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Legend of vikings cheats

RAGNAROK Vikings at War hacked how and where enter Author: Solarka Published contact information: UNITED STATES (USA), 228 Park Ave S, New York, NY 10003-1502, US Categories:GAMES CHEATS The 0n3 The Viking Way Hidden Cheat Menu This for the newly early published access game The Viking Way. Turn on the cheat menu: Press the Exit key when the level is loaded. That's it, that's it. I thought I was going to be a coach, but it's going to solve everything until it's fixed. Here are a few other key codes:MapView = KeyCode.M InventoryView = KeyCode.I QuestView = KeyCode.Q PartyView = KeyCode.P DataView = KeyCode.O FleetView = KeyCode.F ChildShip_1 = KeyCode.Alpha1 ChildShip_2 = KeyCode.Alpha2 ChildShip_3 = KeyCode.Alpha3 ChildShip_4 = KeyCode.Alpha4 AllShips = KeyCode.Tab Ship_FollowMe = KeyCode.F1 Ship_Stop = KeyCode.F2 CloseCurUI = KeyCode.Escape Enjoy! Page 2 0n3 Pizza Connection 3 Cheat Menu Pizza Connection 3 Cheat Menu Enable and open the in-game cheat menu in Pizza Connection 3.1. Open C:\Users\USER_NAME\AppData\Local\Low\gentlymad\Pizza Connection 3\UserData\GameSettings.json 2. Set EnableDebugConsole to true 3. Save and start the game. When the level is loaded, press F9 to change the cheat menu. Here are some other keyboard shortcuts: F8 = Wolfgang's F8 Key F9 = Open Debug Console F10 = Hide UI F11 = Save Game Home = Reload Localization I = Glossary R = Random Ingredient Rotation LeftShift+Click = Multi-placement F = Focus Object RightClick = Rotate The object Page 3 MInjector by EquiFox Updated and Fixed MInjector By EquiFox Updated and Repaired, so this Equifox n Unity injector is a pretty good injector, however, it was limited to the old Mono, And it has a nasty flaw in refreshing processes. It would fall into a refreshing process. And the last update was like three years ago. The large injector has now been repaired, but it relies on CreateRemoteThread as an injection technique. It's an old noisy method these days. So I have moped it up to support MonoBleedingEdge and fixed the process detection error. It now works pretty solidly on both Legacy and Current Unity/Mono versions. Update 10/10/2020 People have reported that recently the injector crashed again by updating processes. I found the wire and it's fixed. With some new Windows updates, some new services were installed with very strict process permissions. It should no longer be a problem, because now it does not even list system processes. The update also includes some user interface improvements. Github Repo has also been updated: Downloads: v1.3: file&id=30457 v1.4: file&id=31189 Also since MInivor's freeing, its central API library 'BlackBone' has gone through a lot of improvements. Including syscall support. Although readme says use VS2017 to build not updated) you need to use VS2019 to build as it requires toolset v142. If you want to build further in VS2017 use my fork if I had already reallocated to toolset v141 and fixed errors. Anyway, I'll try the updates. He's included some nice things. Create a project using VS2017. Simply select Win32/x64 and press build. After these two problems, EquiFox did a great job on this. Last modified wh0am15533; January 9, 2021 at 06:42 AM. Page 4 sponsored ads Do you want to start cheating unity? Where do I start? 13 October 2020, 07:16 #1 n00bie Do you want to start cheating UNITY? Where do I start? Hey there! I'd like to start cheating with unity games. I've got a couple of games in mind, where do I start? If this helps at all: - I've downloaded Unity - I've downloaded HxD (dkk how this helps) - I have a string dumper - I have Visual Studio downloaded - I've downloaded JustDecompile - I've downloaded IDA Pro Tell me anywhere, please! FriendlyMan123 is an offline ad blocker - creating pay movers and destroying free content since 2006 We strive to provide all our services for free and not suspend your visit to intrusive ads or restrictions - support us by removing ad blocking or whitelisting our site. Ad blockers - creating paywalls and destroying free content since 2006 We strive to offer all our services for free and not suspend your visit to intrusive ads or restrictions - support us by removing ad blocking or whitelisting our site. On October 13, 2020, at 9:46 p.m., #3 moderator's note Säie moved to the appropriate section. _____ Where is the way - William Hazlitt Discord: VollRagm#0274 WhatsApp: +31683154098 VollRagm is online now October 14, 2020, 03:37 PM #4 n00bie Howdy mate, I'm super new unity modding too, but if you want someone to learn how to hit me discord: ValidUser #9159 I've did a few simple Assembly-CSHarp mods and a few resource mods before, but