Taking Valhalla VR Download Requirements

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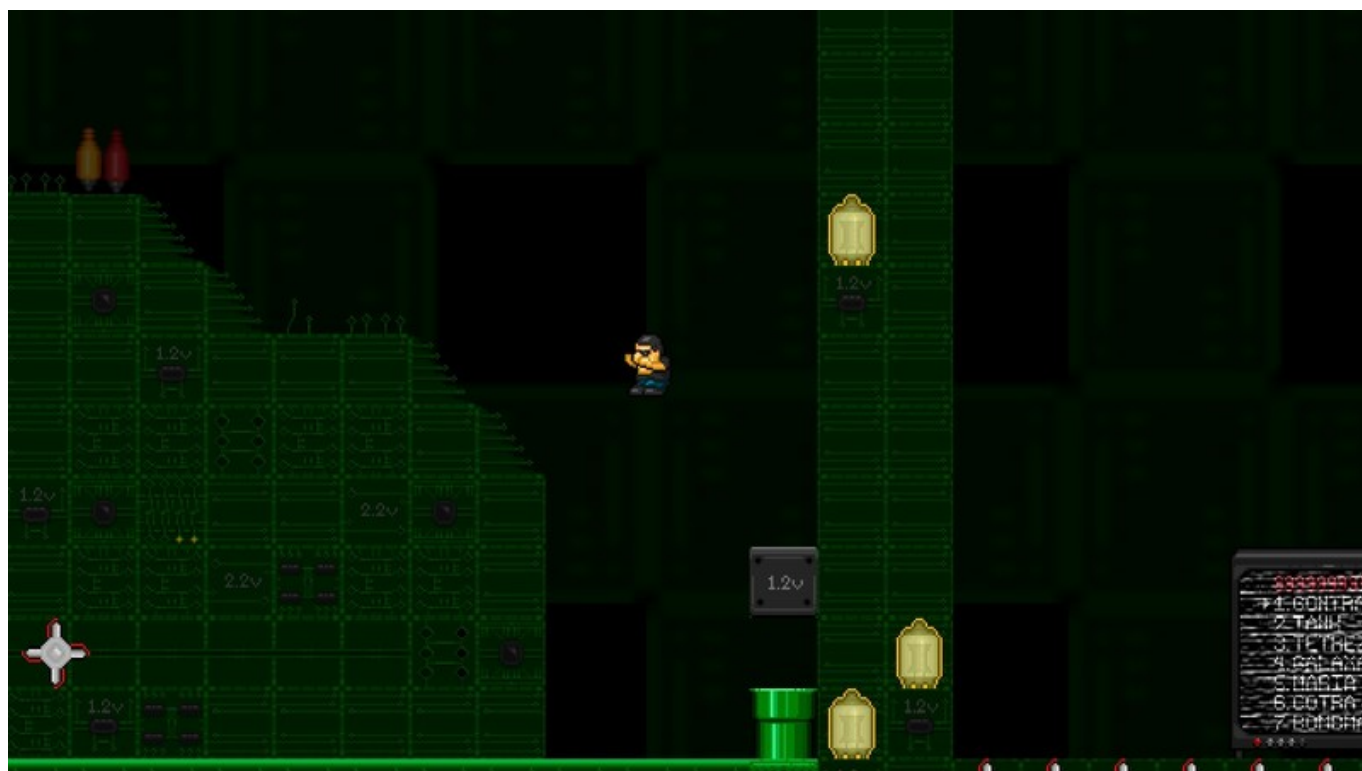
About This Game

Taking Valhalla VR
Survival, Base Building, Crafting

Taking Valhalla VR is a survival, building, exploration, and crafting game. Players will have a village in which you are to defend from attackers that spawn at random times. Build defenses to slow down your enemy. Craft weapons, and arrows to improve your clan's survival. You can also build houses to have friendly companions who will help you fight the enemy. Use the viking long boat to set voyage across an open-world map. Conduct raids to gather more gold and supplies to defend your village from the next attack.

