage alone), no "speed-runner" is going to like that stage more than likely.

- The weapons for the most part are simply far too gimped versions than from the inspiration sources.  
Now this is conflicting, because for the most part these weapons / power-ups are superior to what they were in the first "Contra / Gryzor / Probotector". But they are far inferior to Super NES / MegaDrive counterparts.

To put it mildly, they're far more "lazy"-feeling:

- "Machine Gun" is automatic right from the beginning, which is good. But you can only have like 3-4 bullets / projectiles / shots / "balls" on-screen at the same time.

- "Rockets / missiles" not only are really slow (like pretty much all human-shot-projectiles) but they only home into targets only in their specific path or something similar. Actually, it just really random because sometimes you can simply shoot them into the "roof" and then they home-in few seconds later (in my experiences, that is; doesn't work on "Pursuit"-stage since it is in constant

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motion and projectiles seem to have "momentum" there)

- "Laser Beam" get cut-off and had huge delay to start again whenever you simply switch / change the shooting angle (E.G. from right to up-right), instead of staying as a constant non-disturbed beam like they usually would (it is a continuous beam ala "Gunstar Heroes", when it works that is).
- "Phaser" is simply far too situational (almost like it was only build for the boss of second-stage and the Versus-mode)
- "Flame thrower" is simply far too short and also affected by the slow-travel-times. But otherwise I could almost put it into par with the Super Probotector flame-thrower (even if this game the spread-range is larger similar to "Spread")
- "Spread" In essence the spread version of Machine-Gun; that's pretty much all I can say.

Thankfully this game has semi-implemented the feature from the MegaDrive / Sega Genesis-game in which you can freely switch around the weapons you have collected (via meu). And you also keep these weapons after dying and restarting the levels. However, you don't get to keep these after relaunching the game (thankfully you can play the Versus-mode to collect almost all the weapons and then use them in the main-game).

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If there is one saving grace though, the developers have written an official guide into the community section semi-detailing the weapon-functions alongside hidden spots, cheat-codes, and some other nice tid-bit-information.

Oh, and it is worth mentioning they have implemented one of my favorite "video-setting"-features: Freely adjustable window-size (by dragging the edges); this is a feature I'd like to see more often for a lot less hassle free windowed-mode-running-possibilities.

That being said, the game is stable, the menus functions, and so on. So in this regard the tech itself is good.

If however someday the developers could make this game a bit more fair (maybe instead of the semi-useless checkpoint-system there was life-system), then I might also recommend buying this game just for the sake well-crafted-game.

Again, tech is good; I just wish the gameplay itself was better.

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---. Doesn't work for me anymore :( I don't know how to put this...

Either I'm the best player of the week, or the sniper rifle is superbly overpowered.

I'm not even exaggerating, this is the first time I've ever played this game, and within the first 5 matches, I've won every single one of them only using the sniper rifle in every match. (exception when I found a machine gun and rocket launcher, which still pales in comparison to the accuracy and the power of the sniper rifle)

This is coming from someone who hates Battle Royale as a concept. And sucks at it... frankly you can see where the bias originates.

Anyways, besides that, the rest of the game is admittedly really enjoyable. The jetpack mechanic really gives it an advantage over others in the genre, the controls are simple and responsive to give you a fair trade-off against the opponents. One of the best aspects about this game is that it doesn't immediately punish you for slower reactions or poor-aiming, unlike horribly difficulty-unbalanced games like Fortnite portrays. Despite me saying that the sniper rifle is overpowered, the machine gun does provide a great stand-off between players, adding more of a challenge factor that gives off the enthralling experience I've had playing this.

I'm not a fan of the lack of customizables, but I do know this is a newer game in the genre, so at this point, I can forgive it. I hope over the time it's other modes help mediate the difficulty when they come out.

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I highly recommend checking this out, it's pretty fun.. lots of Halloween sounds, its neat!. Not quite a good co op game; it ends up being annoying and frustrating

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Underrated

. Great Game! Fun for all the family! No, seriously. A really fun game when your bored.. Official cheat which gives you the upgrade directly.

You can still get it during the regular gameplay, so don't buy it.. Arkanoid pixel styled game with story mode and lot humor, definitely worth of paying small price like that for fun like this. Game seems fun, sucks that it doesnt pick up my xbox controller OR FREEZE MY LAPTOP WHEN I TRY TO RUN IT.

. Got it on Sale, Should have left it on sale.

Like the idea and can see why most people like it.

It has a lot of challenge and skill needed to play.

But for me it is to much of a crazy clickfest of chaos.

If you looking for something cute wwII themed and relaxing well this sure as hell is not what you want.

. was very good 10/10 i highly recoment a controller though. entertaining little story, nice way to spend an hour or so. good buy if on sale. i've spent \$2 in worse ways.

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