would like someone to help test and learn. McMermer is offline October 14, 2020, 4:13 PM #5 Moderator Quote: Originally posted on FriendlyMan123 Hello! I'd like to start cheating with unity games. I've got a couple of games in mind, where do I start? If this helps at all: - I've downloaded Unity - I've downloaded HxD (dkk how this helps) - I have a string dumper - I have Visual Studio downloaded - I've downloaded JustDecompile - I've downloaded IDA Pro Tell me anywhere, please! As LunaChan has already said, a beginner's guide to hacking Unity Games is a really good message to start learning unity hacking. There you will learn what Unity's game structure is and how to code for DLL Unity. If you want to know how to turn around unity game and really get something useful out of it, check out this post I did about canceling and hacking unity games to turn and hack the unity game unity engine Cheers _____ Where is the way - William Hazlitt Discord: VollRagm#0274 WhatsApp: +31683154098 +31683154098 is online now 14 October 2020, 08:35 PM #6 0n3 Zat Tutorial, which is already linked above is the first step. I also suggest you download Unity and the microplayer guide/project (the micro-jumper is good) and make a simple little game to get a feel for what Unity does and how it all fits in with gameobjects/components/etc. This is going to do a tremendous amount of help. Also, download some of my mods posted here and look at them as well. There's no bluff and I use a lot of different techniques for different games that offer you great examples. One thing you definitely want to learn is Reflection. Last modified wh0am15533; October 15, 2020 at 12:07 AM. wh0am15533 is now online Saga - Viking Rage SAGA: RAGE OF VIKINGS (Cryo Interactive) TIPS +==+ SAGA: Viking Fury is published and shared by Cryo Interactive. This document or its author has no contact with Cryo or its subsidiaries or parent companies. Use this at your own risk. Share this freely, but keep the credits. Have a good day :) ==+Tips/tips>> +=>= He is a farmer who cultivates his land, a craftsman who makes his tools, a hunter and a fisherman. His territory is close to the sea and he has a ship. Sometimes he leaves his country to trade and make war - anything to win. A skilled Viking practactes exercise: swimming, skiing, ball games... He likes horsefights and loves poetry. Finally, in all circumstances, he shows that he is very sensitive about his honor. Vikings are a treat of the sea because they have great ships and the courage to sail them far away. Their marine science leads them to the limits of a known world. Viking ships are open without decks. In rough weather, the water taken by the ship is baled with buckets. The Vikings are hardly gifted to music and their poetry is also very rich in pictures. TROLLS The trolls of the Sagos are not at all the same as the malevolent little gonts of later legends; These are creatures of great size and mighty fighters, especially when they are furious. They say they confiscate passengers to eat them. Some even get into men's houses. Despite their confused appearance, they are quite capable of producing weapons and tools. Finally, the trolls know the magic of the wheels. They think of the swamps as a sacred place. The age-old way of sacrificing a victim to the gods by throwing it into the swamp is probably troll-like. CENTAURS Centaur is a champion of the steppes, as the Viking is king of the sea. These two meet on the banks of a large river flowing to the masses of the mainland. Depending on the circumstances, they fight or trade. The Centaurus have valuable products for sale because they hold caravans that cross their territory. Vikings receive spices and silk products produced from them in the Far East kingdoms. They load them into their ships and sell them in European ports. Their women fight by their side. DWAVES Dwarves live in galleries carved from the mountains and in strong towers built on their underground spaces. They are good architects and excellent miners. Instinct guides them toward the richest performances. When they're at work, they work incessantly because fatigue means nothing to them. They have a passion for precious metals that men like greed. But more than this, they have a passion for well-done jobs. ELVES Elves are an amazing breed. They have numerous abilities. Hunters from birth imitate to perfection the calls of all animals. Their skills with a bow and arrow are proverbial. Of all people, the tons are the most talented in magic. The larvae can talk to plants, rocks and winds. They're tied to the forces of life. The tuts arouse other people's envy. Their distant attitude, often seen as arrogance, poisons their relationship