
Arvale Activation Key Generator



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About This Game

Description

This installment of "Arvale", a Steam exclusivity published by [Aldorlea Games](http://www.aldorlea.org) (Millennium, Asgvaard, The Book of Legends, Girlfriend Rescue etc.), combines all four previously released episodes, making it a full, stand-alone game worth about 20 hours of gameplay.

<http://www.aldorlea.org/arvale.php>

<http://www.aldorlea.org/arvale2.php>

<http://www.aldorlea.org/arvale3.php>

<http://www.aldorlea.org/arvale4.php>

If you're experiencing lag with the game:

-
- Open the folder and look at the properties of game.exe
 - check the option to "run as administrator"

Storyline

Duncan Forsythe is the royal gardener of Entoque Castle. He spends his days battling nasty flower beds, hunting down poisonous weeds, and occasionally doing his Royal Majesty's laundry.

Meanwhile, the buzz around the castle is that Duncan once saved the world. This is news to Duncan. He can't remember a thing that happened over the last few years. He definitely doesn't remember saving the world. Unfortunately, he may have to – lest the world get thrown into turmoil yet again. Dark forces are rising, and the key to defeating them lies in Duncan's memory – the memory that is now scattered throughout the world of Arvale.

Take him on an epic quest to retrieve those memories and thwart certain doom for the entire world, all the while battling monsters, exploring dungeons, challenging dragons, rescuing fair maidens, gathering friends and foes, and strangely enough, talking with wheelbarrows.



Features

- * Large, immersive, visual world with a huge variety of locations.

- * Interact with hundreds of amusing characters in the story
- * Laugh. A lot. Arvale is known for its fun, hilarious dialogue
 - * Overachieve with many side-quests
 - * 2 hours of original music
- * Many playable characters give a unique storytelling experience.
 - * Over 20 hours of Adventure game time!
- * Equip your character with ever-cooler weapons, including swords, spears, whips and more
- * Wield magic spells against your enemies, ranging from fire, ice and lightning spells to the stranger and more intriguing Filibuster and Minecraft.
 - * Battle evil beasts of all kinds, from tiny rats and bats to werewolves, demons, and ogres.
- * Interact with thousands of non-player characters to learn more about the world and give you some entertainment along your way – a lot of those NPCs are pretty dang funny.
 - * Laugh. A lot. Arvale has become known for its fun, hilarious dialogue, and this game is no exception.
- * Watch original cutscenes that unveil your character's story. Since Duncan doesn't know any more about it than you do, you'll both be amazed by what you learn – and by the cool visuals.
 - * Overachieve with the option of many side-quests to collect more items and battle more monsters

Best-selling Games by Aldorlea Available on Steam



• [Millennium](#)



• [Asguard](#)

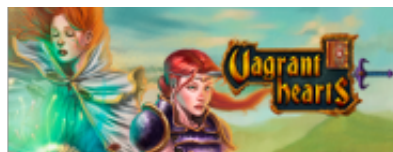


• [Moonchild](#)

• [Girlfriend Rescue](#)

• [Vagrant Hearts](#)

