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## About This Game

Step into the gooey metaphorical shoes of the least likely hero in gaming history, who must save his world from the greatest villain in gaming history! Witness the unexpected birth of a legend, embark upon a grand adventure, and uncover a sinister plot (among other shameless genre-defining tropes) in this adventure game with numerous puzzles!

## Features

- Kid-oriented design (play-tested by schoolchildren!)
- Ultra cheesy humor (dad jokes ftw!)
- Novel character concepts
- Linear story-driven adventure plot

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- Fantasy setting with a rich cosmology
  - Puzzle-based gameplay (simple to moderate difficulty)
  - No random encounters, default RPG engine battles, or leveling
  - No equipment or inventory management (only a few quest items)
  - Character progression based on a unique mutation system
  - A moral to the story
  - And much, much more!

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Title: The Legend of Protey  
Genre: Adventure, Casual, Indie  
Developer:  
Dustin Chalker  
Publisher:  
Tuomo's games  
Release Date: 5 Nov, 2017

a09c17d780

English



Treklen

Yeah... This place looks way different when you're not trippin' on mushrooms...







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the legend of protey

This game is terrible and hard to play. There are seemingly impossible tracks that you MUST pass to continue, and no matter how many times I try and perfect my path to the end, it's still not possible. No wonder this game has a score in the 30s.. sucked so much could nut ♥♥♥♥ childrens not good -10/10 bad made me want to comit. Cubic Castles, fun game, yet it has been ruined by it's community.

But I don't blame the game for that, still, I shan't be recommending cubic castles and would advise you to find another multiplayer game.. if you are into strategic card games along with fantasy then nthis game is for you. i like it, its def a challenge. My first ever review. I've played a couple dozen dating sims of the like. This is by far the best one. I can say right away most other games from the same company are subpar, but this one (and I'm hoping the other Men of Yoshiwara Kikuya) is the best one written.

Yes, you will have to overlook many typos and bad translations. But the general feel of the game, the stories, the characters, the surprise revelations of each storyline were the best written in the genre.

The stills and characters are beautifully drawn, but they do not vary a lot. There are some games aimed at men that seem to have a greater variety of images and scenes which kicks the entire dating sim games for women to the curb. The music is also, personally, too repetitive. I cannot stand hearing the same song on a loop for more than ten minutes, and it will take you hours to read each storyline. But, obviously, there's a way to turn the background music sound off and enjoy the game in silence or with your own personal soundtrack.

Finally, I wouldn't say the game is worth the full price as it stands at ~18\$ CAD. It was worth buying at half price when it went on sale. If you have to buy a dating sim by Dogenzaka, do yourself a favour and buy this one first and avoid all the ones with reviews saying how mysogynistic and abuse ridden they are. Because that is the truth. They are horribly written but for this one.. Its a really fun game to play with friends. It's a little rough around the edges, but it's fun. I enjoyed it. Playing all three back to back was awesome. I really enjoyed finally finding out the end of this story. I will admit the ending was a little fast for all the culmanation, but still great to finish off this trilogy.

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WOULD CRASH A HELI IN VIETNAM AGAIN...

. Probably one of the best multiplayer rts I've played, simply by dint of sheer ridiculousness. The game itself is gorgeous, with start contrasts in colours and a minimalistic approach to level design. There aren't a lot of maps and some of them with specific objectives feel more like puzzles, that once beat don't hold a lot of challenge. But plopping down an airstrike, meteor shower, or planting a forest that harvests the souls of your enemies troops keeps things relatively fresh. I would, however, strongly recommend you have a friend who also has it as the AI has a tendency to become somewhat predictable after a few hours. A must buy when on sale.. \*\*\* I asked for a refund! \*\*\*

In short:

It's a money grab. watch this video someone made! <https://www.youtube.com/watch?v=xtxAj5Sr36Q>

Almost exactly the same game. There are no tweaks no major tuning to the game. Most graphics are the same. Just in high res textures. Some looks like it's 2010's graphics. Character faces have "rust" like look. Vehicles are mostly the same. character design is a little improved but no major improvement. Character hair looks like "lego head hair".

I am really disappointed. I'd expected a 4K 2019 Game & Graphics experience and got a remake with high res textures.

It still has that annoying thing that enemies knows exactly where you are 100% of the time and all of the bugs the original SEV2 had.