with their neighbors. This leads to wars that are always bloody, because although elves never torture, they know how to kill quickly and well. GIANT Giants are a very ancient breed. Their anger extends to the breeds they create: males and dwarves. The strength of giants allows them to build huge formations in a very short time. They are hardly recognized for other abilities. When we talk to them, the tradition is that they should be treated as the wisest giant, but most often this is just a formal way of speaking out. Giants usually lack separation. VALKYRIE Odin needs an army he can lead when the fate of the Powers arrives. Valkyria is responsible for assembling this party. They gather the heroes who died in battle and bring them to Valhalla. The chosen ones spend their days fighting. By nightfall, their wounds heal and they rejoice in a huge hall with a roof covered with gilded shields. Valkyric, however, has its dark side. They are not content to gather warriors who have been killed, but name those who die. The living dead Not all the dead go to Valhalla or Ran's hell. Some refuse to leave the lives of the living. We have seen some people get out of the country, return home and settle next to their dithers in their usual place. Moreover, they are terribly strong. They say when their hands confiscate you, the flesh falls off the bone. A dead person can knock on walls, tear off the roof or hide shadows near the door. WOLF A monstrous wolf swallows the moon with one mouthful. Blood is splattering the sky and the earth. Even the dwelling of the gods grins purple and the sun's rays darken. SERPENTS The largest of all legend-related snakes is the Midgard snake. She was born Loki, god of a thousand tricks. As bad as the Midgard snake is Nidhogr, crushing the roots of the cosmic tree Yggdrasil. ... This rising ash tree covers the world with its branches. At the top lives an eagle with a hawk between its eyes. Yggdrasil has three wide roots: the first touches the world of the gods, the second touches the world of giants, the third plunges down into the land of shadows. Snake Nidhogr lives under the root. Other -----> * Berserkr is a warrior possessed by rage before his battle. Foam pours out of his mouth, he bites his shield, growls, roars, then throws himself into the attack without worrying about the wound. The Berserkr gene is present in all breeds. It is especially common in trolls who have undoubtedly passed it on to people. * In the world of sages, the bow is a prestigious weapon. A crumbling bow can seal the fate of man or even the kingdom. * There are no unbelievers in the world of the sages. When it is said of a man that he does not sacrifice to the gods and, above all, trusts in his own power, this does not mean that he denies supernatural powers, but rather that he is too proud to accept their help. * The Glory of the Vikings relates to his authority. Whenever he suffers an insult, he must avenge the punishment for losing his dignity, in his own eyes and in the eyes of others. In a world where everyone declares responsibility for their law, honor is mixed with fame. This is the most valuable possession a man can have: Goods can get shy, parents can die, and you die; But fame never dies if you've got a good one. * * The colour brochure included in the Saga box introduces every person. Check it out and you'll see that there are three types of Viking characters who each have a role to play: - The Viking woman works. - The Viking warrior works and fights. - Valkyria fights and takes care of everything that is related to religion and magic. He refuses to do everyday tasks. * If you move the insertion point over the character, its properties are displayed in the details window: Work value: symbolized by the hammer. Specifies the rate at which the character performs the tasks assigned to it. Fighting value: symbolized by the sword. Determines the effectiveness of attacks in a character's hand-to-hand struggle. Description value: arrow symbolized. Specifies the effectiveness of munitions in character descriptions. Armoured value: symbolized by armor. Determines a character's ability to take punches. Magic value: symbolized by a fireball. Specify the character's ability to use pagan magic. Anti-magic value: symbolized by Celtic cross. Determines a character's ability to combat pagan magic. In the first scenarios, this feature does not apply to pagan Vikings. By moving the cursor over different types of characters, you can see that they don't all have the same values. For example, only Valkyria can have a magic value. Both Viking women and warriors are of working value, but women are greater. * In the first scenarios, non-Viking peoples seem