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About This Game

Inspired by games like Don't Starve, Starbound and The Legend of Zelda, Adventure Craft combines the best elements of these games together with procedural game design! Adventure Craft takes place in a MASSIVE, virtually endless, constantly evolving, PROCEDURALLY GENERATED world, created on the fly by a special algorithm that arranges the game's content and characters to create a living and breathing world for you to play in. The more you explore the world the LARGER it gets and no two worlds will be exactly the same.

GAME FEATURES

- **EXPLORE** a vast, virtually endless, procedurally generated world, featuring multiple biomes inhabited by their own wildlife and monsters
- **EXPERIENCE** a full Day/Night cycle that constantly changes the gameplay experience based on the time of the day
- **DESCEND** into a deep dark cave system full of extreme dangers, treasure and powerful monsters that fear the sun of the world above
- **CRAFT** a large variety of weapons and equipment with lots of materials and loot
- **BUILD** a home and customize it to fit your personality with decorations and furnishings
- **CREATE** custom party members in a cloning vat and customize their AI through the AI creator

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- **TRAIN** a pet attack dog who grows and learns new abilities over time

Title: Adventure Craft
Genre: Action, Adventure, Indie, RPG, Early Access
Developer:
Edible Entertainment
Publisher:
Edible Entertainment
Release Date: 5 Jul, 2017

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Minimum:

OS: Microsoft® Windows® Vista or higher

Processor: Intel Core 2 Duo 2.5GHz or equivalent processor.

Memory: 512 MB RAM

Graphics: Dedicated GPU with 256 MB memory, shader version 4 capable

DirectX: Version 10

Storage: 700 MB available space

English

Watch Paint Dry

NICE
GAME

||



Paint Brush

Toggle

Randomize Color

Game has begun!

Settings

Next song

This is exciting!

00:00





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Very fun game when it works. You have three major factions, with 2 of them having two other sub factions all of which you get by how you tech. The storyline is great and what choices you make during the storyline will lead you different paths. Now for the sad part. I CANNOT recommend this game until the graphical errors have been patched and this game is very buggy at times.

Hopefully someone will work on a 3rd party patch to fix all of the issues, as this is an under rated game.. Ok so this game is quirky, it is fun, and it is definitely different. It is an A-RPG at it's core, with a story, albeit short at the moment. I do recommend you give this game a shot, if you had fun with other ARPG's, even Binding of Isaac fans could really get into this, although it has more in terms of items, and managing things. I guess I will do the standard Pros and Cons for people here. . .

Pros:

- 1: Game has fun old-school style graphics (I enjoy at least, not everyone's cup of tea I understand though)
- 2: You control a starship and crew, with mechs to help you in battle if you choose
- 3: Action-RPG that rewards skill, as opposed to just rewarding grinding as many turned based RPG's do (This is not turned based obviously being an ARPG)
- 4: Many upgrades for yourself, and upgrades for your mechs
- 5: You can board enemy ships, to take them as your own, or buy a better ship if you want instead
- 6: You can choose to play as a fighter or a commander, either going in and leveling while killing, or letting mechs do the work and staying in the back
- 7: The price of this game is very low, and IMHO you will get your money's worth of hours of fun
- 8: Walking around areas, using the action key, you find genetic material or download data or find parts to upgrade mechs all space stations and stuff. Stuff that looks like part of the scenery, actually holds value, which I find endearing. It doesn't stick out, and scream "COME GET ME." You have to use your brain on this one folks.

Cons:

- 1: There are some bugs, although the developer responded FAST on the boards, then patched some problems same day.
- 2: The resolutions are a bit funky, and you must restart the game for them to take effect, some of them cause the game to be half off the screen, at least on my monitor.
- 3: The controls are a bit wonky as well, as how you move is very basic, 4 directions only for facing, can't fire in diagonal, and to fire you push numbers 1 thru 4, while using the WASD to move, is very hard on the fingers. (Can use numpad to move to make it a lot easier, not sure if you can rebind firing keys, as that would be very handy)
- 4: Taking Damage from enemies can be somewhat delayed V non-informative. They fire 4 or 5 shots at you, and each does 400 damage, and you die near instantly before being able to react.
- 5: From what I can tell, there is not information when killing an enemy on experience earned, or how far from a level you are,

or what is in those brown sacks they drop that you pick up. I assume it is credits, but it gives no information.

