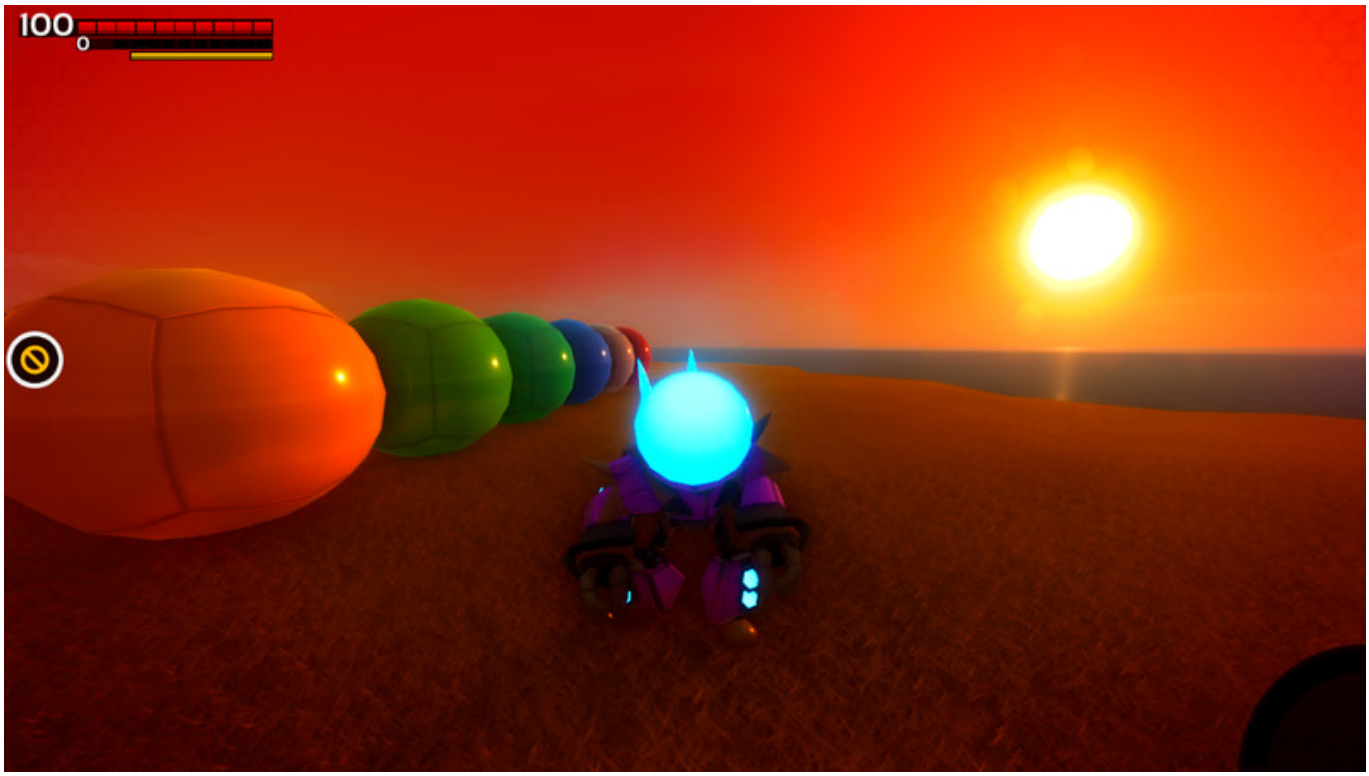
GOKEN Activation Code Generator



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About This Game

GOKEN seeks to bring back everything that was right about gaming in an action packed open world environment in the form of the good old Action RPG genre and have the old school gamers tremble in nostalgia.

-Scenario-
Long ago, when gods lived amongst people...

There lived a swordsman who was given five swords forged by god himself.

Using these swords, the swordsman brought peace and order to the world.

People called the swordsman, "Wielder of the Five Swords"...

One day, during a fete to praise the gods, the blades of the swordsman turn against the gods for reasons unknown.

