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About This Content

I like to be in **Vinland!** O.K. by me in **Vinland!** Ev'rything free in **Vinland!**

The secondary characters now have more interactions with the main family, but also with each other! This DLC adds more flavour to your favourite characters, adding new intrigues and romances:

- Nearly 100 new dialogs between secondary characters!
- 5 new romances.
- 5 new personals endings.
- New decisions to make, new bonus Traits to gain, new drama to watch.

Will Lady Tomoe manage to catch the camp thief? How will Shanaw handle Angelico? Eustache and Parvaneh are plotting something too... And Gudrun... is Gudrun.

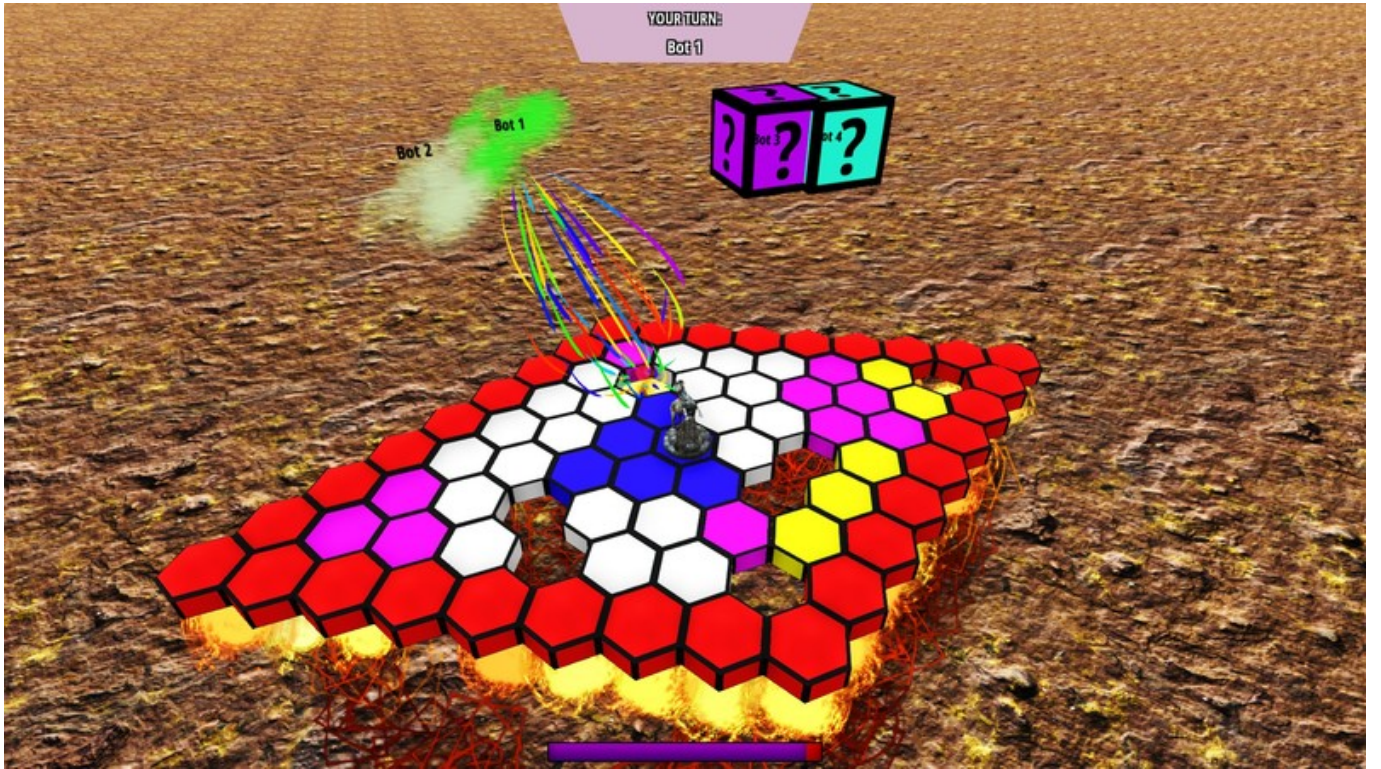
Included in the free patch: 10 new dialogs and 2 new romances with the main characters.

