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## Villager's Biography Download For Windows



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### About This Game

You can get the patch in community

This is a SIM game, you need to struggle as a villager, start your new life in the town.  
But it seems the "town" has some secret...

### Feature of this Game

3 actress with more than 6 H scene, and more will be added  
you can pick fruit, go fishing, crafting or stealing to make money  
then you can buy house, farmland, learn new skills, get powerful equipment...  
and explore the secret of this "town"

### About Actresses



Ellie 18 years old  
The mayor



Catherine 22 years old  
The hotel operator



Luna 38 years old

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Title: Villager's Biography  
Genre: Adventure, Casual, Indie, RPG, Simulation  
Developer:  
Yann Zunn  
Publisher:  
Yann Zunn  
Release Date: 13 Jun, 2018

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English,Simplified Chinese









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Kind of reminds me of FEZ. Might seem short, but gives you a lot to explore and piece together. Puzzles are actually complex and kind of diverse, very challenging and can be frustrating at times so some patience is needed. The controls can get weird especially when climbing or going over edges, but manageable. The visuals it's nice, moody, and has uh "environmental storytelling", can get repetitive for too long. Overall, it's a great game, very recommended.. Before actually beginning my recommendation, let me say this might not be for everyone. Ultimately, as a work of art, it's worth checking out, but if all you're looking for is an RPG, I would suggest any of the Final Fantasy games on here before 13, for a little bit less expensive games, there's always a lot of RPG Maker games that boast length and have fairly conventional gameplay.

Now the gameplay is somewhat bland to be entirely honest. It does use RPG Maker default assets, and that does make it's appearance a bit hard to stand out. Remember how I said not to get this if all you're looking for is an RPG? Well that's because you don't have a lot of freedom. Towns end up closing up for good sometimes after their part in the story is done, there's really nothing to buy, no real equipment or party choice or anything. It's actually very linear throughout the game. Another thing is all the fights are scripted. There are no random encounters... BUT, there is apparently a possibility of updates with optional areas and ways to fight when you like, therefore, if you take issue with this, keep in mind it might change anyway.

The real reason to play Sydney's World is for the writing. Now as this game has mostly RPG Maker assets, there are still a lot of interesting original characters and enemies. These characters are often drawn in different ways to express different tones, different personas each one has. Sydney is drawn all anim\00e9 pretty with kitty ears to express her innocence, where Nilrem has a much more realistic and menacing form. This, I've found only emphasizes who the characters are, and that's important here. Before I get into that, however, let me bring up the subtle, subtext of the game as a whole. Throughout the game, you end up getting to read quotes from philosopher's and even the man who made the game himself. These were described by the developer as an attempt to answer the question, "Why?". Why do people do the things they do. In a game that was meant to appeal to children, it's very interesting to see human nature really analyzed like this. Is everything we do because we were predisposed to it? Well ultimately, whether you reject or accept it, it's up to you, but it also raises interesting points, including the bias that the scientific community faces. It can be depressing of course. The best thing, however, is the character development. Each and all characters have their own purpose and their trials all serve as interesting allegories to life. Throughout the game, the king says many intelligent things, however he let his status go to his head and made dire mistakes. Kallell has personal struggles with his own anger, and has to face that his revenge on the elves for what happened in the past is not worth wasting the future. Nilrem explained early on, he does what he does, because there is nothing wrong with it. It makes you wonder what type of person he is. Is he "bad" or does he have the advantage of understanding humanity, knowing deep down that this is how everyone is. Nilrem can actually be argued as the most rational, because an objective "good" and "evil" don't really exist. As a young adult, I found the themes in this game very interesting and worthwhile. If you like this sort of thing, I would recommend playing through this. It starts off slow, sure, and predictably, but by the end it can be mind-blowing. When it all came together, my expectations were surpassed.

To sum it all up, Sydney's World was a unique adventure, full of literary themes. It's a very artistic game. If you are looking for something a bit profound, even touching in a family way, there's a good chance you'll appreciate this.. Tedious with little interaction is the best way I can describe this. Point-and-Click adventure games are a guilty pleasure of mine so I'm no stranger to the concept however this game tested even my patience.

On a side note, since it's a dated title it may not run well with certain hardware/software configurations. There are workarounds, to be sure but it's noteworthy that Meridian4 tech support failed to respond after multiple help requests over the course of an entire month. Personally I will not be delivering any more funds into their pockets on principle alone.. Great game if you have loads of time and want a good story.

The water colour style portrays the gamebook style well, with a good voice over reminding me of early 40-60 sci-fi narration. The decisions on offer do not have always have obvious outcomes were the theme is exploring an alien ship it is very fitting that you at times have some pure guess work based on loose clues.