One of the gods, Ozone, furious with all his powers, sealed the swordsman away at the top of a mountain now known as Swords Peak.

This tale begins 5,000 years after the battle between the two, near a the small village of Cardina.

-Game Overview-

Seamless open-world game mechanics

While the game features a rather old school “quarter view” mechanic, the map transitions and event scenes, even the combat is all seamless as can be to enhance the overall gaming experience.

Real time strategic action battle system

Utilizing 2 primary attack buttons, users can assign different weapons to each button to create a unique combo that fits the users need as they go. Monsters, bosses and stage gimmicks can require a specific type of weapon at times creating opportunities for users to strategize their best route of approach.

Customizable Tattoo system

Utilizing "tattoos", users are given specific points upon leveling to get the protagonist inked as a form of powering up so it could be built to one’s own. Raising MAX HP and Stamina, learning new and special moves are just a few of many ways players are able to customize their character depending on their play style.

Title: GOKEN
Genre: Action, RPG
Developer:
GIANTY Inc.
Publisher:
GIANTY Inc.
Release Date: 28 Sep, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7(64bit), Windows 8/8.1(64bit), Windows 10(64bit)

Processor: Core i3 2GHz and above

Memory: 2 GB RAM

Graphics: GeForce GTS250 / Radeon HD5750 or better

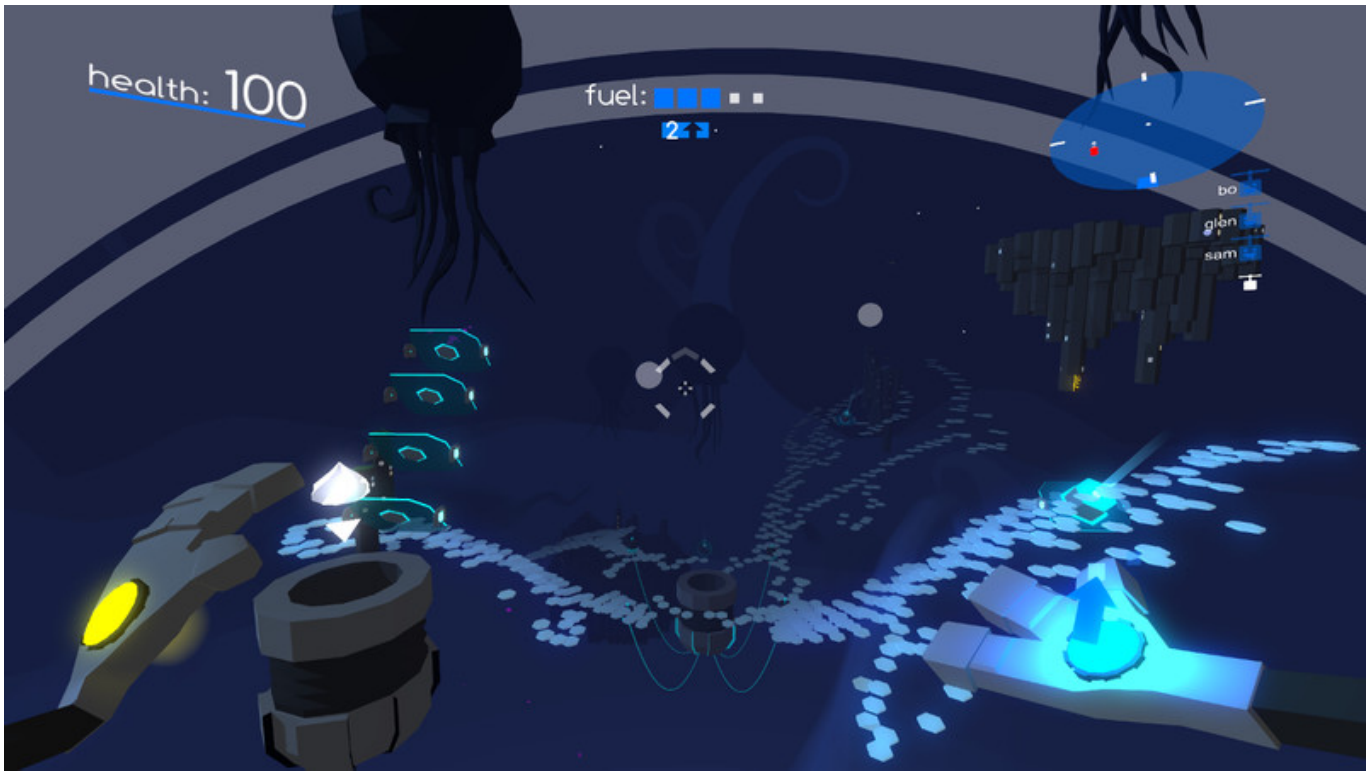
DirectX: Version 9.0c

Storage: 5 GB available space

English,Japanese

Learn how to implement a combined first and third person camera system.
Communication Log
Player has joined the game

Look at
Talk to
Give
Take
Search
Menu
Forest Entrance
LOOK
GO


health: 100
fuel:
2
bo
glen
sam

Quite unusual real-time strategy game where you don't have direct control over your units: small humans are fighting the orcs, as if on a sheet of paper torn from a copy book right in a middle of a school lesson and you are something kind of God watching their efforts from above and helping them win with spells :) Its extremely cheap - why don't try it?. Great route i would strongly recomend it but one thing i would like to see better is worle and nailsea and backwell stations look nothing like they do in real life.. Not worth $1. the game makes you move on a track, you have no freedom. the spells are boring, the animations are basic, the gameplay is unchallenging. Why would a consumer pay for this even in early access when they can have the same game with better quality and more roaming freedom in spell caster? Hopefully they add the freedom to move around more. being on a track is one of the most boring gameplay