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About This Game

Imagine every time you fall asleep new adventure awaits you...
In episode 1, Kingdom of Bisera, all virgin girls mysteriously disappeared over night. It's your task to find & rescue them.
As you explore lands on your mission you will encounter various type of enemies each with his own abilities and weaknesses, you will be able to recruit old friends and new allies.
Most hilarious NPC's in gaming history, you will enjoy many many jokes and funny quotes.

Features;
3D maps & battles
Camera and point of view variety
Episodic Story
Humor

Controls:
Movement: Arrows
Rotate: Q,E
Zoom in/out: C,V

Camera Angle: R,F
Change Camera: B
Inventory: X
Action/Use: ENTER

Plans:

Game will have 4 more episode's to complete the story, they will come as free DLC's for people who purchased the game.

Title: The Adventurer - Episode 1: Beginning of the End
Genre: Adventure, Casual, Indie, RPG
Developer:
ZemunBRE
Publisher:
ZemunBRE
Release Date: 31 Jul, 2017

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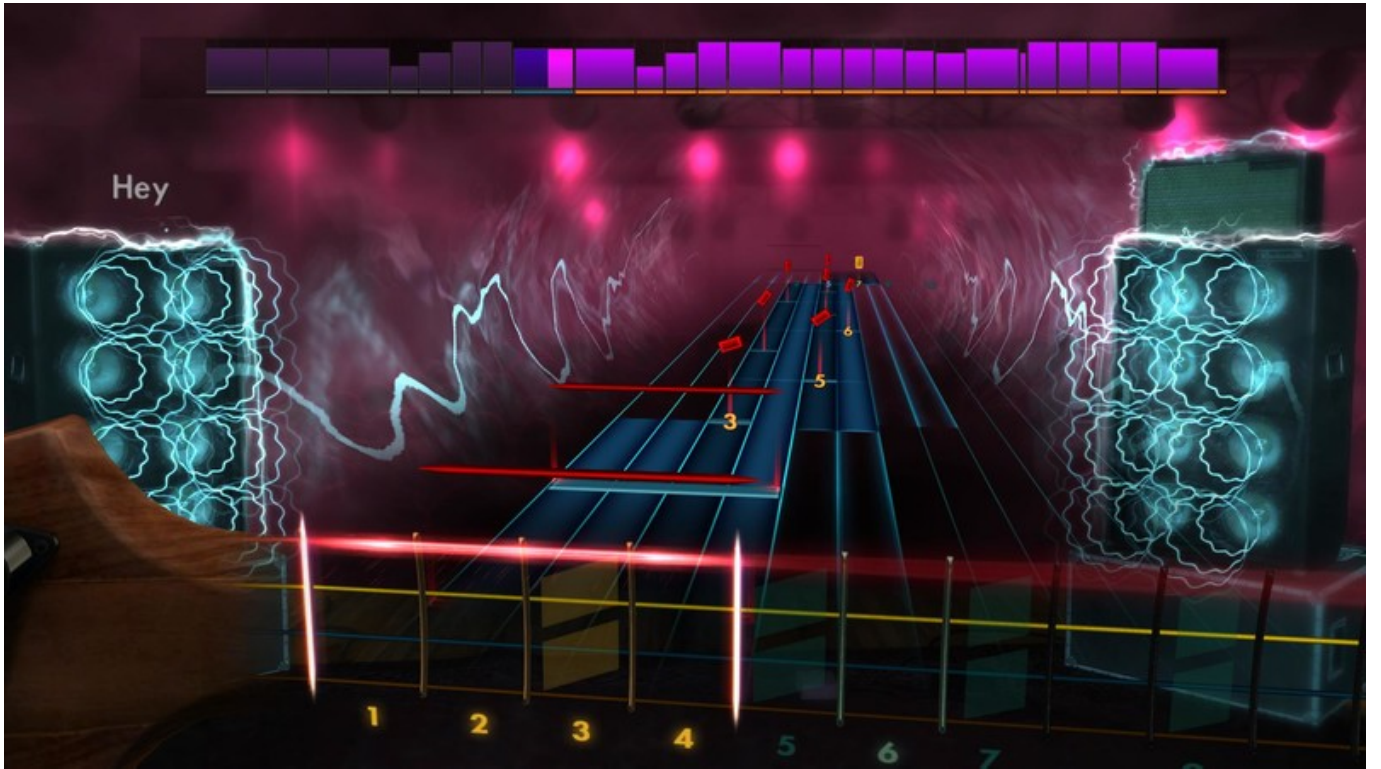
Minimum:

OS: Win 7

Processor: Pentium4

Memory: 1 GB RAM

Graphics: Any integrated card with 512mb

DirectX: Version 11

Storage: 250 MB available space

English

the adventurer - episode 1 beginning of the end. the adventurer - episode 1 beginning of the end badge

Probably fun with together with two friends against three other people online but that requires two friends.... Here is my "First Day on Launch Day" video and "Early Access REVIEW" Video: https:\/\/www.youtube.com\/watch?v=s3CoU3e8fr4

The game is fun all for about 20 minutes. Tops.

It's very early in access, and very rough, but the graphics look promising enough to make it a good game. The biggest question is will they ever stick around to complete it and make it something that truly lasts and make it something that is fun to play for more then a very short period of time? Doubtful in my eyes, but I hope they prove me wrong!

