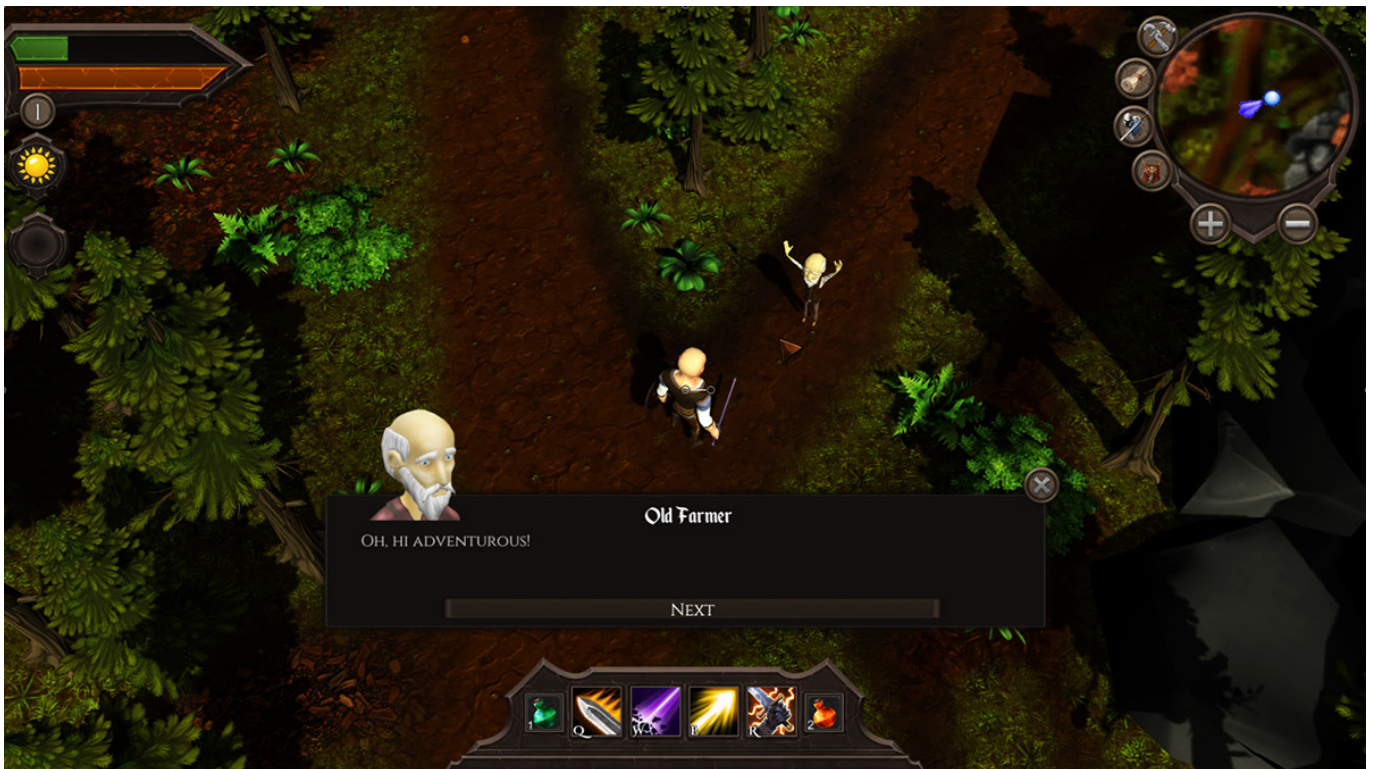


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## Bravery: Rise Of The Last Hero Activation Fix



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### About This Game

Have you always dreamed of being a true hero of a medieval fantasy world? If the answer is yes, then you are in luck because you are in a world like this now! Also, you are a woodcutter and you are alone! You are fearless, have a sharp ax always ready to cut a wood or face your enemies. Everyone needs a hero here, and this is in their destiny. But ... There's always a problem.

There were ages ago the world was destroyed by the clash of two gods who represented good and evil. A lot of time has passed, and men are trying to structure a new civilization, but when everything seemed normal, strange creatures began to emerge, modifying the behavior of animals and affecting the lifestyle of the men who inhabit this world.

This is where your journey begins! But I will not be easy, in Bravery: Rise of the Last Hero, you play with Sven d'Vali, a simple woodcutter with a high sense of justice and incredible will to become a hero, who uses his strength to liberate the world Of evil. On his journey he knows many places, faces several enemies in a melee real-time combat, makes and helps friends, can find epic treasures and unravel mysteries to aid the adventure.

### Main features:

- Find and collect different equipment to increase the powers of your hero.
- Take on various enemies and get a chance to win valuable rewards by defeating them.
- Classic adventure-action with several different regions to explore.
- In the open world, you will never be safe. Enemies come from all sides to face him.

### Coming soon:

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Item Manufacturing System: You can find materials to create new items or improve your equipment.

Allies System: You can find allies to join your group and help you tackle more powerful challenges. At each level of heroism will be unlocked a new hero follower.

Mini Games: You will find several mini games to get rare items and important information to continue your journey.

