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The Adventurer - Episode 1: Beginning Of The End Free Download [key]



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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

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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.

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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







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Based on the first book I can only say : meh.

After playing it I do not feel strongly about the game one way or another. I acknowledge its existence but wouldn't give it a second look passing by.

I understand that the general artstyle is appealing to the eye but in itself very limiting but oh boy every conversation is a straight up staredown with swaying characters like a drunk seaman on shoreleave after a 6 month journey.

At the very least the characters deserved more poses or expressions to underline their mood or thoughts on the current event especially during conversations. Otherwise it's just text which happens to have a picture on top. How about idle animations or animations based on current buffs debuffs that are not only displayed as an additional layer of graphics but a pose. A crippled person stands different than a non crippled one. Just saying.

I also understand that you do not want to write the juicy part of the story in the very first book, however I feel no motivation to purchase the other chapters to find out if there is a juicy part to begin with; the first book leaves no impression for any grandeur to come.

The SFX and music is rather pleasing however during battle you can tell that between turns of the characters there is a "void of life" in sound. Everyone takes their turn to do battle and make a sound unless affected by another party. The combat music is rather soothing than thrilling. Might just be me. Or the battlesystem itself.

The game part is most likely the more interesting but ... cards, man... cards are everywhere nowadays... Is there an oversaturation or burnout from seeing cards in every game that comes out? Whatever the case, cards cards cards. The perfect stand in for items equipments or an UI. Cards.

Turnbased combat, not the most thrilling but it works. What not works is that everyting else isn't thrilling or engaging as well. I clicked away with a "WHEN DOES IT END, ERMERGERD!"-attitude just to get to the next cutscene or text based non interactive cluster of "story".

All in all it doesn't hurt to take a look at the game for the ~40 minutes to "beat" the first book.

If you happen to be interested in a challenging turn based fantasy rpg with a great story to boot then I can give you this one crucial hint : The games name starts with "B"

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and ends with "anner Saga".  
So long suckers!. Awesome game!

The game is alot more in-depth than I expected. Various management functions (such as advertising, and price management). The creativity is great too, allowing you to make your own pizzas and name them! Buying various types of ingredients needed etc.

Its endless too once you get past a milestone! Can't fault it. And its difficulty settings make it great if your a casual gamer and dont want it to be too hectic. Or if your a mad clicker in need of something that keeps you wired.

Suprised by the low amount of reviews, this game is like a hidden gem, and needs more players to write how great it is! (this is why im writing this)

I grabbed it on sale for a quid, it was worth me buying it an extra few times for gifts!!. F . U . C . K . Epic store :D. Its a lot like Super Hexagon...

Except in Super Hexagon, I can beat the first level.

11/10. A fun little game with charming humor, and very reasonably priced (especially if you think of it as paying for the first game, too). The dating system is a nice update. Just a heads up: if you're not great with flashing colors on a dark background, the final boss may give you motion sickness. (But it's worth it, I guess.). I am so confused menus just disappear and leave you stranded, can\u2019t start from scratch?. This game is one of the best deceiving games there are, especially that it's free to play. Very nice graphics, amazing OST and there is no Pay 2 win elements at all. All you can buy with real money is cosmetics.. Very Nice Instant of pleasure playing this historical strategy game, (although colonialism wasn't a good thing (but in a historical video game, we can accept it!))

It seems that there are lot of challenge trying to rise each nation, ... let's play Now!



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Great visual novel, the art is well done, the voice overs and animations are a nice touch. It has an interesting story premise, which is well written. It is a little short, however I think it's worth it.

Looking forward to more from the Developer.. I appreciate its cheap but the controls could at least work, lousy graphics and controls. dont buy. Amazing game for the first hour. Amazing concept. Can't win as rouge one. Too many strategies for the seeker. The first few are easy for the rouge, but as it narrows down it becomes too easy for the seeker. After about 15 rounds of play, any of my friends have yet to win as rouge. Please balance the last two switches.. Stupid (in a good way), but AMAZINGLY fun for some reason.. Kinda torn on how to rate this title. The devs are active on the discussion forums and are very open and respectful, which in and of itself is a breath of fresh air. It's definitely still in an early alpha phase imho. I run a higher end rig and I still get really long loading times and graphical glitches. Aiming is still very glitchy and hitting anything with a gun is really hard to do. NPCs just sit or stand in position. The infected are crazy OP and will almost instantly kill you. Some items still have placeholder icons when they spawn (so they look like a cube and not like what they're supposed to be).

So, having said that, please be aware that you're technically buying into a game that imho is still in a very early stage of development. The devs decided to throw it on Steam I can only assume to have some kind of cash flow, which after three years they're likely in dire need of. So I'd think of the \$20 it's currently going for as a kind of kickstarter type of investment, and not as if you're purchasing a title you're actually going to play now. Because, for me at least, the game isn't really enjoyable in it's current state.

I look forward to logging in every time they release an update.. funny arcade game. Honestly, I *really* want to like this game. But I can't.

What I don't like about this game in particular is some of the mechanics.

- I don't like that you can't even slow/focus. This may not be a problem for people who aren't familiar with danmaku games/just starting out, but it just bothers me, due to the fact that I've been playing Touhou for a year now; I'm just not used to not being able to slow/focus.
- I don't like how you have to collect bullets that match your polarity (aka your color). It makes me feel like it doesn't really hold the regular tradition of being a danmaku game, because you can just use the same polarity bullets to make many escapes that would naturally be a (maybe fun) challenge to dodge.
- No control configuration. The game kinda leaves you on your own to figure it out, and doesn't even have anywhere to tell you *what* the controls are.

Other than that, the game is great. The soundtrack is really nice, the art is cute and it's own unique style to it. I really like the story too, and the characters. The only thing that was making me iffy was the game mechanics.. Well beat a campaign first 2 days after launch thought the game was ok.

Lot better now and i will give them this they have continuously and in reasonable time updated adding new features and improvements creating a better level of complexity to game.

result well worth a replay. 8/10 - Game World

5/10 - Player (makes me dizzy)

NIL - Storyline

8/10 - Sound

8/10 - Build Quality

Overall - 7/10

Pros: Cool visuals.

Cons: Player is hard to control and makes me dizzy.

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