experiences imo.. Too fiddly and frustrating to prove enjoyable.. This game sat in my Library as I waited for its continuation... which leads me to my negative review. Although I enjoyed what I played, I really can\u2019t recommend this game until \u201cAct 2\u201d comes along. There were a lot of positives, including the atmosphere, humorous dialogue, a good story with fairly good characters, cool surreal dream sequences, and the Shove Ha'Penny mini-game that (I guess since it was tweaked) was a lot of fun.

The negatives though outweighed all those for me. The control was very fiddly and picky, so you had to repeat a lot of actions\/dialogue because you didn\u2019t click the precise pixel. Also the timing of the arm wrestling was really irritating, much more than the ha\u2019penny game. I could overlook all that but not the frustration of being left hanging without any resolution of the plot - especially since it\u2019s a murder mystery! So as interesting as it was, it became just a pointless time-waster.. An interesting otome VN with the main character's sex changing when in the dream world and their journey about who they want to be. I think Sakuya was the most interesting character for me because a lot of their issues with gender is one I myself have felt but the game is more about Sakuya's discovery in that it's not about gender but the character of a person that defines them. I think it's a good game to check out for it's themes about gender identity and feeling comfortable in your body, but as a romance VN it isn't really all that exciting, and the mystery in this volume is really passive. I'm excited to play the rest of the East Tower games, despite finding this one bit bland because i'm very interested in what was presented of the other characters, and I hear the content in each subsequent volume increased quite a bit. Over all, this is kind of a toss up when it comes to being a reccomendation, but I can see it being a nice game to play if the theme interests you, as it is an original plot idea for an otome.. This is by far the best war strategy game on the market. I am really sorry I havent heard about this game a little bit earlier. I highly recommend buying this game.
Skirmish is little bit super intense and most of the time the first battle determinate the winner but overall ok.
Campaigns are really awesome and super fun to play.
This game is the definition of realistic strategic warfare, A LOT of tactics are required to achieve something, and that is what I REALLY like

is it possible to mod\/create maps for multiplayer gaming or missions for 2 players ???
keep up the great work!

9\/10. This adventure is an amateur effort, and may well be the worst adventure I have paid money for.