Watch my video link above if you want to see why this game got a 47% early access score from me. Thumbs down. There's just far better ways to spend your money then this. Toilet Paper in the real world is certainly one of them!. It is a great game unless I encountered a weird weird problem when dealing with afternoon tea.
The tea pot and the milk container were not working in a way normal people expect they should, the liquid went anywhere but to the cup. Please fix it, other than that the content is excellent.. No playerbase to be found.
Hardly any maps or variety in anything found.
Terrible optimization for what appears to be a barebone project right now.
The list goes on...
Yeah, I don't think anyone would want to play this right now.. I was excited when I saw this game. I have played Zeus when I was a kid and it was a great game. But it seems I cannot enjoy these games any more because of the graphic display problems. How pity!. this is one of the best clicker games ive played. A rather fast-paced game that resembles fun the size of a skyscraper, with the speed of a taxi meter.. I believe I was finally at the end of this game, was so happy. I however, accidently clicked ont he pentagram, my items disappeared and the game froze, no way could I retrieve the game and had to finally shut it down through my task manager. Went back into it and no way am I going back to my last save, this is ridiculous! If I didn't dislike the game before, I think I hate it now. What a waste of money and time! I do not want to go back through all of that again. I did get a message that something was missing and I needed to reinstall the game. Damn, you must be kidding, this "old" gal does not have the patients or desire to go through the game again!
Loved the first Barrow Hill, this one, not so much, a real pain in the butt!. Game has not been finished, and no responses to questions about the planned ending that were asked in January. Short, kinda enjoyable, but the abrupt unfinished end ruins it for me.. Fun little dual stick shooter with controller support. Random worlds but fairly limited enemies. Grenade based combat works quite well, however you find yourslf hoarding some of the better ones for tough bad guys which makes the normal fighting prominent

In Splasher, you play as a nimble hazmat agent who rushes through levels packed full of enemies and environmental hazards, rescuing fellow team members on the race to defeat a cigar-chomping scientist and his army of mutant potatoes. Aiding you are a handful of brightly-colored liquids: Water to wash surfaces clean (and blast most enemies), sticky goo to help you climb surfaces like a spider, and bouncy goo to propel you through the air like a lunatic. It's all very vibrant and charming. In this sense, the comparisons to Super Meat Boy and Splatoon are unsurprising.

Challenge-wise, however, Splasher never really approaches the balls-hard difficulty of Super Meat Boy. There are certainly situations where the average player may die 5 or 6 times attempting to navigate an area, but it doesn't remotely approach Super Meat Boy on the whole. That may disappoint players who have been sold on the idea that Splasher will scratch the same itch that Super Meat Boy does; there's simply no comparison when it comes to difficulty.

Similarly, at 22 levels, Splasher's packaged with a much smaller selection of levels than Super Meat Boy's 300+. That isn't to say that Splasher's an especially short game, or that it's lacking material--on the contrary, between the "normal" game and the various speedrun modes\/medals to earn, there's a decent amount of replayability to the game. But again, it may disappoint players who expect for Splasher to boast multiple worlds, hidden levels, and various other secrets.

That being said, will you enjoy Splasher? If you like games such as Dust Force and Super Meat Boy for their mix of platforming, speed, and relative challenge, you'll most likely enjoy Splasher. If you like leaderboards and discovering ways to shave seconds off of your PR times, you'll probably like Splasher. But if you're looking for a game that's so hard it'll give you a nose bleed, you'll probably feel let down.

PROS:
+ A clean aesthetic that is generally very readable, which makes it perfect for speedrunning.
+ Overall, the "feel" of the controls and the way the player handles is well done.
+ Between the normal game, individual medal runs, and 3 different flavors of speedrun, there's plenty of replayability.

CONS:
- On a gamepad, the controls for movement and aiming are tied to the same analog stick, which can result in a lot of sloppy aiming and\/or accidental movement; while this stems from compromises in the control scheme, it's still an incredibly frustrating problem that you will likely encounter at the worst (and most frantic) moments, such as rushing headlong into a trap while trying to aim at a critical target during a speedrun.
- A very minor con, but for a game that emphasizes speedrunning so much, it's annoying to have to sit through various animations and cutscenes every time you attempt a run. These don't count towards your overall time, and should be confined to the "normal" game.
- The level-select hub is a chaotic sprawl that doesn't improve the overall experience, and essentially makes choosing (or simply finding) specific levels more work than it should be.

OTHER NOTES:
* Not a huge fan of the art style--the general flatness and large spans of solid color remind me too much of a free flash game, which cheapens the experience for me. There are little touches that stand out, such as the bublous green mutations that give a sense of transparency and depth, but they almost feel out of place next to everything else.. To repetitive for my taste, not worth even half a dollar. Its well made, just not a real game.. Brilliant route add on. Well Done DTG TS2017 Very Very Pleased would advice everyone to buy this, as it's Amazing. best hunting game on steam. Excellent RPG.. Garbage nothing like the classic games they mentioned. Not even worth it if on sale.. I finished tha game today and yes, it's really not an easy game. In fact it's often quite frustrating and there are too many items in inventory. Sometimes new doors are unlocking without any obvious reason (or sign to the player that they are now open) so you have to search again and again if new areas have opened. You'll also have to read several PC screens and journals to fully understand the story or to even be able to solve the game. So it's frustrating and hard. BUT I still do recommend it because the story behind all the mystery is so complex unexpected and twisted that I know for sure that I won't forget it that fast. Also the graphics are looking nice and they and the soundtrack are really fitting the great atmosphere. So I give this game a "thump up" but be aware of the problems mentioned above before you spend money on it.

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