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## About This Game

This is the prologue of Emmerholt - an upcoming open world, magic wielding, story driven, adventure game for the HTC Vive, and Oculus Touch. Currently in development by Oneiric Entertainment!

In this prologue follow along the journey of Eli, a young man whom has lived a peaceful life with his friends on a small island off the coast of the mainland. On this night however, something strange takes place on the island that would change Eli's fate forever.

This free demo is meant to act as a prologue for the upcoming game Emmerholt. We are releasing this to get feedback and to see what the community thinks about our locomotion mechanics, gameplay, and story.

Full Version Coming in late 2017:

Emmerholt will be a free-roaming adventure game with numerous side quests and missions. Bustling cities and towns exist there with a diverse set of factions to encounter. The game will be story focused with emotional well written quests and a talented pool of voice actors. Unlock powerful magic which can be used at will during and outside of combat. Use the intuitive horseback riding mechanic to travel across the world.

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Title: Emmerholt: Prologue  
Genre: Action, Adventure, Indie, RPG  
Developer:  
Oneiric Entertainment LLC  
Publisher:  
Oneiric Entertainment LLC  
Release Date: 14 Feb, 2017

b4d347fde0

English

Fantasy Grounds

NPC Monster Factory

**Amphisbaena Basilisk CR 7**

XP 3,200

N Medium magical beast

Init +2; Senses darkvision 60 ft., low-light vision; Perception +12

**DEFENSE**

AC 16, touch 8, flat-footed 16 (-2 Dex, +8 natural)  
hp 85 (10d10+30)  
Fort +12; Ref +5; Will +6  
Defensive Abilities all-around vision, split (slashing 20 hp); Immune flanking; Resist cold 10

**OFFENSE**

Speed 20 ft.  
Melee 2 bites +14 (1d8+6)

Build New NPC from Statblock

**Amphisbaena Basilisk**

Type N: Medium magical beast  
Initiative +2  
Senses darkvision 60 ft., low-light vision; Perception +12  
Aura  
DEFENSE

AC	16, touch 8, flat-footed 16 (-2 Dex, +8 natural)
HD	10d10+30
HP	85
Saves	Fortitude +12, Reflex +5, Will +6
SQ	Immune flanking; Resist cold 10

OFFENSE

Speed	20 ft.
Attack	2 bites +14 (1d8+6)
Full Attack	2 bites +14 (1d8+6)