The story is weak. The interactions are often illogical, progress is often trial and error, pixel hunting abounds, invisible walls everywhere, as a consequence the pathing is atrocious, the UI is clunky, the sounds are nothing to write home about (and the screams clearly fake), the effects are "fade to white" and "fade to red", the graphics are flash-style vector art married to eye-bleeding "latest 3D hardware" backgrounds (if by "latest" they mean ca. 1993 - Myst looked better than this), and the dialogues are boring. Also, it's short.

Take your pick from any of these and you'll be likely better off.

Cannot pass the game: spader doesnt give me his flask and I cannot cook poison to save person because of broken scripts ....why we should solve every puzzle twice?. You can punch people with your fists like Lo Wang from Shadow Warrior 1997.. Very well made and addictive NuclearThroneXEnterTheGungeon "like game" with great art, its own style and nice additions :). Rorona is so precious.. Excellent game, short & immersive. THIS GAME IS AMAZING IN VR... I totally enjoyed it, it's a must!!. A must buy for platformer lovers!

You play as a kid with a paint shooting gun thingy. As you progress through the game you unlock different liquids to shoot with your weapon. One allows you to climb walls, one allows you to jump from it to greater heights. It's a nice little gimmick that differentiates this title from others like it.

Really tight controls, pleasant visuals, nice soundtrack. Levels were nice and varied, they presented a little bit of a challenge too. Replay value is pretty good with the speedrunning modes.

I recommend this title!. Save the Ninja Clan

Save the Ninja Clan is a unity based 2D side scrolling platformer similar to Super Meat Boy. You play a brave ninja who sets out to rescue his ninja pals and stop the evil white ninja.

You start your journey with a green suit equipped with double jump and a knife you can throw to kill enemies, and later can trade the green suit between a blue and black suit, which have the powers to sprint (blue), and puff into a cloud of smoke to evade deadly traps (Similar to the rolling system from Guacamelee).

Your knife starts as just a basic knife. If an enemy shoots at you and your knife connects with it, it destroys the knife, but you can throw them quickly and infinitely so throwing them non-stop is warranted. By collecting the 33 collectibles found in each stage (1 per stage), you can use those collectibles to unlock new knife upgrades, such as a knife that goes through bullets, rockets, etc. destroying them and continuing forward, or another knife that kills all enemies in one hit. There is one other upgrade that allows for a knife spin, but other than the cool ninja effect, it doesn't seem to do much else. Each upgrade requires 7 collectibles, so 21 total for all 3, meaning you don't need to collect all the collectibles in the game to get them.

There are 34 levels total in the game, 31 basic platforming levels and 3 boss levels. There are a few tricky levels, but all-in-all they are pretty basic when compared to some of the levels featured in Super Meat Boy. There are also nifty secret "glitch" areas in 31 of the levels, which when accessed bring up a command prompt with witty humor as if the developer were watching you break their game.

Save the Ninja clan features 30 achievements, all of which are relatively easy. I can honestly say the only two that were a bit troubling were the achievements for beating 5 and 10 levels without dying, as you need to play 10 straight levels, you cannot replay a level, and you cannot exit and go to another level. Still easily achievable with a bit of practice.

Overall, Save the Ninja Clan is a small game, but it's a game that for the price of $0.99, is still very much worth it. 34 levels, a bunch of secrets, a small amount of easy to find collectibles, and an simple achievement completion to be had. Definitely recommended.. At this point this title should still be in early access. The game i just barely playable crashes on occassion and has terrible tutorial and game explanation support. I like the idea of the game but it still needs alot of polish ad work to make it worth while. the graphics for one are poor to say the least. The components of the ship ad station pieces need alot more explanation and basic game mechanics need alot more explaining aswell. Starting off in story mode with little to no idea of what your doing is horrible then again to face off with some big huge hulker pirate with loads of guns and drones right off the bat is no way to show a new player the ropes of a game. I tried for over an hour to figure out this title with little luck and believe me luck you will need if trying out this title for the first time. For now till alot more updates and features come out i have to give this game a thumbs down.

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