Not recommended .. For me, the overall negatives of this game outweigh the positives, but your mileage may vary.

Cons:

- My main criticism is that the game is extraordinarily easy, to the point it has almost no challenge even on the hardest difficulty aside from the bonus collection items. Even casual games should have some semblance of brainteasing, but I personally found the main gameplay in Crimson Lily boring and disengaging. This is the 78th HOG I've played, and it consistently had the easiest puzzles out of all of them.

-Although the game does contain a decent variety of puzzle and minigame types - HOS, detective scenes, tile sliding, tile rotation, memory challenges, sequencing challenges, rope puzzles, object use puzzles, etc., there wasn't anything I haven't already done ad nauseam (and done better) in other games. This feels like a generic rehash of genre tropes (ex."Oh look, a key is stuck in a door and I have a sheet of paper...")

- Many of the minigames are not colorblind friendly, so if that is a concern for you I would definitely skip this title.

- A few of the HOS have multiple items that fit a given word clue, such as having two different types of razors in the same puzzle. Not a huge deal, even when playing with the highest click penalty, but it's one of my personal pet peeves.

- While the overall plot ended up being more cohesive than usual for the genre, certain developments, dialogue, and puzzle solutions along the way had me shaking my head and rolling my eyes. There were many exclamations of "really?" and "that's not how that works..." while playing.

I think because this is a more realistic detective story without the usual trappings of supernatural elements, steampunk Victoriana, or exploitative exoticism, any time it didn't conform to realistic expectations felt that much more jarring.

- The journal only shows your objectives and the handful of photos you collect, and does not have any recaps, notes, or additional insight into the story itself.

- The voice actors themselves aren't terrible, but it's clear they were doing blind readings of their lines with no context or direction as to where to put the right emphasis or inflection. The line "Who, David?" is one glaring example of this, since the wrong word was clearly stressed. There are also a few grammatical errors in the translation, which got incorporated verbatim into the voice acting to almost comedic effect, such as when the poshest character in the game blurts out a highly-enunciated "What we gonna do about it?"

- The translation errors continue into the hidden object word clues, with a globus cruciger labeled as a "golden apple" and a motorcycle helmet labeled as "helmet motor." Honestly, though, I've seen much, much worse; this wasn't enough of a problem to impact gameplay.

- There are some glitches with the bonus collection items, especially towards the end of the game - the last several snowflakes and origami animals did not disappear once clicked on, even though the game registered them as found. I also noticed a few times where the snowflake collection item graphic was used as general non-clickable background decoration, such as on the salt bag and in two different HOS.



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- I don't really have any complaints about the overall graphic design or aesthetics, but the cutscenes were a bit blurry and pixelated at times.

Pros:

- I did not play on easy, but I saw from the selection screen that the game does have a built-in map feature showing where actions are still available, so if you are the type of player who finds the adventure elements frustrating in these types of games you might find that helpful.

- Unlike other HOGs which make you constantly re-find multiple copies of the same tool (seriously, how many tweezers, hammers, and pickaxes does the average human really just have laying around?), this game has you hold onto each tool in your inventory until you have done absolutely everything you can with it. It's a small nicety, but one I appreciate.

- The biggest plus of this game is that it lets you replay the story as many times as you want with the same profile, and saves your achievement progress across replays. That means if, like me, you only missed one origami animal on your first playthrough, but collected literally everything else, you can simply jump right back in and focus on looking for that final item for 100% completion. (The rest of the collection items will still reappear in the game, but once you collect the one you need you will immediately get the achievement.) This may seem like a no-brainer, but I can't tell you how many HOGs have a "one play per profile" limitation, coupled with an "unlock all achievements" achievement, forcing you to start from absolute zero if you miss anything.. It's okay, but the focus of these comics, seem too be more focused on the characters than anything else.

It tells the aftermath of Jacket, a bit of a backstory to the Snake and Military. Also, touches up on the Movie scenes and the Fans.. That's one CRAZY bunny!!!!. Holds promise. I love the art direction and controls!

I love the roller skates, the grappling gun, the sneaking and even the fun way of interacting with menus!

I like sneaking around the city, but for what the missions describe, the city is frustratingly large and the fonts of the store are seriously tiny. I would enjoy this game a lot more if the camera was 30% closer just so I wouldn't have to squint at everything, 30% closer camera, 50% smaller maps would go a long way.