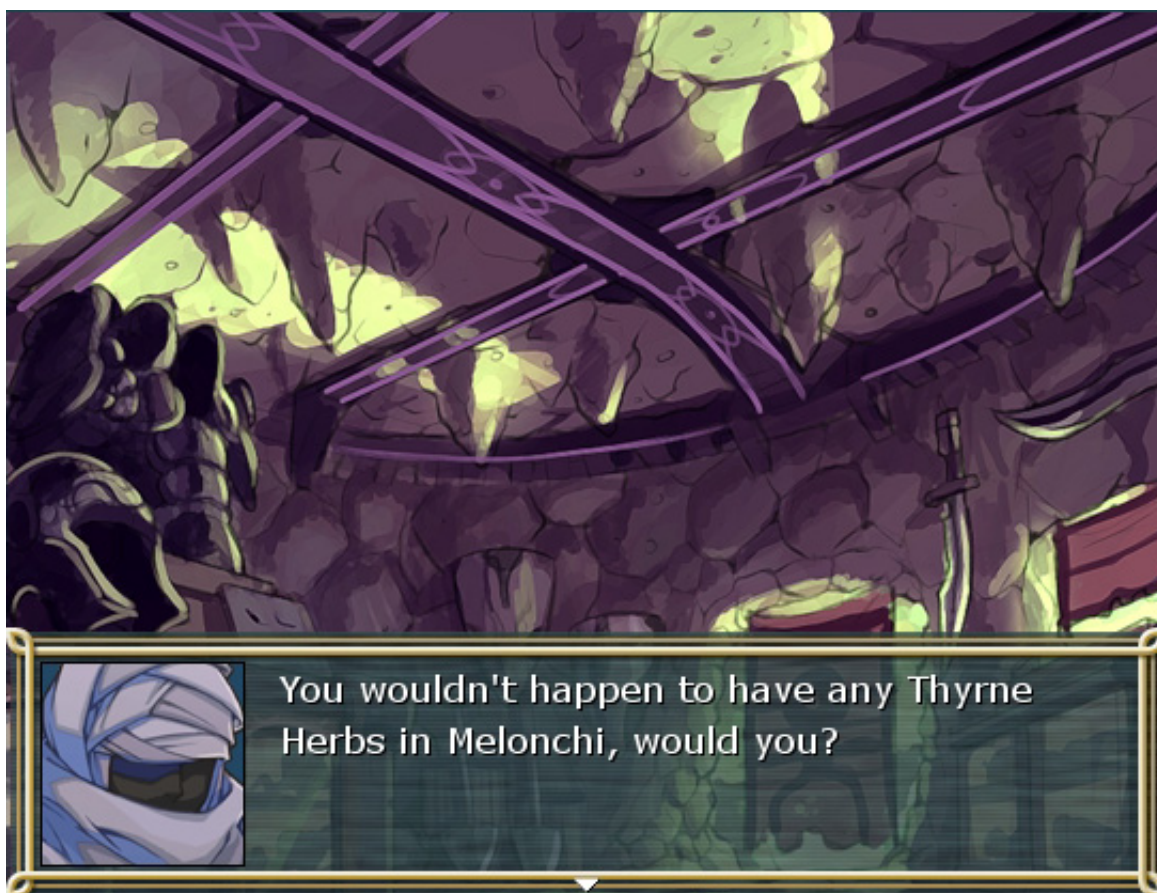
• [Undeclared](#)



Title: Arvale
Genre: Adventure, Casual, Indie, RPG
Developer:
Jaybot7
Publisher:
Aldorlea Games
Release Date: 14 Aug, 2015

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English







My cat likes it :) No really, he keeps trying to bat the characters off the side of my screen! Maybe thinks he's some big dragon in this fantasy world of tiny charcaters lol. Funny game too. Me and my cat thanks you!. I play Witcher 3 on this PC on Ultra settings and don't lag.

This POS game lags unimaginably.

It is literally unplayable.

For a single-player RPG, on a 2d engine, this is unacceptable.

I see a lot of comments about the snark, and the fun of the game.

Apperantly this is a recent bug or glitch that the developer has not fixed.

I will edit this review if the dev ever updates and fixes this game.

P.S.

Horking with compatibility settings did not work for me. It may work for you. YMMV. I cannot play this game as it runs soooo slow. such a waste of money. I can't believe this, ARVALE!!!! I played this thing to death on my WIndows Mobile phone (like a decade ago) long before smartphones were even a thing. Loved the humor then and I'm glad to see it's still totally in tact. Also excited to see its a brand new game and keeps the story going with Duncan (although... where did his beard go?). Cant wait to see if there are any other of my favorite guys (Silk? DeMenchev?), and yes.. my old friends the wheel barrows!. I think charming is the right word. Graphics, while clean, seem so tiny and old to be laughable till after I started playing, I realized the it's all part of the charm for this game. Where it really shines is game story and playability. Funy jokes and all aside, it feels like a grand rpg experience with as much polish as anything else Ive played recently.. As a big fan of the original Arvale series (playing on my pocket pc long long time ago:)) I have to admit it is a great sequel of them with unique humour and awesome 16bit jrpg retro style!. Actually like the battles so far. normally something indie rpgs gloss over. simple, but i like the mouse controls and battle animastions, it just seems to fit with the rest of the feeling. characters talking and item descriptions are fun too. it seems the writers tried to makejokes on every menu possible, but still a fun title!

