
Men Of Valor Activation Code [License]



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About This Game

They fought for Freedom... They fought for each other.

Vietnam, 1965. You are Dean Shepard, a "cherry" to the 'Nam with zero war experience other than standard boot camp training at Parris Island, SC. Along with your platoon, you will fight the NVA and the Vietcong in true historic locales and battles such as Khe Sahn and the Tet Offensive, transporting you to a time and place American history that only a few can say they experienced firsthand.

Features:

- Experience the real Vietnam War - from Jungle-Based Ambushes to intense urban Firefights
- Unique battle chatter audio-re-creates the chaotic nature of combat
- 13 Action-packed combat missions spanning four authentic operations
- Rich detailed environments and realistic weaponry
- Pick your tour of Duty-Single-Player campaign or Multiplayer online combat for up to 24 players

Title: Men of Valor
Genre: Action
Developer:
2015
Publisher:
THQ Nordic
Release Date: 29 Nov, 2004

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Minimum:

OS: Windows XP / Vista / 7 / 8 / 10 32 or 64 bit

Processor: 1,5 GHz

Memory: 512 MB RAM

Graphics: DirectX compatible video card with 64 MB VRAM

DirectX: Version 9.0c

Storage: 4 GB available space

Sound Card: DirectX compatible Sound card

English,French,Italian,German,Polish,Russian







This is the first ever PC FPS game I have EVER played. And I'd do it again, just for the sheer sentimental value it holds.. Killing commies is great fun!

10/10 would kill digital Charlie again!. Straight off the bat, Men of Valor is a great game. Though old this title holds up in its authenticity, variety of levels and gameplay, as well as a basic but good score with a couple of classic tracks from the era thrown in for good measure. It even features a graphics option for 1920x1080 which is nice and not always seen on these older games. Men of Valor does a good job at narrating the period of the Vietnam War it covers from the soldiers perspective, highlighting and cutting through some of the media lies and ill-advised public perception of the war. It does this though narration between levels but also through a set of letters which are read in-between missions between the main character and primarily his farther back home. It also does not dance around the vulgarity of soldiers and portrays African American marines of the conflict well without really crossing into the area of the laughable stereotype.

The game puts you in the boots of a U.S. Marine, fighting through the first few years of the United States' involvement in the Vietnam War. A period which will see you completing a varied set of interesting missions ranging from jungle ambushes and search and destroy missions to running retreats through misty marshes at night. All offering a change of scenery (though obviously mostly green) and in some cases tense situations where you are constantly looking around for Charlie in the bamboo, though all are enjoyable.

To complete these missions you are given an equally wide selection of small arms to play with which range from the M16A1 and PPSH-41 to the M79 and M134 minigun while serving as the door gunner in a UH-1 Huey Slick. The weapons in the game are for the most part well represented and all come with alternate 'firing' modes, such as 40mm buckshot for the M79 or the folding spike bayonet of the Type 59. For the most part though this alternate mode is the option to switch between semi and fully automatic fire. This is a very nice feature which allows you to make the most of your weapon's firepower in close range engagements or its accuracy when trying to engage targets at a longer range. It is also very useful for conserving ammunition.

In terms of aiming mechanics the game does show its age a little as there is no aiming down sights, unless you are using a scoped weapon. Personally I did not find this an issue however. When you use what the game calls 'precision aim,' you merely zoom into the centre of your screen a little and focus on a crosshair. When in this mode however you cannot move, though the game uses this aiming mechanic as an opportunity to allow for a separate leaning mechanic which is only accessible in this mode. A little strange to get use to at first, it was easy to adjust to and I had little problems with the system after a few minutes.

Another notable mechanic is the way health works in this game. Though based on a health pack system, when you are hit you will generally bleed out and have a chance to bandage yourself to regain health you may otherwise lose. This however cannot be done while in the precision aiming mode. While this slows combat compared to a regenerating health system, I prefer it as it promotes intelligent movement and taking cover to preserve your life in the long-term. This being said however most dead enemy bodies have small health kits on them, so you are never far from health if you need it. This scavenging feature also allows you to pick up enemy weapons and resupply ammunition for these weapons. Something which becomes necessary in lengthy missions out in the Jungle.

The friendly AI is relatively intelligent and while they get in your way now and then, I have only encountered one instance where I could not get him to move by walking into him. Eventually he walked away of his own accord after a minute or so. They are also fairly capable and are no slouches when it comes to knocking off Mr Charles. The enemy AI is a bit of a mixed bag but I generally found them to be fairly competent. Sometimes they will get stuck outside of the map but still shoot at you, this isn't too much of an issue though as you can still kill them by firing back at their tracers' origin. On other occasions I felt quite confident sitting short distances from the enemy as in many cases them proved themselves rather incapable of landing shots. Still, often this was not the case. As I say, a mixed bag but not really an issue and while they displayed inept behaviour at times, in general they were far from push overs, requiring you to use cover wherever possible.

Unless you are really put off by the graphics, I would definitely recommend this game to you if you enjoy games set during the Vietnam War. Delivered through a unique and interesting perspective, Men of Valor amounts to an excellent Vietnam FPS with a wide range of diverse and interesting levels, environments and weapons.. awesome game that still holds up , there is a community called MOV running US and AU servers. there are a few bugs but those can be worked around.