to be either your victims or your enemies. But very quickly non-Viking characters will come to you. Here's what happens: - When you're according to another figure in the people; - When you send an enemy clan; - When you follow a scenario that allows you to control a non-Viking or mixed clan. * The halls are characterized by their skill with a bow and arrow, dwarves with the quality of their armor, trolls with their brutality, centauri with their mobility, giants with their terrifying strength, vikings with their diversity and southern people with the brilliance of shields. Everyone knows how to fight in formation. * Buildings (clan-specific) Construction : Number of raw material units needed to erect the building. Function : Purpose of the completed building. The building can provide many functions: - unit of value production - generation of creatures - creature transformation - capital - anti-manna or manna source. Consumption : The quantity of raw material used in the building to produce a unit of value, create a character or convert a creature. Cast : A list of creatures that can work in a building. Efficiency : The higher this parameter, the faster the work achieved inside the building. The specified number determines the minimal power of the building. Its value increases when the clan wins job value upgrades. Resistance to attack : corresponds to the creature's armor value. Ships belong to the building class. The following points to them: Crew: Maximum number of crew mebs. The higher their number, the faster the ship can sail. Passengers : The maximum number of passengers a ship can board. * Creatures Under this title are listed animals and other creatures that do not belong to any clan. The following characteristics are given : Combatvalue (if the creature enters an approachable battle) : Shooting value (if the creature launches a distant attack) : Natural protection. Matches the creature's armor value. - If the creature needs to be eaten, this indicates the food rations provided by the meat. - The creature is able to transport goods. * Ressources Resistance to work hardships : The higher the value of this parameter, the more time the creature can spend exploiting the resource. Production : The maximum quantity of raw material that a resource can produce before it runs out. Reform : European Resource. The unit used corresponds to about a minute. Seasonal means that the resource cannot be utilised in winter and will be renewed at the beginning of summer. Permanent means that the resource never ends. * Spells This chapter includes all spells used in the game that are categorized in additional order. Cost in Manna : Indicates the number of points deducted from the magician's manna stock each time he casts a spell. Lost points can be restored more or less quickly in the chapter One Player - Viking Clan Control - Magic according to explained terms. Items : Specifies the items on which the magician can cast a spell Here are examples of applicable limitations: Only creatures outside your clan (characters, animals, monsters) can be targeted. Friends: the creatures of your clan. Free range : the spell can only be cast in an area where there are no obstacles (example: spectral spell). In the operation, it is enough to monitor the cursor when it comes to the target, to know whether the latter is valid or not. Does not mean that the magic effect is visible directly to the target. Effectiveness : Although they hit their target, the spells of the enemy do not systematically win. One conducts a test to know if the attack was effective, so how many points it scored will be lost. The attack has all the more chance of being effective because the value of the magician is important and the spell is powerful. It is all the more likely to fail because the value of the target armor is high. Duration : In some spells (e.g. Petrification), it is important to determine the duration of effects. This item is missing when the spell has immediate or very short-lasting effects (Thunderbolt, Fireball) * No projectile or spell can affect the character of your clan. * It is impossible to give another spell to a character who is already under the influence of the spell. For example, you cannot launch a fireball per person immobilized with mortal inertial spells. However, you can locate it with arrows or stab it to death with a sword. * All stated durations are approximate: they vary depending on your computer speed and the settings you make in the menu Settings - Game Speed. SPELLS -----> Bolt lightning Cost in the beach : 10 Goals : All but friends Ammunition : Yes Efficiency : Under the test Comments : Thunderbolt is an attacking polyvalent spell that is easy to