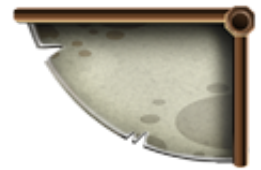


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## Valhalla Hills Xforce

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### About This Game



You spent your whole life in service to the gods of Asgard. You died 5d3b920ae0

Title: Valhalla Hills  
Genre: Indie, Simulation, Strategy  
Developer:  
Funatics Software  
Publisher:  
Daedalic Entertainment  
Release Date: 2 Dec, 2015

#### Minimum:

**OS:** Windows 7/8 32-bit

**Processor:** Dual-core Intel or AMD, 2.5 GHz or faster

**Memory:** 4 GB RAM

English,German,Russian,French,Italian,Japanese,Korean,Polish,Simplified Chinese,Traditional Chinese

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When your tribe is starving to death because the only person actually producing food stoped working because he got hungry at some point and there is nothing you can do about it, you're either playing a eugenics simulator or a totally flawed game that shouldn't have left alpha.. When your tribe is starving to death because the only person actually producing food stoped working because he got hungry at some point and there is nothing you can do about it, you're either playing a eugenics simulator or a totally flawed game that shouldn't have left alpha.. I played this in 2016, found it to be an un-fun mess. Coming back to it 3 years later, and I can't see that it has improved at all. The game just doesn't do anything that you expect it to do. It's excruciatingly slow for one thing, even on full speed, it takes a day to chop down one piece of wood? The pathing is insanely broken, and it doesn't seem to recognise its own boundaries. The only way to arm your warriors is to put the camp down directly next to the tool maker, the whole 'carrier' thing doesn't seem to work. How am I supposed to feed my warriors when it takes so long to harvest one single piece of food. It's just a frustrating experience. The game likes to talk about the supply chain, but if the very foundation of the supply chain is fundamentally broken, what are we doing here. Not having fun, that's what.. I played this in 2016, found it to be an un-fun mess. Coming back to it 3 years later, and I can't see that it has improved at all. The game just doesn't do anything that you expect it to do. It's excruciatingly slow for one thing, even on full speed, it takes a day to chop down one piece of wood? The pathing is insanely broken, and it doesn't seem to recognise its own boundaries. The only way to arm your warriors is to put the camp down directly next to the tool maker, the whole 'carrier' thing doesn't seem to work. How am I supposed to feed my warriors when it takes so long to harvest one single piece of food. It's just a frustrating experience. The game likes to talk about the supply chain, but if the very foundation of the supply chain is fundamentally broken, what are we doing here. Not having fun, that's what.

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