Knight Squad Serial Number

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## **About This Game**

Knight Squad is an insane 1 to 8 players chaotic arena friendship destroyer. Take on current friends and future frenemies in any of the incredibly fun game modes, ranging f 5d3b920ae0

Title: Knight Squad Genre: Action, Indie Developer: Chainsawesome Games Publisher: Chainsawesome Games Release Date: 16 Nov, 2015

English

I really wish I had friends to play this with. Might as well. get defeated by bots.. I think it is a very simple and funny game. i very fun if you have a lot of friends. Great presentation, simplistic gameplay. Steam controller does not work.. Positives: - local

multiplayer is fantastic if you can get a decent group of friends playing. absolute hectic mayhem and fast games can be tons of fun - all gamemodes are enjoyable. personal favorites are gladiator and crystal rush - all weapons are fun to use, albeit some are very situational (drills and bombs come to mind) [sidenote: explosive arrows are the most OP weapon imo] Negatives: - never seen a lobby for online multiplayer. wanted to give the online aspect a fair shake but it's completely dead sadly - playing by yourself can be very boring. single player challenges are hard, but aren't very replayable. the bots aren't particularly intelligent, but put up a decent enough challenge on extreme difficulty when they team up. Overall: I would recommend this game if you have a group of friends IRL that would be up for a chaotic party game. wouldn't recommend for those alone or with friends online, as they would all need to own this game as well to play online.. Amazing game! Fast-paced, simple fun!. I found this game by going to a friends house and playing it on their Xbox and I loved it. I went home and saw it on steam and thought about it for a couple of weeks, bought it and the DLC with the intent of playing it with a bunch of my friends and found out it dosent support Steam controllers. I then went and found a steam controller configuration that made it so i could play the game, but the game its self dosent support analog sticks making it so i can only attack/shoot/move in 8 direction while the AI has full mobility and an unfair advantage due to the fact that the player has 8 set directions and the AI isnt limited like the player is. Untill this problem is fixed its going to be a bad review.

Update #21 - Sinister, Salmon and the Spiked Shield : Hello friends! We have a pretty big update for you this week. The long awaited Sinister and Salmon are joining the Knight Squad and the Spiked Shield has been stolen by the trolls and put in the hands of the knights.. Come to Discord! : Hello veteran Knight Squad players, hello new players! Our game is a little over 3 years old and that comes with a lower player count in low periods. To organize game nights and find other Knight Squad players, we're inviting you to join our Chainsawesome Games Discord [www.discord.gg] That is the place to be if you want to find online friends to play Knight Squad with.. Update #2 - Boomerang, Horse and more! : A new update is up and running now! We've added a couple of weapons and power ups to the game and did some minor tweaks to make the game more enjoyable! A lot of the time of the last two weeks has gone towards getting the game to work Online. This is coming together nicely.. Update #14 - Trolls challenge, Bots Showdown, Bunch of fixes! : Hey folks! This week is going to be a crazy one with GDC and PAX East which we're both attending. So we thought we'd push a new build for you guys with a bunch of stuff in there.. Update #4 -New Mode, Linux and Mac, More maps! : Update #4 is right here right now! Sorry we're a week late on this one the new platforms were giving us a headache. Lots of under the hood modifications again to prepare the online version of the game. Here's the detailed breakdown of the update : Feature : Linux and Mac versions now available! New Kill'em All versus mode. Defeat everyone once in the given order to win! New capture the flag and team deathmatch map. Tweaks : Removed the doors in the capture the flag maps as it was giving the AI a hard time. Tweaked how the soccer ball is controlled. It should feel a bit more controllable and less random. Update #9 - Global power ups, the ripper and new juggernaut maps : Hey everyone! It's that time of the month again! We have added a couple things to the game and it's online for you guys' enjoyment! We added a new power up type and we would love to have your feedback on those as they might change the game a lot.. Knight Squad - Update #1 : New build is available right now! The last week has been rather hectic as we have been showing Knight Squad at E3 in the Microsoft booth, but we still managed to get some things in for the update.. Update #12 - Ice Balista, New map, Lots of tweaks : Hey everyone! We're finally back from Christmas with a new build and promise for an even brighter tomorrow! We've added a couple things, tweaked a lot more and did some major fixes for the new build! If everything goes well, a beta version with the first playable online build should also be available next week after the PAX South.

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