use, we recommend renemaster for beginners. Experienced magicians appreciate its low cost on the beach. Flare costs in the manure : 14 Items : No restrictions Projectile : Yes Efficiency : Automatic comments : The flare triggered by your magician penetrates into the gray and black mist. It allows you to detect the enemy before he appears in the field of vision of the characters. Nidhoggi Spinal Costs in Mana : 18 Items : Projectile : Not effective : Subject of testing Comments : Two poisoned poles that become impal of an implicit creature from the soil. The name of this spell comes from the great snake Nidhoggi, who lives underground and whose tail is filled with poisoned spikes. Control costs in mana : 22 Targets : Non-combatant alien Projectile : Not effective : For the duration of the test Duration : 1' Comments : This spell provides control over the creature in battle for a limited time in the game. The creature takes your color and submits to you as if it belongs to your clan. It could be a character coming from another clan that you get to work for you. It can also be a cow or wild horse, which you kill for its meat. Ice spikes Cost in mana : 26 Targets : Aliens projectile : No power : Comments to be tested : Ice needles penetrate the feet of the target creature. Obsession ring Cost in mana : 30 Items : Aliens projectile : Not effective : According to the test Duration : 20' Comments : This spell affects the objects and the characters in their vicinity. Two rotating rings appear on the target. The victims of the spell, hypnotized, begin to dance and can do nothing else until its effect has loosened. Fireball Cost in mana : 34 Destinations : All but friends A projectile : Yes Efficiency : Under the test Comments : The fireball spell is a classic that all magicians should have at their disposal. Call-up costs in mana : 38 Objectives : Free range Projectile : No power : Automatic duration : 1' Comments : This spell must be done unhindered in the free zone. It provokes the appearance of the randomly selected creature among all non-combatants in the game. The creature obeys your orders as if it were under the influence of a control spell. As the spell expires, it returns to tinniness. Note: It is impossible to cast a spell on a creature that is invoked because it is already under the influence of the spell. Deadly smoke Cost in mana : 43 Targets : Aliens Projectile : No power : Comments to be tested: Under the target creature appears a black vapour that sucks its life through its legs. Lethal inertation cost in mana : 48 Subjects : Aliens projectile : No power : For the duration of the test Duration : 30' Comments : The target creature is on the ground, unable to move. At the end of the spell, it stands on its feet if you haven't already killed it. Fire languages Cost in mana : 53 Subjects : Aliens projectile : No power : Comments to be tested : Once again, the danger arises from the ground, this time in the form of flames that carbonated the feet of the target creature. Possess Cost in mana : 58 Destinations : Aliens except magicians, sea snake and Destiny Warrior. Projectile : No power : Test duration : 1' 10" Comments : This spell is a more powerful version of control. It submits to your power all the creatures in the game except magicians, the sea snout and the warrior of destiny. Cure wounds Cost in mana : 63 Items : Projectile : No power : Automatic comments : This spell will restore to your clan creature all the points of life it had lost. Fire bike costs in mana : 68 Targets : All but friends A projectile : Yes Efficiency : Under the test Comments : Fireballs are fired simultaneously in all directions. An ideal spell for a magician surrounded by enemies. Rise dead Cost in mana : 73 Targets : Dead creatures Ammus : Yes Efficacy : Automatic Comments : A spell cast in the creature's skeleton. The bones are joined together and the living dead is born where his body lay. The living dead will submit to your commands and fight for you until it is destroyed. Rotten Ships Cost in mana : 80 Targets : Alien creatures and vessels Projectile : Not effective : Subject of testing Comments : A suffocating layer of fog revolves around the object. Foresight Cost in mana : 87 Goals : No restrictions Projectile : No power : Automatic duration : 30' Comments : The magician conjures a tinting star that illuminates the area until the end of the spell. This spell chases black and gray mists much better than the Lightning Torch. Awaken Ymir Cost in mana : 94 Targets : Free area Ammus : No Efficacy : Automatic Duration : 1' 10" Comments : This spell is a more effective version of the spell of the call spell. The performing creature is randomly selected