The art's great and I'd love it if I could see it better.

I wish the button to continue dialogue was not linked to a gadget button so i automatically use a rare resource immediately after a conversation.

For as numerous enemies as there are, it quickly becomes frustrating to avoid them than entertainingly stealthy. Give the player a weapon to actually fight back or make the price of purchasing them a reasonable price.

It didn't take me long to just stop playing because the joy of searching out mission goals was heavily overshadowed by the frustration of 2 easily fixable issues:

Avoiding enemies ruined the fun of exploring a great city without any way to kill them.

A lot of effort went into making this art, it's a shame the camera is zoomed so far out you can't enjoy it.

I see a lot of promise in this game, but not worth the asking price at this time.

I will continue to monitor the Developer's progress because this is a very promising game and would be MEGA COOL if it had a little longer chance to be play tested first.. what starts just as another runner game appears to have much more deeper concept behind:

so first about the game - you run avoiding bigger obstacles and shooting lighter obstacles, this is already enough for the game, and there are a lot of similar games in steam, but:

first - wall jumps, this is already a thing that is not usual for most runner games.

second: different visual modes, developer could definitely make 6 different games with these different modes, but he made one, with all in one.

third: difficulties - its not that often met in quite simple ranner games,

and perhaps the biggest difference is music: first, game's a great music visualizer, so you can just have the game on to have light music; then - three pleasant tracks included i just didn't expect to meet, and, finally, the ability to add your own music as to any music player.

game's definitely worth to buy, 3 tracks alone cost more :)

**Bright Future Ahead:**



Bloody Rally Simulator has went a long way in terms of graphics and UI, and it will keep pacing further, until every bit will be redone, with highest attention to detail.

I am no longer alone in this quest - BRS has a dedicated graphics artist, UI / UX designer and an extensive professional soundtrack (there will be OST available when game is released). I could have never gotten that far on my own.

There are so many updates since last announcement, that there is no point to post a change list. Just letting you know, the game is getting stronger than ever, and when graphics are redone, focus will be back again on gameplay.

Cheers, and Happy X-mas!. **Update 17 - Big Update Part 1:**

This is the first part of the big update 2 more parts will be out very soon!

This first part of the "Big Update" set of updates is primarily focused on improving upon complaints about the game and addresses many of those, it contains new content however the high amount of extra content will be in the next update.

- Improved accuracy and hit detection
- Lowered enemy fov
- Lab and Diamond Heist added Unarmed Takedowns (testing purposes only once its balanced and fully implemented it will be in all levels but right now is too over powered for easier levels)
- Bug fixes
- Small Content additions (new models replaced a few place holders)
- Improved Performance
- Fixed Some Crashing Issues

Follow me on Twitter: <https://twitter.com/SneakThiefGame>. **Patch Notes for v0.9.5.4:**

Version 0.9.5.4 Patch Notes. **Valentine's Patch: Your tongue is so skilled Senpai!:**



Happy Valentine's Day fellow titty lovers.

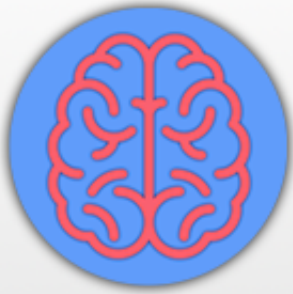
We got you a great present for this special occasion.

Valentine's day is on 14.02 so you'll save 28% (2x14) on Titty Crush.  
Because today is such a special day, we also added a Japanese and a German translation.  
(The game uses automatically your system language).

Spread the love with your (native) tongue

Milk Shake. **V1.3.4 Weapons animations:**

- weapons are displayed over characters when they attack.
- There are 4 different weapon animations : "slash", "shoot", "magic" and "thrust".
- new workshop: 'power armor workshop'
- new armor: 'worker power armor'
- new skills: 'power armors' and 'power armors mechanical'
- attack of 'steam trooper' changed from 100 to 75.
- circles and shadows are wider when you ride a mount.
- elemental damages of 'flame blade' corrected.
- a bug when you switch your main character corrected.
- giving temporary effect corrected.
- age shift in savegame corrected.
- some other minor bugs corrected.. **iMemory Now available!:**  
<https://store.steampowered.com/app/1041890/iMemory/?beta=1>



# IMEMORY

## LOGICAL GAME



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