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

This is the only game I've ever bought for 99p that left me feeling short-changed.

The voice acting (which sounds like Trey from 'Broad City') is so cheesy I found myself waiting for a punchline. But it never came. And neither did Michelle.

Also the way your shadows follow you is inconsistent and the invisible levels are just annoying.. Audience: ]===

- Kids
- Everyone
- Casual players
- Pro players

===[ Graphics: ]===

- Potato
- Really bad
- Bad
- OK
- Good
- Beautiful
- Masterpiece

===[ Price/quality: ]===

- Full price
- Wait for sale
- Average
- Refund it if you can
- Don't do it

===[ Requirments: ]===

- 90' PC
- Minimum
- Medium
- Fast
- High end
- NASA computer

===[ Difficulty: ]===

- Depends on your skill
- You just need 2 arms
- Ez
- Easy to learn / Hard to master
- Hard (first few hours)
- Dark Souls
- Hard with op friends

===[ Game time/length ]===

- Really short ( 0 - 2 hours)
- Short ( 2 - 8 hours)
- Few hours ( 8 - 12 hours)
- Long ( 12+ hours)
- Endless

===[ Story ] ===

- 
- It doesn't have
  - There is a story but gameplay isn't focused on it
  - Still better than Twilight
  - Average
  - Good
  - Fantastic

===[ Bugs ]===

- Game itself is one big BUG
- Bugs destroying the game
- Lot of bugs
- Few Bugs
- You can use them for speedrun
- Nothing

Rating: 7.8/10. This game is like a battle between Samurai it was Love at first play. Multiplayer is where the fun is, though the single player is fun, there's nothing like the intensity of humiliating your sucky friend by destroying their crappy imitation! Muahahha!

It blocks my view of the beautiful sepia toned sunset, hmmm... or is that sunset?

Pros:

Awesome Concept

Awesome Execution

Awesome Replay Value (Multiplay)

Sandbox Mode

Easy to learn , learn as you play , also tutorial

Deck Customization

Awesome Music

SOOOO FUUNNNNN!!!!

FiRE!!!

FRUSTRATION!!!! YOU'LL WANT TO THROW STUFF!!!!

Digging

DWARVES!!!!

MY WIFE LOVES IT!!!!

Cons:

Could use an deeper explanation of some mechanics.

ex. ( I have no clue what "min. Turn" in customize deck affects; "chance can also be seen as vague)

Lack of Multiplayer Match Rules Options, i.e., limit decks and set time limits. Could add depth to multiplayer experience.

. It's really long, there are 80 levels in total, but I feel like this isn't the type of game you would finish in 1 sitting. The levels can be a bit repetitive after a while. But the overall feel is amazing, since you can't see what or who lies before you. You use sound to visualize where everything is, but if you make the wrong sound at the wrong time, it could mean your death. It's a scary feeling to walk around in complete silence, and it's even scarier if you have to outrun the monsters. It's completely worth it's price. lots of bugs so far ..... I hate and love this game. The music is fun and simple, the design is simple, but not too much so. The game can be pretty dizzying though. But overall worth the buy. I put up a let's play on YouTube:



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<https://youtu.be/p7FOcajJuCI>. Recommended ONLY if you LOVED puzzle quest. It's a bit different but still shares a lot of mechanics. Be advised that the game is way harder than any other game of this type.

The PC port isn't that great, unfortunately. There are no video options whatsoever and you can't even change the resolution. Graphics are still decent, though.

This game can not be played with a 360 controller. Which is fine because the mouse controls work just a great.

Overall 6.5/10. I played, **raged & enjoyed it!**

**Tip for people who love 2D platformers - don't think any longer - buy it!**

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Thought it was a free to play MK while browsing market. Got my hopes up. :c. "Welcome to the Hidden Object Game Show" says the ever so glib, top hat and tuxedo wearing Master of Ceremony with the Clockwork Orange eyes and a maniacal laugh that puts the Joker to shame. Okay, gramps what have you managed to get yourself into besides a cage along with 5 other caged 'contestants'. For accuracy's sake two people are in one cage, making 5 cages total. Despite this bizarre and slightly unnerving introduction the only thing any of this has to do with gameplay is releasing the trapped and caged 'contestants'. (Making this game 5 levels in total.)

