
Niplheim's Hunter - Branded Azel Ativador Download [portable]



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About This Game

WARNING!

Save data from the base game is not compatible with the DLC.
Some events will not trigger and there might be errors or crashes,
make sure you don't load incompatible saves.

Story

Searching for the demon beast that branded her,
the hunter girl, Azel, reaches that place.
The frontline of the battle between humans and monsters.
The remote land which some call the harbor of disasters,
Niplheim...

Average time to 100% clear the game

5-7 hours. If you skip scenes and
don't read any text then 2-4 hours or so.

Features

Beautiful illustrations and pixel art.
Hilarious dialog between characters.
Custom-made side view battle system.
Symbol encounters, no random encounters.

Material gathering and crafting.
Text skip and event skip functions.
Two endings.

Equipment Crafting & Dress Up Outfit System

You can create armors and improve weapons
by collecting materials from demon beasts.
All of the armors have illustrations,
movement & battle pixel art,
and there's more than 10 armors you can get.

You can also equip armors in a Costume slot,
so you can wear and see your favorite armor
while having another armor equipped.

Controls

The game can only be played with a keyboard or a controller.

Mouse is not supported.

[Z] = Accept, Hold for Fast Battles

[X] = Cancel, Menu

[Ctrl] = Skip Text

[Shift] = Auto Text Mode, [X] to stop

[Q]= Hide Dialog

[W] = Text Log

Note

The game was created by Black Train in collaboration with Sugar Star.
The game is made in Wolf RPG Editor.

All characters are over the age of 18.

Title: Niplheim's Hunter - Branded Azel
Genre: RPG
Developer:
Black Train
Publisher:
HappyHand
Release Date: 6 Jan, 2019

a09c17d780

Minimum:

OS: Windows 10/8/7/Vista/XP/2000

Processor: 2Ghz

Memory: 1 GB RAM

DirectX: Version 9.0

Storage: 500 MB available space

English



BUNNYLORD GO HOME

KILL THE GANG BOSS

- DESTROY THE CASH PILES!
- NO HOSTAGES DIE
- FIND THE SECRET GIANT RAT HEAD!

25
STANDARD

WARHAMMER



FELL CARGO

By Dan Abnett

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With two GTX 980 TI I can finally play Crysis 1 at 2560x1600 maxed out...only took 10 years.. I honestly love this game. you can do anything you want. if you want to be a driver that doesn't break the laws or you can be a rebel and ruin everything. including other cars. you can also mod them with colors and motors as well,, planes and boats are in the game which is a bonus. one thing that I wish they would add is the people inside. even if they are dummies inside of all the cars that is fine but it adds that cool part in it as well. other than that I rate this game five stars. *****. Please don't buy this game as it is incredibly short and boring. It's way too overpriced and you could simply go online to play a free flash version. Don't even bother buying it for a child, either.

(I only reviewed this for a badge :P). A beautifully crafted single-player puzzle game by the folks at Wayforward behind games like Shantae, Double Dragon Neon, Contra 4, and Ducktales Remastered! With Jake Kaufman on the music once again your ears will be blessed by bouncy beats as you partake in some passionate puzzles! Good price tag (even at launch) and fun gameplay that'll have you switching up your noggin' as you try and solve them.. GG but a little too obscure without a guide.. IIN looks beautiful but plays... awkwardly.

I expected IIN to be a neat little puzzle game. And optically the game delivers with a great aesthetics. But mechanically not so much, or at least not on what I expected to get.

IIN appears to be a physics based puzzle game, but instead is a platformer with clunky controls. What do I mean by that? Two things:

1. IIN did not feel like that much of a puzzle game to me. Most of the puzzles (with only a hand full exceptions) were pretty straightforward and so it boiled down to executing the puzzles rather than solving them. There is its own kind of joy in that but not the kind that I want to get out of a puzzle game.
2. Although the controls are not bad by any means they are simply suboptimal. The physics based control leads to a more sluggish movement than necessary. This in turn makes the platforming parts more cumbersome than they needed to be.

In conclusion you end up with a game that is mostly about platforming but with controls that are suboptimal for that task.

So in the end I got only a hand full of these sweet "aha"-moments that I play puzzle games for. And those were counterbalanced by the amount of times that I got annoyed by failing a level because of the somewhat cumbersome controls.. Heavily disappointed with it. I was looking more for the pre-recording feature (which is an absolute disaster in this application) but I tested both the recording and pre-recording feature. If you get a slight spike in fps, it just stops pre-recording for a moment and everything before is just GONE. Means in tough and heavy in-game situations you just lose your pre-recorded material just

because an explosion let your fps drop from 60 to 58 down for a moment and goes up after a while. Besides that, uncompressed recording is hidden and only available if you unlock it in the profile.txt and even then it's pretty bad (~500mb per second), except mjpeg all the other codecs are pretty ♥♥♥♥♥♥ (really, h264, who the ♥♥♥♥♥♥ has enough power to even use that without in-game lag?) and even then you CAN NOT use the files in other programs (tried it out on sony vegas, it says it can't open or use the file) so it makes the whole recording useless for me. Recordings with mjpeg are o-kay but if I can't even edit my content then that file is pretty much useless for me.

