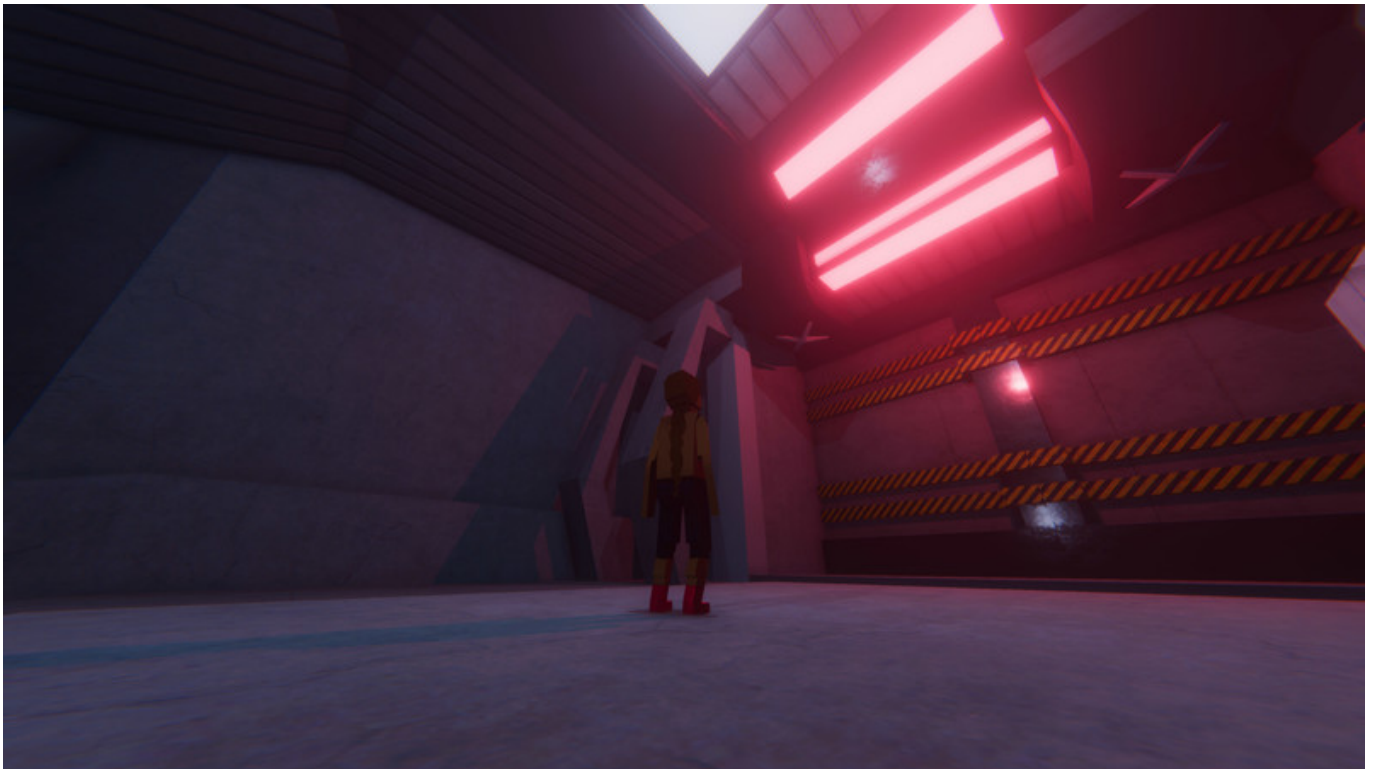


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## Guns Of Infinity Activation Code [hacked]



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### About This Game

As commander of a squadron of cavalry, what will you sacrifice to win the war of gunpowder and magic? Return to the battlefield as a gentleman-officer of the Royal Tierran Army in this long-awaited sequel to "Sabres of Infinity."

*Guns of Infinity* is a 440,000 word interactive novel by Paul Wang, author of "Sabres of Infinity," "Mecha Ace," and "The Hero of Kendrickstone." Your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

Will you befriend, betray, or romance the nobles, rogues, and spies of this epic world? Will you keep your men alive, or sacrifice them to your own greed in a bid for power and riches? Will you fight for power, riches, love, or glory?

- Play the role of a gallant hero, or a self-serving scoundrel.
- Use cunning, force, or sheer bravado to fight the Antari forces.
- Train and drill your men for success on the battlefield.
- Support your family financially, or leave them to fight off penury alone.

Combat, intrigue, and romance await in *Guns of Infinity*!

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Title: Guns of Infinity  
Genre: Adventure, Indie, RPG  
Developer:  
Hosted Games  
Publisher:  
Hosted Games  
Release Date: 29 Mar, 2016

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English







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I hesitated before getting this game. I had heard reviews that it was a bad port, and that it was a bad game, or a wannabe Elder Scrolls IV: Oblivion or Elder Scrolls V: Skyrim. But I got this game. And boy, did i make a good desicion.

This game is great. Graphics are nice, the game is smooth, and combat is fun. There was alot of detail put into this game. Its enjoyable, textures look good, and although its a recycled story, its not bad. Most people think because this is a port that it is bad. This game is great, and I will be getting it on my iPod Touch soon. This game is worth the price. I seriously recomend getting this game.. Personally, I feel like this should have been an early access release as it has a lot of potential but I just can't recommend it in it's current state. I feel bad giving this a negative review as I appreciate this was made by a small team who have put a lot of effort into it but there are just too many negatives for me to recommend people pick it up.

