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About This Game

Stories of Bethem: Full Moon is a classic action-RPG adventure full of puzzles and exploration. The game tells the story of Khoma, a young man of Bethem whose father has been cursed by the Blue Witch when he was investigating Indigo Forest.

Khoma sets out for a quest that will lead him to the Red Witch, the only person able to break the spell. He will be involved on a long travel to get the Oneiric Objects of Bethem while he becomes a wizard: a real challenge to his strength and skills in a huge world to discover.

Features

- Discover a vast kingdom full of secrets to discover. Exploration is the key!
- Test your skills with dungeons full of puzzles to solve.
- Have fun with about 20 hours of game.
- Be surprised by the wildest characters and stories you could imagine. Guaranteed fun!
- Use and get new magic spells to open your way.
- Collect all the monster auras at the museum.

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- Wear the new costumes to get new powers!
 - Fight against fearsome monsters.
 - Complete the side-quests and get the Steam achievements to squeeze the game.

Be enchanted by a classic style action-packed adventure full of secrets, puzzles, unrequited love, exploration and loads of madness.

Title: Stories of Bethem: Full Moon
Genre: Action, Adventure, Indie, RPG
Developer:
GuGames Development
Publisher:
GuGames Development
Release Date: 11 Dec, 2015

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English







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Bears can't drift!? Well, actually they can and they do it pretty well. This is one of the best, if not the best clone of mario carts on the pc. The bears look adorable and cute, driving system is really nicely done, game shows you right path with the wind or arrows on the road. For the current price it's a "must" buy. I'd recommend it even if I'd buy it for the double price. It's a great casual game for both adults and children.. Got 1017 achievements in 13 minutes.. If you want to play a hack n slash game with great combat and graphics that still hold up today, you should pick this up. It has a really deep combat system, and it feels very rewarding to get good at the game. The story is pretty barebones, and there is some backtracking (although you play as a different character who plays very differently so I didn't mind much). I also disliked some of the puzzles, but I don't feel like they detracted much from the game, and there are plenty of great boss battles.. Fair warning, I know nothing about wine but I am a big fan of tycoon games so I thought I would give this a try. I'll deal with the positive first, the game's graphics are attractive if minimalistic, and serve their purpose nicely. I appreciate the option to pretty up your vinyard with assorted items to create a nice looking creation. The full voice acting is also nice, if somewhat unnecessary. The problem though is with the core meat of the game, the winemaking and tycoon-ing. Making wines is initially a huge challenge, and you will barely scrape through the start of the game with no real knowledge of how to create each wine or the facilities to do so. Slowly, you learn the 'recipe' for each strain and can begin to make a 5-star wine every time, quickly accumulating vast amounts of money. Initially, I was stumped by how to increase my renown enough to upgrade my estate or unlock helpful worker tools, but then I realised that the Tavern, a relatively cheap building which also makes tons of cash, earns you an absurd 6 renown per month (for context, a month is about 30 seconds uninterrupted). Once I knew that, the difficulty curve completely reversed and there was no challenge whatsoever. I upgraded to the maximum and researched all tools and techniques within a couple of years, and hadn't really needed to use any of them to get to a point where I was a millionaire with maximum reputation and totally bored stiff.

A big problem is that canopy management, and the process of wine-making, are the main timesinks in the game, but just aren't fun. There are tools to automate canopy management, but you won't have access to many of them until you've pretty much beaten the game anyway. I played using only three of the eight or so strains of grape that are available in the game, but the process with each is identical other than that you aim for different values in the crushing-fermenting-pressing-bottling portion of the game, which is just simple trial and error combined with basic maths and memory. As I said, it just isn't fun to grind out learning the right values one at a time, so I have no real desire to try the other grape varieties. In addition, the game punishes you for doing so, as you can only grow up to three varieties at a time, and to switch to another requires tearing up all the plots for one of your existing varieties and paying again to replant the new strain in each plot. Of course, money isn't really an issue by the end, but at that point I didn't want to play any longer.

Playing the game was somewhat addictive, in the sense that you can put on a movie and zone out while playing, but with a really good game you'll feel enthused after finishing your play session, while with this game I felt drained and like I had been wasting time when I stopped. Perhaps if I was a boring old wine drinker type person with time to burn that wouldn't bother me so much, and I would have wanted to try out all the strains, I don't know. But for me, the things I have left to do in the game, as represented by the achievements, are to have a vine variety that last for 30, 50, and 100 years (for context, I played for about 30 years before being totally done with the game), and even more absurdly, 969 years as a reference to Methusaleh. That is just anti-player, achievements should be about achievement, or at least skill and effort, not pure grind. Additionally there are achievements to grind out 20 and 50 awards, and 5 of 2 'best company' awards at CIVO, the game's winemaker industry event. For context here I was getting 1-3 awards each ceremony (every 4 years) by the time I stopped playing, so this is just more grind.

Overall, this review has gone on too long, much like the game, so I'll just end it here. I don't recommend this game for anyone besides a hardcore wine fan who also likes tycoon sims, and is prepared to put up with the grindy nature of things. However, I'll also say that the developers clearly put effort into this game, and it's a shame that mechanically it just doesn't pay off.. Made video for this game :)

<https://www.youtube.com/watch?v=-5md4Obr6uM>. Still Not Dead is a minecraft-like FPS (but mostly just Unity asset flips).

I got this in a bundle and my card idler bugged out and gave me 35 hours playtime, but if you've ever played any FPS in the last 20 years, the amount of "new" gameplay here is roughly 30 seconds. Effectively an arena survival shooter, you're stuck on what might as well be a procedurally generated map with sprites chasing you. Kill enough of them and then go to an exit to "progress".

Bear in mind this game was released in 2018, and the developer wants \$10 for it... the gameplay and graphics are worse than Wolfenstein 3D from 1991. A lot of very mediocre games are on Steam, many of them Unity asset flippers, yet Still Not Dead manages to underperform that very low bar... it's truly awful. The only redeeming feature of this "game" is that the \$10 price tag might cause a few people to laugh.

Hello Friends! This dlc adds a new version of the Dubstep Gun which allows you to customize which music you can shoot at people. The fact there is a gun in this game that you can shoot music at people from different era's is quite hilarious.

Recommended for this silly gun.. horrid game, not even worth the \$2 i spent on it. Beautiful game and fun. Congrats Devs, you nailed it. Great sense of wonder, wonderful environments, great story, voice acting, music score and fun gameplay. And it runs very smoothly. This game is a keeper. Just make sure to pick it up when it's on sale.. This game have a good start since it still CBT and many thing need to be done. but hey it same with PUBG at that time. Just give it time. Really enjoyed the combat despite the short playtime I've had. Lots of fun.. I honestly don't know how to review this one. I bought a bundle and this game came with it. Needless to say, I laughed for a while, but then I got bored of it pretty fast. It is not worth the 10 bucks, that is all I have to say.. This program offers some very unique brushes and stroke creation. If you use a brush pen to make art, then the felt pen in this program is the best that I have used. The smoothness and feel is very close to using traditional art creation methods. The store description states that this program does not attempt to re-create traditional brushes and pens, and it does offer some brushes that are computer generated particles. However, if you try this program you will notice the smoothness in comparison to Photoshop or art studio. The stroke is very similar to Mischief or some of the brushes contained in Corel Painter, but this program is currently 10 times cheaper (coral painter = \$429; black ink = \$45).. Really fun puzzle game.

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