<http://steamcommunity.com/groups/MENOFVALORGAMING> this is the community supporting the game :). you will get

killed while behind rocks or in bunkers by enemy you cant see. it will take several shots to kill them but only a couple to kill you. your soldiers will run right by the enemy or fire wildly into the air. they are useless.
if that sounds like fun then buy it.

i should have paid someone the \$2.49 to kick me in the nuts. it would have been more fun.. Beaten this game on Medium difficulty time at 04h 33 min 32.09 secs. It's ok game that played it over 36 hours now. 2,5/5.. This game is one of the best Vietnam War games.

...

But it's hard as F***!

I beat the game on Medium difficulty and the last mission was enough to snap the keyboard and throw the computer out the window.

I'm never going back to Nam again man... Especially on Hard Difficulty.

Funk that.

But, it is a great game.

it has the occasional annoyance of getting shot through walls... but it's pretty well presented and I enjoyed the story. Missions will be pretty straightforward... I mean... it is a shooter, and it is war.. not much for you to do besides killing right? but I enjoyed how you get ambushed, you ambush enemies and how YOU have to be aware of traps in the jungle. Those traps they show on the annoying tutorial? yea, it's good to remember because they mark their traps, but you have to look for the marks. For an 11 year old game.. Holds itself quite nicely. If you liked the old Medal of Honor games, odds are you'll like this as well. Ay, Woolly Bully!. A solid shooter that had my attention, seeing it was developed by the team that made Medal of Honor Allied Assault, one of my favorite games and arguably the best medal of honor game. Vietnam games are not common, as the war itself was not popular among the public, but any game that attempts to depict that war gets my attention. Seeing that every shooter made is either WW2 or modern fictional, it would be nice for a setting not commonly seen.

Production values, for a dated game, are not terrible. The water and fire effects were the most appealing, the downside being character models up close and the hilarious overly animated character during cutscenes. Not sure what happened there. Sound effects are solid and punch, with a decent musical score and decent implementation of Vietnam era songs. However, the repeated battle chatter from enemy and friendlies got annoying.

The gameplay plays like standard military shooter affair. Follow orders from unkillable NPC, kill enemies, blow♥♥♥♥♥♥up. No regenerating health in this game, and you can die easily, so leaning from cover and scavenging dead bodies for canteens are a must. On missions you have allies, but more often than not they are knocked out or running all over the map, making them useless. I don't recall a single ally killing an enemy. The enemies are accurate with fire, but they also have pathfinding and script issues. Enemy variety doesn't change, enemies just get ridiculously and wildly accurate near the end of the game. Infact, I enjoyed this game and its steep learning curve until the second half of the game.

There are moments where gunfire from literally the treeline will kill you, ESPECIALLY IF YOU MOVE TO A CERTAIN AREA OF THE MISSION. This game is tough, but then it gets unfair. Enemies spawn all around you (Yes, sometimes even behind you), grenade indicator might as well be gone, and somehow enemies can spray you down from great distances. At some points, I would try flanking or moving to a better position, just have my health reduced by invisible enemies from treelines. Yeah, war is not fair, but this is a video game. And if you are punishing a player for being smart and trying to flank or move to advantageous position, then F*** your game. This is why I hate military shooters. They are boring, linear scripted movies that punish the player for trying to be creative or intelligent, instead forcing players into one play style and one way to complete the game.. So I am a fan of Vietnam games and throughout my time playing video games this one slipped under the radar of mine so I bought it when I saw it was \$2.50. I've had a blast.

The Multiplayer Works (with some weird bugs that can be fixed if you validate your cache a couple times).
The Campaign is Fun but be warned this game is HARD!

The graphics are surprisingly good or at least better than I expected. The camo that your characters wear actually works in game if you use it correctly.

Overall this is a fun Vietnam shooter but be warned it is old.. The best Nam game after Vietcong.. The cutscenes are interesting to watch, besides that...another fps that I should not have bought it!. I'm a fan of MoH and CoD, but even their early versions are much better than this.

- * you can't even jump
- * the game is super linear at times
- * aiming at a distance is almost impossible with some weapons
- * a lot of times you see enemies through a window or a door but can't actually shoot them; very annoying
- * you die very quickly
- * your squad is not helpful
- * the AI is pretty dumb; when you miss one, sometime he'll just run past you instead of attacking you right away

Overall, the graphics seem similar with that of MoHAA and CoD1, but the gameplay is way below them. From time to time I go back and play those games, but I didn't have the patience to see the end of this one.. Originally an X-box game. IF anything can still be done to change it, make it game pad optional. nostalgia is a little lacking without it. Great story but terrible gameplay. Look here bud, this game can be and is very enjoyable though dated. Some people have reported (and I have experienced myself) bugs that can make the game a sweet hell to run. Technical screeching aside, it's an old Vietnam War videogame in which the player takes control of a black soldier and fights along with his squad to victory. It's a good game but it is old and the

chatter of your allies does indicate that the developers were trying to touch on a few sociopolitical plights of that time (that still exist now). I wouldn't call this game amazing at all, I would call it a, "historical-first person shooter" with some janky controls that tries very hard to present it's self as best as possible. If you have ever played any of the "Vietcong" games, this will be right up your alley.

Take the risk for \$9.99, I doubt it will go on sale anytime soon.

7/10 - "It has heart."

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