Title: Taking Valhalla VR
Genre: Action, Adventure, Casual, Indie, RPG, Strategy
Developer:
AVA Gaming
Publisher:
AVA Gaming
Release Date: 31 Oct, 2017

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Minimum:

OS: Windows 7 or Newer

Processor: Intel Core i5-4590 or AMD FX 8350

Memory: 4 GB RAM

Graphics: NIVIDIA GTX 970 or Radeon R9 290

DirectX: Version 11

Storage: 5 GB available space

English

Misses - 0

FESTIVE WEAPON CAMO

ALSO INCLUDES

PLAYER PATCH   PLAYER CARD   RETICLE   PLAYER BACKGROUND

Super Ubie Island isn't terrible, and I suppose it would merit your attention if you were imprisoned with nothing better to do. It is more amusing than twiddling one's thumbs. Fortunately, the kind of people who have acquired this title for free, cheap, or in a bundle probably have many more engaging free, cheap, or bundled titles in their Steam libraries. Given a choice between getting this for a buck or getting Terraria, Geometry Dash, Battleblock Theater, Steamworld Dig, Mark of the Ninja, Super Meat Boy, or a hundred comparable titles for barely more than that, I would see no reason to clutter my desktop with a shortcut to this particular island.. Game constantly crashes.. I didn't like to play it because it doesn't give me the same feeling as portal gave me.. 10/10 would nut again. Was this worth the money? Not at all. I expected more from this game even though I paid one dollar. In my opinion, it's worth 25 cents. There are much more cheaper games that are more polished than this game.. If you liked Sins of a Solar Empire then you will absolutely LOVE Star Ruler. - Everything like Sins, just bigger and more interactive. You can create galaxies that contain over 10k+ Solarsystems and the same amount of ship which you can even design yourself.. GAaahhhhh these white screens are horrendous... building along then BAM White for 5 seconds or soo.... This "feature" or bug can die.

. Very gud I firstly cracked it and then I bought it

I literally have no idea what to do. Please help.
But for 59cents i guess it's okay.. Really cool game i love game that you can get fater and eating stuff xD. A psychedelic romper* dream-world/after-life exploration into the unknown.

* http://www.youtube.com/watch?v=td1KAgrYUGA. The game wouldn't allow me to build anywhere, there were no zombies only wolves, the graphics were bad, metal gives stone and stone gives metal, took me 20 min to find hemp and sticks, I crafted a gun before I even thought before getting a bow, and there are no available multiplayer servers. overall your stuck alone on an island with no one except 1 wolf every 30 minutes and monuments that give JACK. Just get Rust instead, that way theres still competition. Worth the asking price. Super funny creative and surprisingly long story, the narration really added tot he game as well. I wish the author would make a series of games for all of Shakespear's plays.. eXCELLENT GRAPHICS, smooth and pleasing. Great, hard and nostalgic game!!!. This is one of the few games where I wish I had another option for whether or not I recommend this game. The game has some significant flaws, but given the low price point I did feel like I got value out of the experience.

Let's start with the good:

The aesthetic - The art style and music, while simple, really helped hold things together.

Replayability - There are multiple endings. I'm not sure how many, but at the time of writing this, I've found 2 different endings and only have 2\/11 achievements so it seems like there are still more things for me to find.

The bad:

The translation - As others have noted, the translation needed a lot more work. For a game that is entirely story driven, the translation needed to be much better. While I could at least figure out the meaning in the majority of the text, there are still a couple parts where I have no idea what the game is trying to communicate to me.

Options - There are none. No keybindings or resolution options. To the best of my knowledge, the game only shows you the controls the very first time you start the game.
Edit: There is an options menu as the developer pointed out. Pressing F1 will take you to the options menu. There are currently no resolution options, but you can rebind keys.

Gameplay - Searching can get a bit frustrating. Searching the desks can yield different results depending on which side you search from. While this does make some level of sense, it's compounded by other issues. The main issue being that sometimes you have to search a spot twice in order to get something out of it. So you search all 4 sides of a desk and get the same reaction each time and assume there's nothing there. Well no, because you needed to search one side twice in order to get an item.

Final thoughts:
It's a game with a bad translation, some frustrating game mechanics, and a playthrough takes about 20 minutes. All that said, I found the story and overall atmosphere compelling enough to keep playing and searching everywhere to try to find all the endings. Given the low price point, I felt like I got enough value out of the game and still have probably another hour or so to go if I want to try and find everything. I'm giving this game a thumbs up because I enjoyed it despite it's flaws, but there are definitely issues I could see being deal-breakers for most people.. Absolute garbage.

Nothing is working, the concept makes no sense whatsoever, it's ugly, the animations are from the 90's, text is unreadable in 4K, the game crashes every couple of minutes, fights can not be avoided, and you loose everything on every death.

Controls are clunky, visibility is bad, sound effects are nasty, tutorial is virtually non existent.

This is not a beta, this is a pre-alpha, if even that.

If it's supposed to be a beta, steer clear, even for free, it'll be a waste of your time.