
Glaive Activation Code [cheat]



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About This Game

Battle monsters of the darkness with a kinetic blade! Intense combat and blade throwing action in adrenaline inducing VR!
Skirmish through progressive levels of challenge and adversity to find ultimate victory or your fatal demise. Defeat the darkness! Wield the Glaive!

Features:

- Challenging fast-action gameplay that's simple and fun
- Seven levels of increasing difficulty plus hard mode for seven additional levels of hard mode difficulty
- Continue options to start the action where you left off

*HTC Vive and only one Vive controller required
Standing only and room-scale compatible*

Title: Glaive
Genre: Action, Indie
Developer:
Nest Egg Games, LLC
Publisher:
Nest Egg Games, LLC
Release Date: 26 Jul, 2016

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English







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Based on what I did to your moms last night.. If you've seen and loved Dorkness Rising, this series will not disappoint! Perf is a lot like Rincewind from Discworld; a horrible wizard and runs from everything.. You like cats? You like puzzles? If yes, then buy this game right meow.. Amazing cyberpunk marble roller. Closest to Marble Blast Gold/Ultra you can buy. Amazing! I get stuck on levels sometimes, but the orb system works great for that

EDIT: Game impossible on intermediate levels and impossible to recollect old orbs like you used to be able to do, making level editor impossible and the level designers must be sadistic if certain levels count as intermediate.. it's an awesome game , fun , nice graphic , i recommend this game , pvp is awesome , for people that says not good game they r wrong is just because there is only chinese server, when u switch to english only settings change to english and rest still chinese still some work will be done we just need to be patient still more work will be done , also we Need EU server as well , but its called early access for a reason we play we give feedback , and for people have lags either u have high ping or ur pc is not supporting high graphic so switch to low graphic .

Great game!

But can someone help me? I'm at the part when i need to get the washcloths from everybody's room so Iciss can smell them. But for some reason the maid duties are broken or something. all the washcloths despawned and I restarted the game and everything I can think of. I need those wash cloths!!

Please someone help me!!!!. one of the best shmups I have played. and that is coming from a CAVE fan.. hey your trains are running late on soldier Summit what what what what. Super fun little arcade game. Isn't too hard until about the last 10 levels or so where it felt like it got really hard, really fast. I still haven't beaten the level 1 boss yet, as I can't seem to make it past level 5 (you start at 50 and go down). But it's a neat little game to pick up and play for a few minutes here or there. It's very easy to jump in and out of!. I've played nearly 8 hours of this game. The concept is great, but the gameplay doesn't actually match what the trailer or description convey. If you're looking for a deception game like Town of Salem, Werewolf, or BSG where you want to find the secret traitor, you will be disappointed. If you're looking for a scavenger hunt racing game where sometimes you stray and try to tackle someone instead, you will enjoy this.

It is not an 11v1 game: it is a 2v2v2v2v2 game where one of the teams is lucky enough to have a faster character that can kill you. The devil is not the "1," because he can still win with his partner. Also, the trailer says things like "betray" and "deceive," but the current win condition encourages the devil to cooperate with his team member. There is no incentive to betray at all. And no, I don't mean "there is an incentive to betray but it's more strategic to cooperate"; I mean there is literally 0 incentive to betray. Because of this, it's not really part of the gameplay.

It's still fun, but the gameplay experience is very different than what the trailer and concept description would have you believe. It's not like Werewolf or Mafia or any deception game, really. I'd liken it more to The Ship (which is cheaper, has a larger player base, and bots to play against even if you can't find a lobby).

I do think it's worth the \$5 I paid for it, but it's not worth \$15, especially if you can't play during the scheduled times in the discussion or if you don't have enough friends to guarantee a game. Also, there were so many bugs found within the first month of release that it really felt like I was paying to be a part of a beta instead of paying for a full game. A lot of them have been fixed now, but it's still disappointing that there hasn't been a dev update since December of last year.. pure nostalgia. Worst game ever.

The game doesn't explain anything to you, and it's settings are minimal at best, you can't change resolution without restarting the game, and for some reason you need an activation code even after buying the game..

I sold 2 of my 'towers' in this case they are soliders, on accident because the game doesn't tell you what the buttons do, I had it paused at the time so they didn't disappear until after I started it up again.

Don't buy this game, even if it's less than a dollar, it's not worth it... i liked the game i played it before since 2008. I love swords in VR and went looking for a good swordfighting simulator. So far, I don't think Sword Master is one of those. I know the game is cheap, but still I've been kinda disappointed. The gameplay is simplistic and gets difficult in the wrong ways.

I imagined this would be a game where you have to develop your swordfighting skills against enemies that are increasingly better at wielding their swords. Instead, Sword Master quickly gets more difficult by throwing more enemies at you at the same time, and those enemies get bigger and have bigger shields. That seems somewhat unfair, considering that you have to stand in the middle of two or three guys going at you. Fortunately, though, I learned that I could take down even a huge enemy by doing a repeated stabbing or twirling motion instead of finding the best place or time to strike a blow. The enemies don't seem to be able to defend themselves against simple mashing. Maybe that's why the game makes you fight more than one of them at the same time.

So far I've played through almost all the Novice levels. Maybe the gameplay will change at some point. Just know that if you decide to play this, you might get frustrated early on. Graphics-wise, the game is not that pretty. The swords look cool but the player models are strange, with limbs that look deformed. Yeah, I know, only 10 bucks...but whatever.

On the plus side, it's a decent workout.

I think that this could potentially be a good game, if it encouraged the player to do some actual swordfighting against one (okay,

maybe two) opponent at a time.

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