The big BUT: the action parts of the game if it wasn't for the amount of time and button clicks it takes to just move around would be a non talking point letting the gamebook gameplay shine, but it is so slow and messes so badly with the pacing of the game if you can only pick a few games to fill a small amount of time you get them give this game a wide birth. Plus the storyline is not really simple enough to fit into a pick up and put down style, which for me is a plus but again for people with busier schedule would be a negative.

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Full review/gameplay: <https://youtu.be/9qmtk0g1KZM>. A mix of multiple old school shooters like Serious Sam and Duke Nukem. It's made by 1 guy and is a low price so don't expect AAA story and graphics - but what you do get is a really fun game! I had a blast playing through it! I can tell some love went into making this game! Over 4 hours of action in the campaign only, well worth it for the price I got on sale! The first game was good but this was way better. Heck - he even put in a Nazi plot twist in the game!

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This game is really scary, don't play it at work or at school or even at home

I was so scared I turned it off

It's very scary, thx for reading, and remember, Win10 Zombie apocalypse is coming, don't be scared. better than infinite warfare. Where are the Eurostar 374s & 373s?. Cons: - **Level V Map Design: Level design of this game is one of the worst I have ever experienced. Throughout the game I was stuck in multiple places because I wasn't able to find the way I was supposed to. First part of the game is designed "pretty well" but as you progress it only gets worse. Game becomes one big maze and you spend way too much time going back the way you came because you found another dead end. It's not that much of a big deal but since it happens so frequently it makes game really frustrating.**

- **Quests: Quests are another big flaw of this game, if you do only the main quests you will finish this game in about 3-4 hours maybe even less which is really low considering the game costs 20€ when it's not on sale, so to increase your playtime you might want to do some side quests which aren't really that good anyway. All side quests are basically 2 different quests 1. Clear area 2. Bring an item(s) to someone and if that's not enough every single quest makes you go across entire map just to make your playtime longer the cheapest way possible.**

**Good example of a quest in this game: Talk to someone, walk across entire map just to find out the thing isn't there, go to another location also located on the other side of the map, take the thing and bring it back to the other side of the map. Yeah it's good it only happens in side quests right? Wrong cause lots of main quests are also made like this. Remember when I said it takes about 3-4 hours to finish this game? Scratch that and add another 10 hours worth of gameplay spent entirely only on walking from point A to point B.**

**Bullet sponge: Every single "boss" in the game is basically just a bullet sponge which kills you in 2-3 hits and is also swarmed by regular zombies**

**Game feels like it was rushed : Animations aren't that good, And voice acting makes this game look like a joke.**

**Like seriously you can buy Dead Island for the same price and get a 1000x better experience than this. Like the only possible pros I can think of could possibly be story which could be interesting if only the game didn't ruin it with ridiculous animations and voice acting. Also graphics aren't that bad but considering this is a "DEFINITIVE Edition" they could've done a better job.**

**Summary: Not worth 20€ wait for a sale, you can't really complain if you got this game for 5€ but this game really isn't worth 20€. Game feels like it was rushed and devs only paid attention to "how to slow the player as much as possible".**

**Also if you have a friend to play with scratch everything above, cause every piece of garbage can be fun with friends. Amazing Concept. graphics are really nice. music and everything,**

**a hell of a lot of fun to play. 8/10. This game is fun and hilarious, and is very well executed. As your first question in reading this review section is probably pertaining to whether this game is p2w, allow me to put your mind at ease. You acquire cards and build a collection as you play, but there are no in-game microtransactions. This adds to the feeling that you've earned the ability to build effective decks (which doesn't take long at all). Journey of Greed is a great example of how digital board/card games can be, and for that alone I am willing to support the developers by paying the small price tag. The game's name is actually quite ironic in this sense, as the people who made this one are clearly not in it for the money.**

**As far as gameplay goes, the game reminds me of Gremlins Inc. in the sheer ruthlessness of things you can do to advance yourself at your opponents' expense, but Journey of Greed is not nearly as long and tedious as Gremlins. In fact, the short timer for each turn is one of my favourite elements of the game, as players are presented with relatively little time to make decisions. This means you have to think quickly and often make decisions based on speculation or probability, knowing that your opponents can impact the order of the islands at a moment's notice and throw your plan into jeopardy.**

**A few suggestions that could improve an already great game in future updates:**

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1) Add cosmetic rewards for players to purchase using gold or diamonds. These could be different emotes, voice lines, or player portraits. Having at least one male and one female portrait for each character class would be nice.

2) Incorporate friends' list and the ability to send friend requests to opponents after a match (and invite them via the friends list to private matches).

3) There are some minor spelling/grammatical mistakes that need tweaking.

9/10

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