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## About This Game

### About

Love or Loved is a massive multiplayer 3D Shooting and Fighting Arena game. Its a addictive multiplayer game with mixed elements from Battle Royale and IO games.

"Love or Loved - A Bullet For My Valentine" is the first phase of the game, specially themed to Valentines Day, including characters, weapons, game modes, etc.

"Love or Loved - A Bullet For My Valentine" will have unique Game Mode Events during the Valentines Week (7-14th Feb), after which the gameplay and the world will be expanded to cover more maps, story, weapons and match the theme of a Shooting and Brawling Arena game.

### Features

- Anime-style characters with interesting maps
- Shooting and Meele Arena Game with fast paced action
- Single Player and Multiplayer (with Dedicated Servers)
  - Multiple Characters and Maps to play
  - Game Modes: FreeForAll
- Dedicated Servers, right from the get go

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- NOT PAY-2-WIN
  - NO LAG (multiple region dedicated servers)
  - ACTUAL WORKING BOTS/AI (Server can fill empty player spots with bots till more players join, so you don't have to play alone :)

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## **Upcoming Features**

- Interactive Maps
- More GameModes: Team DeathMatch, Survival, Zombie Defense, Last Man Standing
- COOP and Party Mode (Multiplayer)
- Cross-Platform support
- Server-based Event System (Boss Battles, traps, etc. like MMORPGs)
- Story Mode Invasions with Themed Expansion Packs
- Max/OSX and Linux versions

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## **Controls**

- WASD to move
- R to reload
- Left Mouse Button to shoot
- Right click to Zoom/Aim
- Tab or 1-2-3 to cycle through weapons
- Space to Jump
- Shift/Ctrl to Dash

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Title: Love or Loved - A Bullet For My Valentine  
Genre: Action, Adventure, Casual, Indie, RPG, Strategy  
Developer:  
GamerzDan  
Publisher:  
GamerzDan  
Release Date: 8 Feb, 2018

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English









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love or loved a bullet for my valentine

I couldn't even beat level 4. Rage inducing indeed.. Is not an amazing game of course, but the thematic (ancient greece) and the price was more important for me than the opinions.

Less than 1€ and you can test the game.. Short but fun game made for kids.

Hand-drawn graphics, you like it or you don't.

Easy to get all the achievements. The main game is good hence a recommendation. But could do a lot more in terms of options and the 3d engine is sluggish for what it is. A somewhat spartan graphics engine should be hitting a consistent 60fps on my spec yet it often drops below that. Even on lowered settings. C'mon devs, it's only a relatively small board with not a lot of pieces.

Also, if you play with gamepad what's with the weird upside down pyramid you have to use to select pieces, that only works if you click on top right corner of a square? It's awkward and makes moving to the wrong square happen rather often. And there is no undo move (which would have been useful for beginners as well). Simply chess merely used a dot for selecting pieces and you didn't have to position it to the top right part of a square to select a piece.

Keyboard and mouse controls are better but why not the option to just use the mouse without keyboard? Rotate piece left could be mouse wheel down. Rotate right could be mouse wheel up. But i have to keep reaching out for the shift keys.

Good but could be better. It's never too late to add a bit more polish.. I wouldn't recommend this normally (it's a decent game), but it's really not bad if you can grab it on a sale. I will give it that the mechanics are really, really interesting.. Absolutely brilliant!

If you have some luisure time and want some great storytelling and intrigue in a unique way ,this is for you.

Its like a movie where the entire house is the scene with a lot going on at the same time,you decide where to go and who to follow,you can always rewind or teleport to another location or just follow a person as things unfold.

I'm only halfway in i think and this is definitley in my top 5 for best VR games/experiences.

very unique!

Don't forget to visit the options menu,i went from this looks pretty good , to this looks amazing ! (gtx 970)

Plenty of options like MSAA and all the works , wich looks great on the Unreal 4 engine.

Think its about 6 hours of content wich is done sublimely,amazing voice actors and character animation,very very nice details.

Cant wait to see what this kind of content looks in 10 years.

Got it at -50% off,def worth it for me!

Have fun!

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I haven't played the previous opus but it is not needed to play this one at all. About the content, I was hoping for some antique city builder simulation but it is not like that. It's an historical game with a few opportunities to deviate from the history line and very limited micro management. In short, it's a good historical game with only a few mechanics that are enjoyable the first time you play. But the limited mechanics limit the replayability in my opinion. After a first game the only point is to optimize rather than try a new playstyle.

For a "complete" description of the game, here u go:

When you start the game you arrive on a map of approximately 40 tiles (that you need to explore) and this map is always the same. The resources on it will change according to the difficulty. You will create some peasants to develop the tiles but the options are VERY limited: 2 types of farms on the flooded plains, 6 types of buildings (i think) on the hills. These will bring you resources in exchange. You will also meet a few tribes that you can either conquer or befriend. Once they are 100% friendly you can annex them. On the other sides, the battles are just numbers so the biggest win and there is no way (as far as I can tell) to really create a massive army since the hills to build your buildings are limited. So it's normal that you don't roll over the map through the game.

Once you have conquered the different tribes on this map you unlock the full Egypt map. Composed of different regions but you CANNOT enter the local map of other regions, just your starting one. So your actions on the big map are once again really limited. Annex other tribes, befriend (to annex at 100%) or trade. At this point of the game your starting regions will be fully developed so you can't really influence your evolution anymore. Just befriend the strong tribes and attack the very few that are weaker than you. You will receive many events and be asked to build tombs or pyramids. You can personalize them but they pump a lot of resources if you make the biggest (so i kept small tombs instead) and bring useless stuff in return (research points, I finished the research tree without any pyramids and faith, not really needed either).

Through the game you will have challenges that are historical events: war, civil war, end of the world... and you will need to manage them thanks to your resources or your army sometimes. When succeeded you receive points that will decide on your final score. After 300 turns the game is over and your success to the challenges (and starting conditions) gives you a score.

In the end this game is really good for one playthrough but the enjoyability will severely diminish after that. The many events give a lot of flavour to the game and everything is well explained. It's definitely and HISTORICAL short game rather than an empire management simulator.. Fun little engine to drive. Nice horn, good for switching scenarios.. Ship it is a unique and fun puzzle game that is surprisingly heart-pounding :). The interactions of grabbing and placing pieces feel really great with the hand controllers. The difficulty curve is steep so you're sure to get lots of playtime out of your \$\$\$\$. I always like to support VR indie devs and this is a good one to grab. Ship it!. I felt like I was smashing keys and smashing the left click every second. Still needs work! If you want a good hand workout and maybe carpal tunnel this game is for you!. well played!. As a big fan of both the books and show, I love this game. There is a consequence to every action in the game, and it turned out to be more of a challenge with endless options.. Great Small Pack Adds a Small variety to the Idols and Flashlights to choose from.. If you find simple and own club football manager, I recommend 90 Minute Fever.

First times for play is not easy you must learn for play and to do understand game system.

If you pass one season is very funny and fighting with another manager.

Goog Luck Have Fun.. I had a lot of fun with this game. It's a pretty simple idea, the graphics are nice but maybe dated, and strategy is not amazingly deep, certainly not comparable to games like Civilization. But the game world is appealing, and it is a good mix of fantasy RPG with nation strategy.. I got it in early access I enjoyed this game at some point and pretty much explored all I could, max out level and so I thought I'd put it aside and wait for some new features. And when I returned to the game today, it told me that all of my previous saves are useless with their updated game now, WOW, I don't even know what to feel. Now I guess I'd just not play it then, in case the next big update will do that again.



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