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The hell even is a Benbo?. Says standing and room scale. This is Definately not something to try as either!! Aside from the fact you're strapped down on a chair/bed and not standing or walking...the environment doesnt allow free movement and actually moves with your head movements which very quickly makes you feel sick. Best watched sitting and just turn your head to avoid any ill feelings.

Nice try but could be improved and seriously remove the standing/roomscale playarea support.

. its an OK game but its dead so theres not really a point to buy it. Great game! Best bow wave shooter.. Not actually too bad a DLC, it seems to often be overlooked, or the last to be bought. Admittedly, I can't really attest to the usefulness or lack thereof of the USS Constitution and HMS Victory. In terms of how the DLC impacts your campaign, the effectiveness is admittedly somewhat dependent upon which faction you're playing as. All factions have access to Ghoorkas and Dahomey Amazons (both of which are admittedly useful in multiplayer, especially the amazons). The Ottomans benefit greatly from the Organ Guns which can be recruited very early in the game and really do dish out devastating damage. Organ Guns are however, virtually useless in multiplayer. As for Rogers Rangers and Bulkeley's Regiment, they don't have a huge impact on campaign. They're relatively easy to recruit but you can only have one. In multiplayer, both Roger's Rangers and Bulkeley's Regiment are fairly useful.

Edit: I'd also like to take this moment to call Valve Corp. out on its recent anti-consumer practice of subtly hiding negative reviews. Read here: <https://steamcommunity.com/games/593110/announcements/detail/1808664240333155775>. Very good DLC buy it!. Works fine on Windows 10. great to be taken back to the style of classic RTS games.. You can do better.. What we have

[PAYDAY 2 - simulator DLC \(pay for buy game. pay for play game. always pay for new DLC\)](#)

[OVERPOTATO's The Walking Dead - \(totally scum. all money spend to CGI movies. trailers. no to game. buy s\\*\\*\\* game by price AAA game. get potato where need pay money for play game\) i think he wanted create new simulator DLC. did not work out! Game closed & deleted from steam. consoles versions canceled.](#)

[Overkills\\Starbreezee - please don't come back to game industry. Happy defolt for your studio!. Nepenthe is a turn based RPG with influences from undertale and. if I had to guess, other RPG maker games like Suits.](#)

[I bought this game at full price as a friend of mine knows the developer. and after they gave me the description of "It's a darker undertale on a shoe string budget" I had to give it a fair shake. even though I don't normally play games like this outside of LISA](#)

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the painful RPG.

I'll start with the positives, because this game does have a few. Namely, the soundtrack. The music in this is quite unique, with many of the tracks actually managing to send a shiver down my spine. I'm sad I don't know the names of individual tracks, otherwise I'd mention them and possibly search them out just to have on my phone to listen to. Certain fights like the two with the guards in the magistrates castle really stand out, though I think one of my personal favorites comes from a section in an underground tunnel with distorted vocals. Most of the audio in this is either stock RPG maker stuff (I recognize the damage sound from several other RPG maker games), or uses this distorted guitar that I adore, with more 'normal' music filling out the spaces between.

After that we've got the comedy, this game is throwing jokes at you constantly, all of them based on the dialog or descriptions you get from stuff in the environment. I'll admit, a few of them did get me to chuckle, like the subtle "you abduct the teddy bear" item pick up description, or how even the environment might sass you a little for being too nosy. But most of the time it felt a bit more cheeky than anything, and while the humor was appreciated, I often wasn't sure what was just messing with me and what was important. I'm still not sure what that teddy bear was for, I just wanted it.