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Title: Bravery: Rise of The Last Hero  
Genre: Action, Adventure, Indie, RPG, Early Access  
Developer:  
Magic Dungeon Studio  
Publisher:  
Magic Dungeon Studio  
Release Date: 25 May, 2017

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**Minimum:**

**OS:** Windows 7/8/10

**Processor:** Intel Pentium IV 2.4 GHz or AMD 3500+

**Memory:** 2 GB RAM

**Graphics:** NVIDIA GeForce 8800 or ATI Radeon X1900 (Integrated Video Cards not recommended)

**DirectX:** Version 11

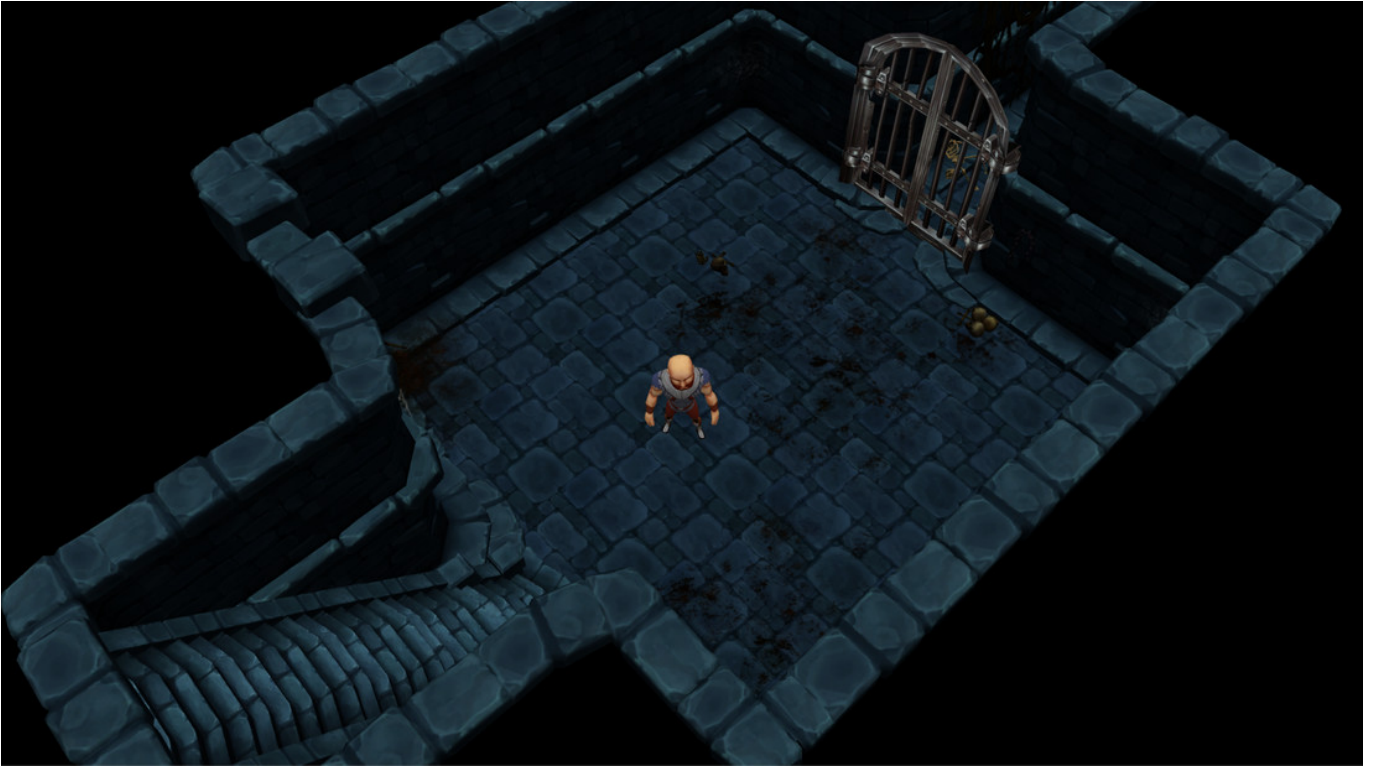
**Storage:** 2 GB available space

**Sound Card:** DirectX-compatible sound card

English







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bravery rise of the last hero

Video Review

<https://youtu.be/V-qCBNFWfJD4>

In it's current state i can not recommend this game to anyone here are the reasons why.  
The Music just stops when entering a cave.  
The enemys just rush you and most of them are OP so together there a nightmare.  
you can't use WASD to direct yourself you are limited to right click.  
The path finiding it terrible you will find yourself running into walls and fences a lot.  
there is no objective markers or indercation on the map where to go for more quests.  
And many more but some are just very picky i know.

But given all that it is still a very new game so Fingers crossed the dev improves it over time as it dose have a good foundation.

. release date 25 may 2017. clicked update history. last update 26 may 2017... game is unplayable in its current state. first mission did not even start. This game is a total mess. Not only is the text hysterical to read due to god awful English translations. but the controls don't respond beyond the left mouse button for attack and right mouse button to walk. You also get slammed with hordes of enemies and higher level foes out of nowhere. At one point I was on the character screen upgrading. I died. and played the game with zero health and invicibility. Didn't help any because I got swarmed by one horde of higher level enemies after another. I saved and quit the game and when I chose continue it restarted everything but didn't respawn the bear for the very first quest so I couldn't continue. as well as kept my level but not my upgrade points or even the points I spent.

Unless you intend to finish this game in one sitting. you're not going to finish it. Until the developer fixes these problems. it's best to save your money. It's a shame because it's not the worst Unity game that looks like it uses a ton of assets in an action rpg I've played (could be wrong. just basing it on looks). but even when (and if) the repairs are made it still won't be anything of great interest unless massive upgrades are implemented and quick to make it stand out as more than a generic looking title..  
Urghh. no no no. not a good game. you would rather play poe. d2. torchlight.  
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