LAAAAAAAAAGGGGGG lag and more lag if it isn't fixed it is unplayable atm. Well I was all excited to play this game when I read the discussion groups on the web. And I really enjoyed it until...

Until it got so incredibly slow that I could not get through a minor battle in less than 10 minutes. It also lost any charm after a certain point as side-quests became few and far between, then non-existent. Just go from one major boss battle to the next. I finally quit playing as it was just too tedious going from battle to battle just to level up, then another 10-15 minutes trying to beat the boss who is ridiculously strong and ends up killing every party member just before his health runs out. Such a bummer as this was so fun to begin with. I'm sorry to say I would not recommend this game even at the really cheap price I paid for it (I think \$2 or something like that).. Old School RPG gameplay i think not!

Otherwise its nothing but lag, and unrated out of control gimmicks that make this game a disaster

and for the the price is way beyond reaches into catching gameplay that never delivers the right naked stranger notes!

The battle system is not bad...but the difficulty is where its confusing and wild wet like a fraternity in another dimension!

I played 4 hours of this tragic mess of a posthumous effort! That is never plunged into entertainment, more like a boredom task that is apparently a cover-up! And cant surround themselves with a struggle tormenting our souls into living dead space!

A provocative drama RPG that at least tries but its not recommended!

I give this game a 7.2/10 for trying at least love the burrito master. Maybe I need more sleep, but this game is craking me up so much that I woke my wife up!!! The gardener hero guy is dumb that its frustrating, but so funny at the same time. I cant stop laughing or playing. Sorry wifey!. Loved replaying this gem, oringinally purchased each episode waiting patiently for each release was thrilled to see it on Steam

The game is full of humour from a very witty developer.

Hoping this isn't the last we see of our gardener Duncan and his wheelbarrows. Way, way, way back this takes me! Playing this revives feelings of playing chrono trigger and final fantasy back on the snes. Damn, those were good times. But the writing is way more unique than those loveable old japanese RPG. This feels fresh, and I donno, more tailored to a western audiences tastes. I also feel like there is even some reference to the old sierra online games (Leisure Suit Larry, anyone?!)... maybe I read too much into these things? Cool game!. Arvale is quite a fun adventure that has me hooked! This old-school RPG takes me back to my Final Fantasy on SNES days. Yet it's a fresh take on the genre, with plenty of hilarious dialogue, and an almost graphic adventure-like treatment throughout. Duncan has something witty or random to say for just about every object or character you come across.

So far the story moves along nicely and keeps me wanting to find out what Duncan will remember next. The battle mechanics are a throwback to the old Final Fantasy system - not overly complicated and easy to use. I enjoy that. I find the battle difficulty strikes a good balance. It can be challenging, but never ridiculous and so far I haven't been subjected to any prolonged amount of leveling-up just to clear a dungeon of boss.

The graphics are great - exactly what I'd expect for a 16-bit era game. The soundtrack is phenomenal and catchy. Just like an FF game, it beautifully sets the tone for the all places you visit. Play controls can be with the mouse or keyboard. Overall, I'm very happy with it - excuse me, gotta play some more!. This has more of a sandbox\kid in a candy store feeling than an actual game to me, so far, but that's not a bad thing! "What happens when I click on this? hah! I wonder what the hero will say about that object?" click, click, click. Minutes pass.... "What was I doing again?" Right, the forest ahm, something? Better check the actual quests again. Stop finding and releasing great games, Steam. My job and my wife want me back! :P. My wife bought it... she says she liked the blue-haired girl or something. Little did she know this game would be hilarious! She had been snickering in the corner for about an hour just walking around and clicking things while I was watching TV. After awhile I coldn't stand it anymore and asked her what was so funny. Now I know. While I normally only play big games, I'm happy this little one ended up on my radar!. On sale for pretty cheap so I thought I'd give a chance. No regrets so far. Something I'm surprised no one has mentioned yet is the Music! I'm not sure where these tracks came from, but many of them (the castle music and the first town in particular) are fantastic. Happy that the creators took the time to procure (or hire\make? I have no idea since there are no title credits) great tracks, a total must have for an RPG and in this case, it definitely ticks off that box. Looking forward to the rest!

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