Let's start with the positives:

- Decent level environments and graphics
- Great level of interactivity. There are a lot of small details, like being able to play fetch with the dog or cook a steak, that really add to the immersion
- Voice acting not too bad for a low budget game. Some voices are great and others are laughable (but that's the case for even greats like Skyrim.
- Good music in places
- I like the rhyme door puzzles.

Now the negatives:

- Combat has no weight to it and about 50% of my attacks didn't even land..or at least feel like they don't as the enemies barely react to getting hit. The enemy animations are very stiff and they usually do one or two of the same attacks that are painfully easy to block. I was really impressed a bit later in the game when I first fought a skeleton, as they were chaining multiple attacks together, which felt much more like a fight. Then I quickly realized they just chained together the exact same 3 moves over and over again.
- AI is very dumb. This ties into the above but there were plenty of times where enemies didn't even react to me, even when standing 5 feet from them. Projectile based enemies just stand on the spot and keep shooting at you until you hit them with about 7 arrows.
- The vast majority of the gameplay revolves around looting and finding runes. I thought that this was just for the opening of the game but it turns out each of the environments have loads of runes that you need to find to progress. These are hidden in trees, or on top of buildings, hidden in locked chests etc and it gets painful tedious, even by the end of the first area in the game. I would happily have paid for the game, even if it was half as long, if it had much better combat and a third of the rune finding/looting. This game is marketed as more of an action rpg but it's really more a looting game with some mediocre combat thrown in. Games like Gladius and especially Blade and Sorcery have really upped the anti and raised expectations for melee combat in games and those were both done by a single developer.
- Tacked on RPG mechanics.
- so so story

All in all, this game does have a lot of potential. The environments, graphics, interactivity and so on are a good starting point for a great game. It just needs to seriously work on amping up the action/combat, reducing the reliance on finding runes/looting and balancing. If this game had blade and sorcery's combat, AI and physics and focused more on the action than runes then it would be a classic VR experience.

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I hope the devs take this as constructive criticism and not as a rant. I really do respect what you tried to achieve and was really looking forward to the game. I just feel like it needed a lot more time in the oven before release. Fingers crossed you've made enough from sales to really invest in the game and/or your next project.. Multiplayer uses Gamespy so doesn't work, no LAN option either. C'mon Capcom fix it, get some good PR for a change! :). Literally, the first time of my life, am I writing a review due to my disappointment to the game I bought and only after a few minutes I can tell that I am hating it.

There are NO INGAME instructions how-to-play nor are there any tutorials. The game is left into a mess where you are forced to l2p, which I am fine tbh. But having NO HINTS, I am unfortunately unable to figure it out without proper interest.

I do LIKE AND LOVE, the idea of the game, that is really good thing and the reason WHY I bought it in the first place, but as long as there are no REASON to play the game, I refuse to play it any further without proper guidance. I believe the developer took the time to make the game and had a clear and good vision, but the execution right now is just TRASH.

If you manage to perfect the game, you can count on me to re-buy it and see if you did what I was looking for at the first place, but for NOW; Sorry on, I can't recommend it, maybe in future ?. The tutorial is a little slow for anyone with actual quad experience, but great for noobs IMO!

With the loading glitch solved- TY TY MITTEHs! - this sim rocks.

you need to tweak the settings a little if you're shooting for pure realism, but its definitely better than DRL out of the box physics-wise and absolutely destroys it Graphics-wise.

the track builder works GREAT , really cant wait till i try out building some tracks in some more varied terrain!

So i went back and screwed around in the 'learn to fly' 'final test' map and played for another 20 minutes or so.

it works great now!!

100% recommend, especialy with how quick the devs got on issues!. why do they sell something called "Season Pass" if the actual DLC (Wild Run and Calling all Units) is not included?

...sorry but this is just BS

o.k., the car-packs you'll get are nice, but why aren't they in the base game anyways?

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OK, I had to come post my first impressions... FANTASTIC FUN.... if you like just comfort shooting games and roller coasters don't make you feel weird; this is a Must Have Game.

Shooting has been corrected, way back, I'm not sure the game will get further developed, but its very fun and enjoyable. Also, a great introduction for friends that want to shoot and experience VR.

Touch Controlllers work perfectly.

Hat's off to the developers creating a simple shooter with the roller coaster making simple shooting more difficult.. I mean, it starts

-DoItAll on Youtube

Livestreamed 07/01/2017. This is one of those "it's a good game, but I don't personally like it games", it's more of a puzzle game than a TD game, each level seems to have only one or two solutions where each tower must be built in the right order and place or else you loose, you can't really "grind" levels to get better as you only get the XP from your highest attempt. Lastly it has enemies (dwarves) that utterly ruin the pacing of the game for me as they destroy barricades and change the path of enemies.. If you got no friends, you won't really play this since the servers are dead.... On first look, I think its fun. Its REALLY rough right now, but it should polish up nicely. Playable for sure. I am glad I supported it and look forward to future updates. Game is fun..

. Did not like the horrible controls, did not like the repetitive gameplay, did not like the game mechanics. Do yourself a favor and don't buy it even if you have money to burn.. Addictive & fun. Whoever said dark souls was hard never played turbo pug DX. Gift this to someone you dislike. :P



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