I read all the reviews after I played the game and the negative ones did nothing to dampened my enthusiasm about recommending this game. This is what a TRUE HIDDEN OBJECT GAME IS. No bells, whistles, or storyline beyond the premise. No walkabout adventure/mystery. No point and click, puzzles, achievements, or anything else that is associated with today's HO games. This is a game for a connoisseur and an aficionado of the Hidden Object genre.

Circa 2010 and the third of a series, this game is only about finding Hidden Objects. The only thing repetitive about this game is probably the music. So turn it off. This game uses a spin wheel to choose the type of hidden object play the gamer gets. It is randomized and there is an auto-spin option. There are 13 different types of hidden object find "puzzles": straight list, combine (which is equivalent to "extra step" finds), letter getter (find the alphabet which fill in the letters of find clues - almost like hangman), silhouette, focus (day version of night mode played with a fuzzy picture and a magnifying glass), riddle (i.e. orange and rabbits favorite food), elimination (eliminate several series of items from the scene before a riddle to the object needed to be found is given), triplets (find three of the same object), find 10 (find 10 of something), spot the difference, puzzle (match the puzzle piece to the puzzle piece in the scene) and countdown (30 seconds to find the object). Just the variety of different types of Hidden Object "puzzles" is staggering compared to today's games. Now add to this about 30 different scenes and the game is a very far cry from repetitive some claim this game is.

I never played the same thing twice, and not until near end did I even get the same scene (and then with a different puzzle type). A mention about the scenes, the objects in the scene are what one would expect to find in say a garage, a swimming pool or a bedroom. Albeit a very full garage, cluttered swimming pool, or extremely messy bedroom but overall the items are appropriate to the scene not just random junk.

The object of the game is to release the 6 trapped and caged 'contestants', who they themselves are a bit over the top. Their banter is pretty amusing, as well as their stereotype. There are six total game rounds that must be played to release each contestant. (In one case, 2.) However, each game can be extended with bonus rounds (up to 3). (I think this is random, or NOT getting bonus rounds may depend on whether or not the gamer lands the stop in a small gold area on the spinner.) Despite playing a bonus round on the same scene the puzzle type is different, and the objects move or are added depending of the puzzle type. During gameplay "bonus" scenes show up that the gamer can click on. (I only ever got two per puzzle.) These bonus scenes last 15 seconds during which time the gamer must collect as many broken token pieces as they can. These tokens give the gamer hints, 2x hints, skip (a puzzle type when placed on the spin wheel), and/or an unlock (unlock a new puzzle type) depending on how many pieces the gamer collects. After each game round a scoreboard is given showing accuracy, tokens, etc. (Accuracy may depend on misclicks, less misclicks the higher the accuracy??)

That is the game.

After everyone is free, the Master of Ceremony states the "gamer" cannot leave because there is more to do. The "more to do" is found in the extended play area on the main menu. In this extended play area, scenes are shown with stars beneath indicating which type of puzzle that has or has not been played.

One warning: Some the scenes have windows which are so bright the objects in them can not be seen. I thought this was probably my computer but apparently not. Others have mentioned/complained about this. I am quite sure if this game was ever remastered that this would no longer be a problem. My solution was to use hints or simply randomly click on the window to "see" if anything was there. Compared to some of the bugs I have encountered in newer games this was barely a shrug on the annoyance scale.

So yes, get this game, and though I received this as a gift, full price is well worth it.. Quick review: 2

### Metric ###

1- Garbage. :(

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2- Did not fulfill the purpose.

3 - Ok, fulfilled the purpose.

4 - A good game!

5 - Just play and be happy. :). Such a goofball of a game also no need to play this with friends online is fine.. its free. Didn't find it scary and wouldn't watch it again. Wouldn't use it as demo either.

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