All in all, this game is a good buy, and the developer has already commented that he is looking into adding the ability to build your own space station in the game. Things like that, are so unique to a game like this, and I love that he is considering it, and not just going and doing the same tropes that 3/4's of the developers do nowadays.. Unfortunately, felt like a pretty bland, generic roguelike. Nothing new and entertaining. Spawn, adventure, die, repeat. No real hook.. Average puzzle game with nothing new to offer.

The achievements dont work so cant recommend this one.. I like the execution of the concept of the game, turning it into 3D with polygons. Simple yet overall great idea.

Suggest change on the color font of the HUD though, with the background already white. I thought the game had no UI.. Venice Deluxe is a nice little game of shooting treasures at moving tiles. That is about as close to the description of the gameplay mechanic as I can get. I have no idea how to describe it any other way.

With a bit more than 70 levels, Venice Deluxe does offer a few puzzling constellations challenging to think around the corner, in a manner of speaking.

There isn't much more to say. But it definitely is a fun game to play if you are patient enough to get every level down perfectly.. Another amazing board game adaptation by Handlabra! The game really captures the baseball experience, and has quite possibly the best intro music of any game I have played. At first glance the game may seem to rely a lot on luck but beneath that surface lies the strategy and skill the game has to offer. I can't wait for the expansions to be added, but still love the game as is.

Launch day, and no reviews to go by. But for \$1.50, why not give it a shot.

First impressions.

Graphics are fine, nothing spectacular, a nice anime design that is expected for this price range.

Game play is a bit odd. I fined a care for double parking, had the correct fine amount and was told I made a mistake. It doesn't say WHAT you did wrong, so no idea what I did.

Several times I was marked off for using the correct fine for what I thought was the correct violation, but either the amount was wrong or it wasn't as late in the day as I thought. I issued a ticket for a time violation, but I was wrong again.

This makes it very frustrating having no idea what it was that I did wrong. Dev's should look into maybe a quick message with the "You made a mistake" that says why.

This is a game that is annoying the first couple times you play. However, as you play it more and memorize every parking law and each fine, it gets much better. First play though I made it a whopping 3 days before being fired. The last day every ticket was wrong. :P

This is a game I will try a few more times, hopefully updates will fix the little things. Unsure of the lifespan of this game in my play list.

Worth the \$1.50? With that one tweak telling me what I did wrong? Sure.. I tried playing this game, But I can't. Please understand that I have nothing against the game itself, the storyline or even the gameplay. It's the voice that keeps on talking and it's annoying as hell. I can't stand to play it with that, if the devs decide to actually remove that I'll try to play the game again and discard this negative review.. the music is great, the quality of the files substandard.

I know this soundtrack is retro lo-fi themed, but getting 128kbs mp3s is a bit too low in quality.

either 320kbs mp3s or flac would be nice.

to be fair I bought this game and soundtrack very cheap + maybe it's a steam thing, this is my first OST I bought here.

. It's a fun Texas hold'em type poker game. With side flavor of town management, which is kinda neat.

Hardcore poker players should find something better. This game is more geared to novice players and people just looking for a time killer.

Good as a before bed type wind-down casual game.. Actually not too bad. The graphics aren't that good but I really like the designs used. It's pretty fun to play too, not great mind you but it kills time and is pretty satisfying. My main problem is that there isn't much to it. I unlocked almost everything within a few minutes and can't seem to get a high enough score to get the last gun. There are challenge modes but they are really just limitations put on the player with a veeeeery slow time countdown. There may be a strategy to it that I'm not aware of but I'm not that skilled enough to find it. Even so everything about the game works fine: the animations are solid, the controls feel responsive, and the music is pretty awesome so give it a try you may love it.. I enjoyed this game, though I got the impression that the really interesting part of the story occurs directly after the game ends. The ending kinda hinted at a sequel or continuation, which I would be interested in seeing.. support DE

and I'm gonna get that Baro items. This little cosmetic DLC adds some landmarks on the game map. It's nothing spectacular, and it's a completely cosmetic addition. It costs 200ac, which is an absurd price for what this is, and the only reason one could have to pay is to actively support Paradox. I did it because of that too.

Now they've grown big and they are milking EU IV with semi-mandatory DLCs every three months, like EA or Ubisoft milk their franchises. I pity myself for trusting in a company. 0/10 would not support again.. I really enjoyed it, it's nice to see what EG was back then. I became a casual viewer of SC2 in 14/15 so it was all things I'd heard bits of. Also nice to see Geoff since he's one of my main sources of SC2 now.

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