Title: Dead In Vinland - Norse Side Stories
Genre: Adventure, Indie, RPG, Simulation, Strategy
Developer:
CCCP
Publisher:
Dear Villagers
Franchise:
Dear Villagers, Dead In Games
Release Date: 2 May, 2019

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This is not a good game. Do not waste your money to buy it very laggy!. Simply the best TCG out there !!!

Unfortunately it has not as big playerbase as Hearthstone does, but its better in every way...

Just try it and you will see...

This game really deserves more players and attention...

Rating 5/5*.

Would recommend to anyone that is already interested in any kind of card game.. Looks like it could be a fun little game. The problem is, whenever you make a shot you are flung out with the cannon ball. This is very unsettling. I could only play for a very short while before becoming dizzy. I strongly suggest making that feature optional. Maybe have a little screen in the launch area that you can view to shot from or have a playback.. The BAD:

1. I HATE USELESS PROTAGONISTS. It's obvious this game has one.
2. Clashing backgrounds, it pains my eyes.
3. Void stream System looks good - ON PAPER. It's a button at the top of the screen where you can click and read other people's mind and interact with the void. This system is not fleshed out. It's merely interesting because there wasn't the usual dialogue system.
4. No dialogues and choice trees. Just the VSS. The only choice you can make is how many times you enter the void stream screen to read a character's mind. You either use it a lot or barely at all.
5. It's frustrating enough to use the system and what makes it worse is to read the same texts over and over again just to build up the counter.
6. Game takes about 3 hours to complete per ending. Its replay value largely depends on your opinion on the Void Stream System. To some, it may be an interesting and refreshing new way of playing a game of such genre. It sucks for me though. *Check out the demo version first, if you're okay with the VSS, consider buying it.* I didn't exactly like it, I'm just replaying it for the sake of achievements.
7. The inadequacies of the game and the USELESSNESS of the main character is simply jarring without dialogue options and choices.
8. Too predicatable due to the lack of choices.

The GOOD:

1. On the romantic front, this game is good. Not going to spoil it for you.

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2. Consider purchasing the OST to support the developer. As far as the music is concerned, it's solid.
 3. Woods has amazing talent, clearly seen in her novels. There were scenes where ideas come together so perfectly you can see what she has planned for the game.
 4. No bugs or glitches.
 5. Sprites used have a wide range of expressions and emotions, defined and clear.
 6. Very cute reactions.

Overall, the game would be a 4/10 for me. You play as a USELESS (sorry, I can't emphasise this more) protagonist, going through a heavy plot and using an annoying game mechanic, It simply gets on your nerves. Quantum Conscience would have been a good game if not for its execution. If I want to enjoy the story, I'll read a book. If I want to listen to the music, I'll simply buy the soundtrack. But this is a game, not a book or an album.. Kinda boring.. admittedly I was expecting something like Soldier of Fortune, still don't think I would have liked it regardless.

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. After finishing this game 100% and speedrunned a lot of levels, I give my opinion about this game. First of all, you need to love hardcore games otherwise you'll be frustrated even on the first world. This is a very hard platform 2D game inspired by Super Meat Boy but it has his own identity.

Pros:

-Very accurate gameplay, you have several "power" of jump which allows you to be very accurate. There is a float feature that is very interesting, you can use it to play safer but it'll make you lose time. That's up to you to use it or not !

-There are 4 different worlds and each of them have 9 levels (normal + hard mod), 4 challenges where you have to catch 100 fragments without dying and one boss. Every world has his own theme which make them unique.

-The soundtrack is very enjoyable, considering the fact you spend a lot of time on every level they are maybe a little repetitive but it didn't disturb me at all.

-There are leadeboards on every level and you can see your own ghost that is your best time on a specific level.

-It is not expensive and you will spend a lot of time dying and learning every level to catch the 560 frangments in the game. (Great quality/price ratio).