Also, it doesn't stay as a "in-app" feature on steam, it just uses my steam for logging into PlayClaw 5 and then lets it die, wow, now I've got 0.0 hours on PlayClaw 5 on steam, great! <http://puu.sh/60MEk.png> Very funny, PlayClaw.

Positive things for PlayClaw 5: Smooth fps lets your recording, even with a bit of lag while recording, look flawless, which is nice, it has a bunch of overlay options which is good I guess and it has a handful of setup options.

In the end, it really lacks in the compability of proper recording and pre-recording with other codecs than mjpeg, it doesn't support the editing software I use, I've checked on the internet, a bunch of people were complaining a bad or no compability with sony vegas or their programs, in which the devs just replied with "tested with free version, works fine" which is ♥♥♥♥♥♥♥♥t imo that they just leave that issue with such a rude comment and just looking at the months of development, it doesn't seem like it's living up to it's promised features at all.

If you feel lucky, go ahead and try it. Otherwise, my all time favourite will still be Fraps, okay quality, doesn't really annoy me when it's recording / pre-recording in the background and it doesn't have issues with other editing programs.. Best trading game out there.

I used to play it back in the day but I couldn't be arsed to find the CD/DVD so I just re-bought it on steam. One of the most dedicated RPG developers, Spiderweb Software always delivers an in depth storyline with rich characterizations, detailed lore, and compelling storylines.

Avadon 2 has all of these, and its visual effects, and artistic style are better than previous titles, imo.

I would recommend this game to any RPG fan.

This game is a classic and well-made game. This game is one of my first played game during childhood. One thing i have to complain is the AI is too strong. Haha. Not even worth the \$.99 I paid. Fullscreen won't show on my monitor, and windowed mode is annoyingly, slightly larger than my monitor. Why don't I fix this in the options? Because Atari games had more options, in the options!

Bottom Line: NOT EVEN FOR FREE!

(how stupid, had to launch a nearly unplayable game, to SIT for at least 5 minutes, just to review). Great racing game, if your looking for an arcade racer. its got deep options for your car. I love the way the cars handle on different tracks... tldr

Pros

/////

Good game, UI friendly, Easy control, Good hitboxes, fast loot w/ good items

Cons

/////

Feels little sloppy, AI spawns around your position, long queue. Can't say I even like this with barely any players even in the game.

Spinoff DLC for Niplheim's Hunter was banned & other news:

Hello, the publisher, HappyHand here.

I have some good and bad news. The good news is that the developer and I decided to make the DLC free, some people said the price is fine and some said it's too high or way too high, but we decided to make it free as a thank you for all the support!

The bad news is that Steam banned the DLC because:

After review, we will not be able to ship your DLC Branded Azel - Lust Brand Prostitute on Steam. While we strive to ship most titles submitted to us, we found that this title features themes, imagery or descriptions that we won't distribute.

Regardless of a developer's intentions with their product, we will not distribute content that appears, in our judgment, to trade in the prurient representation or exploitation of minors.

While every product submitted is unique, if your product features this representation -- even in a subtle way that could be defined as a "grey area" -- it will be rejected by Steam.

We are not interested in working with partners that dance around the edges of what's legal. For instance, setting your game in a high-school but declaring your characters are of legal age would fall into that category and be banned.

This app has been banned and cannot be reused.

I sent Steam a support ticket asking why they would ban the game when they told me they would give me feedback and guidance about content that they will not allow, hopefully they will reply back soon and I will get the DLC unbanned, but I'm extremely sorry about this, I thought Steam would at least let me know what's wrong with the game instead of just banning it without any guidance/discussion. Let's hope this was just a mistake on their part and it will be solved soon. In case I can't solve the ban in the support ticket, I'll ask if someone could visit Valve HQ to ask what's up or I'll visit them myself if I have to, but let's hope this will get solved soon.

I do have some other news:

Cards & Achievements are done and I'll release them soon!

I was supposed to release them together with the DLC, but I guess that's not going to happen very soon, so I'll just release them on their own. I'll make an announcement when they are released.

Chinese translation is nearly done!

It should be ready this week or early next week and I'll make an announcement when it's out!

I will also start hiring translators for other languages very soon!

The reason why the Chinese translation was already started is because the developer wanted it as soon as possible and I had very limited funds so I couldn't hire other translators until now.

I'll release 4 more games as soon as I can!

I have 4 more upcoming games, I'll post information about them as soon as I have them ready and this DLC situation is solved.

Sorry about the slow progress, things should speed up now and I'll post more announcements from now on.

Thank you for all the support and I hope you'll get to enjoy the spinoff DLC for Niplheim's hunter soon!. **The game is now out with a 30% off Launch Discount!:**

The game is now out!

You are free to make any kind of review for the game you want, but if you could answer any questions in [here](#) when you write the review, it would help me give better service and information to you! For example, I can add support for other languages if there's a high demand for them!