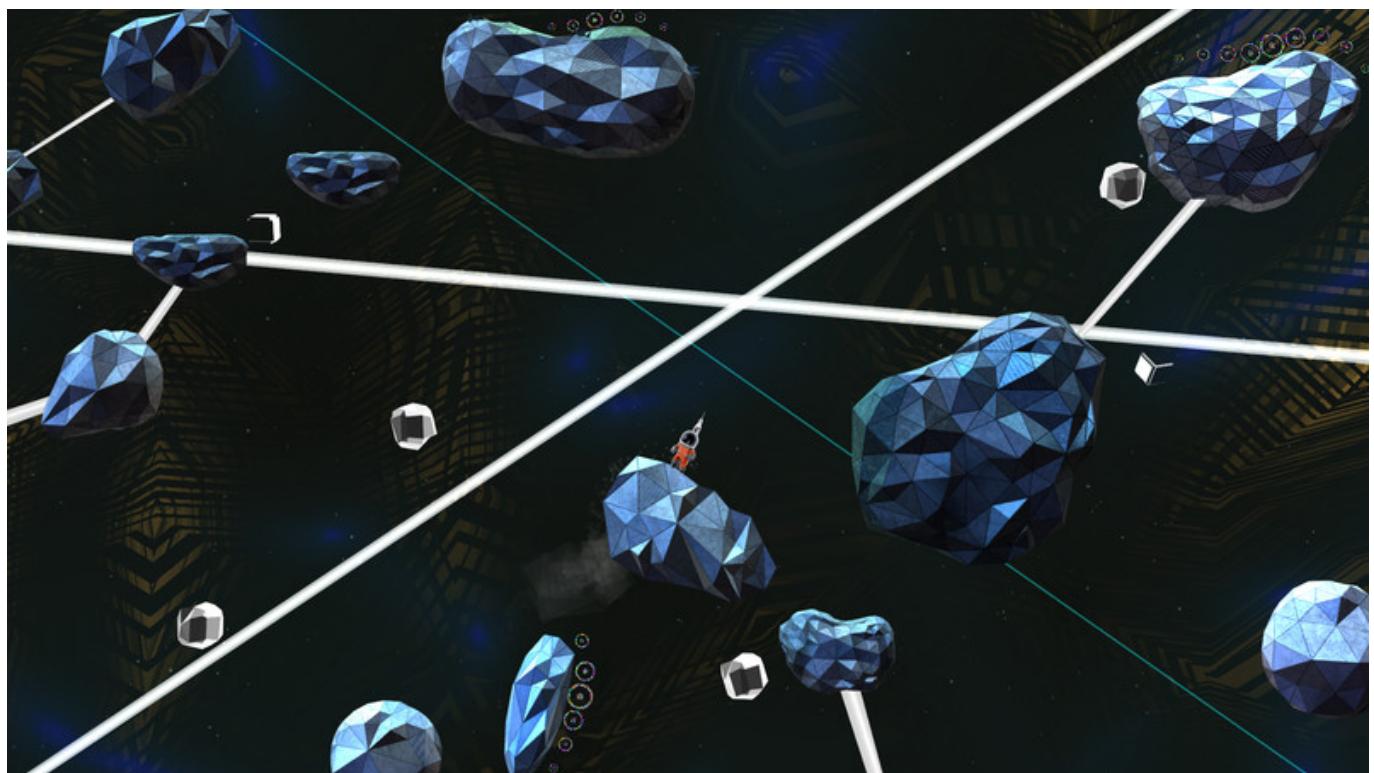
# Creature  Trap/Haunt  Vehicle

JPG PFRPG v3.0.10 ruleset for Fantasy Grounds  
Copyright 2013 Smiteworks  
Advanced Bestiary extension for Fantasy Grounds

ooc

GM

A1 A2 A3 A4 A5 A6 A7 A8 A9 A10 A11 A12



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# VilleTown

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## emmerholt prologue

Kosmos Odysseus and his Robot Quest is a pretty interesting idea, which is a kind of quest.

- +There are elements of humor.
- +Excellent detail of objects.
- +Nice graphics.
- +Cool music.

Good enough to relax a little bit and move bashers :). I absolutely loved it! A lot of people complained about the story being mired in financial plot, but really it was just the net that connected the overall story together. To me it was all about the connection and feelings between the reader and the characters, and the journey that brought them to the end. I felt their angst, their despair (especially Hal's) and I felt their relief, and elation. For an idealist and dreamer like myself, the ending was so perfect, right up until this very last frame. Just simply amazing. Isuna Hasekura, once again your storytelling is the master of my heart haha. Well done! <3

There's everything to love about this kinetic visual novel. It's deep, the characters develop and grow, the economic aspect is intriguing, it's exciting, there are a ton of hours of reading and story, the visuals are stunning and the music is tailored to the overall mood of each scene.. there's just not enough I can articulate as to why this is the best VN on steam :). Nomad Games retroactively changes the terms of their contracts. I cannot recommend buying anything from this company nor will I do business with them again.. I loved the game. it seems the Devs. are running behind on it, which i hate... its a good idea of a game to put you in control of a horde of zombies instead of blasting away at them like every other game now-a-days... but i'm with the group when this game is dead and the creators just took the money... It's sad.... i just wish people would stick to their creation and complete it instead of putting it on early access just to get money out of gamers...thats f\*cked up. there is no decency in indie devs anymore. they take advantage of gamers who like to play cool looking games. tisk tisk.... Even on 'normal' difficulty, the other being 'nightmare' a single hit within the first couple of minutes is enough to kill you instantly and send you to the main menu, with the only option being to restart the first level again and walk slowly towards the turrets that killed you.

This is while dodging the instant death meteorites that you may have difficulty seeing due to the eyestrain caused by the constant wavering of the entire game screen, presumably to illustrate the fact that your character is injured.

This game might be fun and interesting once you get into it, but personally i can't recommend it due to the eyestrain necessary to reach that point.. good game, needs mutlyplayer. What's up with the controls rubbish. havent gotten into it looks great

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its a fun short game, makes your brain work, those who complain prolly simply cant figure the puzzles out and are frustrated, take your time and you will succeed and have fun with it.. this game is trash, DONT BUY!!! i bought for my daughter and I to play and it wouldnt load up a map. couldnt do anything after creating a name.. First of all I have to say that I am a huge fan of RPG-Maker Games so that might influenced my opinion about this game.

The Albino Hunter is a really nice made RPG with lots of humor, but therefor not many serious parts to help with characterevolution (for example). The story does not follow a liniar line like msot RPGs. In most RPGs you know who is the bad guy/girl and you spend the whole story chasing her/him. Here you are a hunter just looking for jobs which is really a nice change of pace.