Cons:

-There is no overall leaderboard combining your overall time on every single level of the game which I think it's a shame because it's a very good point on this kind of game where you try to do your best on every level.

I'd give a 17/20 for this game, I can only advise you to play it !. Full of mobile's "energy" system where you do nothing but wait until it recharge so you can play.

The game has so many type of currencies that require different waiting time, yes you can exchange them, but that also require more waiting time.

Mission reward are ridiculously low and extremely grindy.. OMG! Why do i like this game sooooo much? Think i want to change my job now. If you buy one indie game this year buy this.

@devs Multiplayer?. Honestly a very fun experience, and a zombie apocolypse story with a unique playing style. I don't think I've seen a zombie game quite like this one. Well done and diverse characters and fun romance scenes. Some lacklusters components, very short, and a questionable ending though. All together a 7.5/10. These cars are all crazy fast and handle great, and the sound of the Continental GT is absolutely glorious with a subwoofer.

Also \$3.29 for 5 beautifully detailed cars? Awesome. I'm not usually a huge DLC fan, but THANK YOU for fair pricing.

. so short but touching

reminds me of my childhood

kids zaman now wont understand how happy we were without gadgets. Inserting edit line here to state 3D VR version is MUCH better than 2D non-VR. Started with VR 1st and almost had to learn how to gauge distances / aim all over again trying 2D]

TD:LR: Fun / engaging God mode / top down WW2 Battleship mainly artillery fire strategy game that has decent VR graphics (using HTC Vive).

To be honest as a long time strategy / war game lover but short time VR'er....originally the thought of doing strategy game in VR seemed like something that would be fairly lame in comparison to high detail & resolution monitor viewing? To my surprise this BF2 is engaging and fun TBS strategy game in VR. First right off the bat...If you suck at judging distances for artillery fire then this might be frustrating to you. Majority of the fire power is floating or fixed artillery and you have to basically dial in distance estimates (vs. cannon elevation to reach those distances). Think Worms games...but only in setting of god mode above

battleships of WW2. It's not overly complex but must be able to judge distances. If you're WW2 war game fan, this game has enough detail that is engaging but not mired in history report. If you target parts of ships correctly, you can damage specific areas and zoom in far enough and see matching visual damage. There's a bit of grand strategy in the campaign mode as you have to shift around fleets to create / combine them, attack enemy and still defend territories. But mostly it's TBS battle map strategy.

Game does have some room for improvement:

- It was designed for you to stand and play in VR. Which is lame because if you could set the viewing height yourself, you could easily play it sitting down too. But because of limited clarity of VR text + game has stuff on drawing boards at upward angle can make hard to read some of text....unless you stand and center your goggles. This is bad design flaw for VR'ing.
- Campaign starting battle layout is predetermined by Ai. This can be lame as you're best / slowest ships can be placed completely exposed to enemy fire w/o any means to you to initially protect them. They can also be placed far out of range and put rest of fleet at stand still to wait for them to catch up. Even if it would be too difficult to program basic Battleships board game layout choice, should be able to make some type of rudimentary fleet layout choice but there's nothing?
- Worst game flaw can be show stopper. Ship tracks are not shown at all, except wakes after-choice-has-been-made visuals. Sometimes in start of that Ai pre-determined fleet layout it stacks them VERY CLOSE. Different ships have different speed and turning radiuses. You will eventually have at least 2 ships collide because you can't eyeball guess correct speed + turning radius for every ship you can possibly have. Yes..that cute little frigate can cripple your mighty warship by just running into back of it. There really should be some type of track line that lays down so you can make sure your ships won't strike each other. Understand they did this for "realism" but real ships have quartermasters that plot out ship's course on paper so that doesn't happen.
- Combine that plus campaign mode is perma-death / ironman. So ya just accidentally rammed your bestest ship. Well, ya did a save so you can just quit and start over right? Nope. You quit and auto lose 1/2 your fleet in that battle. And it doesn't matter if you Steam VR exit out of the game. Basically, you cripple on or start your campaign over again... Can be bit frustrating.

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