Of course it all depends on the sales/profits, but I'll do my best to add things if a lot of people request them so make sure to mention things you would like in reviews, comments or in discussions.

Feel free to ask questions here or you can make a new discussion in the community hub too if you want!

I hope you have fun playing Niplheim's Hunter!. **No contact from Steam so the game is delayed until further notice.:**
Hello, HappyHand here, I have some sad news for everyone.

Steam hasn't given me any response on why the review is taking so long and what the problem with the game is, if there even is a problem. I tried sending emails to several different Valve employees, asked in Steamworks group, sent a support ticket and asked if they could just give me an estimate when they are done or if there's **anything** that I could say to you guys. I haven't received any response for more than a week from anyone, so sadly, **the game is delayed until further notice for unknown reasons.**

I'm extremely sorry about this, but there is nothing else I can do since Steam just won't contact me or even give me some date or information I could give you so this is all I can say. I waited until now hoping that Steam would at least give me some kind of confirmation I could give to you, but there's nothing from Steam and, again, I'm extremely sorry about delaying the game again and not being able to explain the reason or even the length of the delay to all the fans and customers waiting for the game and I'm sorry for waiting until now to inform you, I just hoped Steam would give even some sort of reply. I'm so sorry.

There have been other developers/publishers that had their game delayed too or even banned from Steam. Here is a video that explains why they were delayed or banned, the video is 10 minutes long, with the first 4 and half being about Sony's recent censorship issues and **the rest is about this exact situation I seem to be in:**

<https://youtu.be/x3JL6wPuhhE?t=265>

So it's possible Steam is just stringing me along, delaying the release because of rogue employee(s) or that someone in Steam is actually using "We do not allow exploitation/sexualization of children in games that are in Steam" as an excuse, so Steam is basically **exploiting laws/rules set to protect children because of personal agendas** and that is unforgivable.

Like other games in the video, Niplheim's Hunter does not have any children in it and all characters are bunch of the pixels on the screen representing fiction, but Steam, or some people in steam, might be using the above rule as an excuse to ban games with eastern/anime style art, which is outright racist towards Japanese developers and a terrible thing to do towards the hardworking creators that create these games so fans could enjoy them.

Maybe Steam doesn't want eastern/anime styled games in their store, I will respect their decision and publish the game

elsewhere, but there are hardcore games like Meltys Quest and Makina published in Steam and some games, that don't even any sex are banned, so I don't know what is going on in Steam or what I should do.

I'm sorry for asking this, but if you could spread the above video around and tell more people about this whole situation in Steam, maybe Valve will check what is going on. Until then, the game is delayed and who knows what Steam will start banning next, because they won't tell and are extremely inconsistent with the bans and rules they themselves set.

I'm sorry about the long post and I'm sorry for burdening you by asking to spread the word and most of all, I'm sorry for not being able to release the game in time and having to delay it again, this time until further notice. The game might not ever see a Steam release at this rate, but please, to prevent more situations like this, please spread the word.

Thank you for reading and I'm sorry I failed to deliver the game in time.
HappyHand

*Dec 12 edit: The developer and I decided to change the release date to "Earliest possible release: Dec 17, 2018" since the developer has a hard time believing when I said that the game is stuck in review and Steam won't contact me so the game's delayed until further review. The "Earliest possible release" said Dec 16 yesterday and it will probably say Dec 18 tomorrow and the date will keep going further away until the review is over. This is just to prove to the developer that Steam is actually not contacting me and the game is stuck.

I understand where he's coming from since I still can't believe this is happening either, but that's the reason for changing the date, I will most likely change it again, very sorry about the confusion and this whole situation.. **Release Date, Price and Launch Discount:**

Hello, this is HappyHand, the publisher.

Due to Steam review taking a while longer, I will have to delay the release date to 7th of December. If the review isn't over at that point, I might have to delay it further, but I will do my best so you will be able to play the game as soon as possible and I apologize for the delay.

The price for the game has been decided and the final price is 19.99\$ / 17.50€.

To celebrate the game's launch and as an apology for the delay and price change, I decided to add a **30% off Launch Discount for the first week of the game!**

I hope you will have fun playing Niplheim's Hunter and I hope you have a nice day!

Best Regards,

HappyHand. **Niplheim's Hunter will be released on Monday, January 7!:**

Steam contacted me and said there has been a misunderstanding on their part and there's no problem with shipping Niplheim's Hunter on Steam!

I asked if they could explain in detail how this whole thing happened and why it took so long to solve, but right now, I'm overjoyed that I can finally release Niplheim's Hunter on Steam so the answers can wait!

If it's not too much trouble, please tell all your friends that Niplheim's Hunter is finally coming to Steam!

I want to thank all of you for all the support and advice you gave me and I hope everyone will have fun playing Niplheim's Hunter next Monday!

Edit: Nothing has been removed and the game is the same build every other store uses after you install the free DLC.

Edit 2: The game will have the 30% off launch discount for one week!

Thank you so much for everything,
HappyHand

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