Pros:

- good amount of humor
- interisting way of story-telling
- areas previously visited can(should) be explored again when the stroy progresses
- no need for excessive grinding

Cons:

- battles are not really challenging
- some of the mentioned humor are references to other works of the developers, if you don't know these works they seem missplaced sometimes

so all in all I would recommend it to everyone who want to play a none serious RPG to train your laughmuscles ;). This is a lovely little game. A board wargame at heart. Imagine being sat across the table playing someone with the computer conveniently sorting out all the rules for you. Movement, combat and morale are all dealt with seemlessly, without a table or chart in sight. (The tables and charts are there, but you just dont see them as the computer deals with the trivial for you ) It still feels a little early in development but at the price Im not complaining.

Online play works well and I havent experienced the bugs previous players are talking about. But I've actually had the most fun sat playing a live face to face game on the same pc. Probably because you can banter, mock more easily :-)

Chat mode in online multiplayer please?

Default settings have all sound switched off which is a little odd, but once id switched on the effects it felt more alive somehow ( leave the music off obviously )

I expect there will be a few patches addressing the occasional niggle but the core game works well.

A nice attempt to make a very accesible ACW.. Had to leave a review before it's gone.. This is the 7th walking sim released by Tonguc Bodur. If you are not familiar with the genre here's a short description: walking simulators (or FPE, first person exploration games) put a lot of emphasis on walking instead of shooting (hence the missing word "shooter" from the name of the genre). The emphasis is on immersion and these games often showcase the capabilities of a particular engine and are relatively short (which explains why the price is significantly lower than that of an AAA game). They are slow-paced, have relaxing, atmospheric music and can usually be completed in an hour or two.

As the title suggests, the protagonist in his latest FPE is a deity himself. Similarly to the Nephise series a narration is done at regular intervals as we make progress throughout the 3 chapters the game offers. These chapters offer different landscapes, music and they take place at a different time of the day. My favourite was the 2nd chapter titled Moon which takes place at night and as we look up to the sky we can see a green moon and the constantly shining aurora borealis.

The game showcases the features of the 4th iteration of the Unreal engine. It is a bit too heavy on effects (e.g. shining grass) and it could have used a bit more water; the landscapes I now found more diverse and interesting than in previous titles of the creator. Also, there's more story here (do note the advanced level of English grammar here along with the excellent poems encountered regularly at statues) and, interestingly, 2 endgames depending on the choice we make.

This is a must-grab for those loving this genre as well as for those who are about to grab their first walking sim. You'll get a relaxing 2 hours and a game with 6 easy achievements.. i cried, so thats emortion for ye.

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should not only be against domestic violence but also pro-gun control!!!. I've been a fan of Isuna Hasekawa for a while now. Ever since I watched the anime Spice and Wolf. To say this review could be a little biased would be an understatement, but at the same time I think if I hadn't read or watched Spice and Wolf, this game would still at least be a 9/10

The entire series as a whole has been a rollercoaster, with its most impressive bit being the character development. In this final episode the characters own arcs and convictions really shine, and the result of their development blossoms in ways that really moved me to tears.

The story itself, the narrative contents and the themes shine. Although it can be a little bit of a grind to work through all the economics, it certainly provided a lot of insight into investment as a whole. To note, the themes of investment are based upon the author's own experience and knowledge in the field so it certainly has credibility if you are looking for that kind of realism. The breadth of the writer's knowledge in market crisis is quite educational. Although there is some criticism that economics hasn't progressed all that far compared to the norm of the present day. But hey, I don't know much about economics so I couldn't really tell.

The art is a huge goodie. Though it's lacking on content, the CG's accompanied with scenes can be very powerful and provide the mood very well. It certainly was much like watching a drama, except I was projecting my hallucinations onto a 2D still.

The music is some funky sheeeeeet! I can't describe it much more than that. It's wonderfully made, with one or two exceptions, the majority of tracks will make you forget they are even on repeat.

I bought the entire set of games individually for £30 pounds. I've gotten at least thirty hours out of them all accumulated, and I'm a very fast reader. I would say after it all, yes it was worth it for me. It may be for you, but always be on the look out for deals. I'd suggest buying the first one at full price if you aren't confident, rather than jumping into the full bundle discount. From there if you like it, buy the bundle which will give you a good discount on the sequels, and then enjoy.

#LeGoffBestGirl

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