Which brings me to possibly my biggest problem with the game, and probably the most subjective point. The artstyle. It's done almost entirely in coloring pencils, using simplistic, childlike designs for everything right the way through to the end. It has its own charm, I'll admit, it's certainly unique in a way, but I just really don't enjoy it for several reasons. The first being purely on taste, but the more glaring one is how difficult it can make it to identify important items, like figuring out where the rope to help someone out of a pit is, or even recognizing it is, in fact, rope. I had the same problem in Suits, but Suits had a zoomed in perspective and smaller map size, meaning the issue of figuring things out wasn't that bad. Nepenthe has a very zoomed out perspective, which means things on the world map are pretty tiny and hard to make out. In combat this isn't an issue, since that's the classic, static turn based, menu based affair. The only reason I don't think this style choice is pointless is because it is used effectively at certain points, especially during ending 2, in which the whole 'drawn on crumpled paper' aesthetic is used to convey a very desolate message.

As for general game design? Most of my play time was spent going in circles. As mentioned earlier, the perspective is too zoomed out, it would have been better if the 'exploring' sections had used smaller maps, it would have cut down on travel time a bit and it would have been easier to just see what's on screen as opposed to guessing what the scribbles mean.

Combat is very much Undertale inspired, with a timed attack system, and when the enemy attacks you, it's just about moving your dot around a box to dodge incoming attacks. It's fine, again, Undertale inspired, and it works well enough to get by without being boring at any point. Most of the attacks you will get hit by on your first run in with them, but most of them don't deal that much damage to you outside of one very early game enemy, who is optional, even then the dev had a great idea to allow you to simply restart from the beginning of the fight if you want to, which really cuts down on frustration from losses.

As for the story? I'm not sure where I come down on it. Pacing wise, it's awful, it bounces all over the place and I was hit right out of nowhere with the ending before I had even realized I had properly begun. A good example being how you just finished talking to the tutorial character guy, only to go to town and kill a werewolf...then a few minutes later you've accidentally instigated the end of existence after talking to therapy frog about how average you are, by doing a solid for a cube dude. I'd really have to experience all three endings and think about it for a while in order to figure out what the themes are and such, but, as the game itself outright told me "you remember why you don't buy games like this". The story feels like it's trying to get something across, but what that is, I have no idea, outside of having a theme of forgetfulness and neglect, considering that Nepenthe means medicine for forgetfulness and the main character has amnesia, with other characters telling you to either forget your past life and make something new of yourself or they themselves are trying to forget things like persecution...also racism towards bald people, bald people aren't monsters, I think.

Overall, Nepenthe is definitely an odd game, definitely worth looking into if you're a fan of indie RPG maker games, as it fits comfortably next to the likes of suits, hylis and so on. It was unusual, and sometimes that can be a good thing, it isn't a bad game, far from it, I know a bad game when I see one, but it's definitely an acquired taste.

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This is a very relaxed game and there is a clue that I only know because I read a review that will help most of you.

At first, you wander around and spread colour. The clue in the game is, however, the four sign tower that are somewhere in the world. If you reach one of them and take it down, it'll give you a special power. One of those is to simply clear the space around your cube, but the other three are notes. Playing six notes, a combination of any of the three, or just two, or just one, will make different things happen.

The previous sort of useless things that wander around will suddenly have a purpose and the clue will become more apperent.  
Or:

Plus:

- + uniqe
- + a lot of freedom
- + very calming and relaxing (the music too)
- + a big world with a lot of hidden stuff
- + gets interesting once you get the clue

Minus:

- the clue is very vague
- which makes the game vague somtimes.

Or, this is a love or hate game.. Farming Simulator 2017 but the tractor is a Bangbus. Fun game to play now and then, easy ro run on most computers and the split screen works quite well. All in all good game if you enjoy Formula One racing. Also, the graphics are quite nice for an old game like this. Worth the money.. Bought it for the memes, feckin useless but knowing the money I donated could help the dev so why the hell not. There's some good songs in here but I'd say the package overall (being a mixed bag in my opinion) isn't worth the \$13 asking price.

My favorite songs were the three jazz covers: Court Begins on a Blue Note Scale, The Fragrance of Darkness; That is Coffee, and Rise from the Ashes - Ending. These songs are fantastic and put a smile on my face.

You've also got some classic songs in a high quality format. They sound like they're the GBA versions (just a reaction, they could not be. I didn't extensively check), which I'm not too fond of personally (I prefer the DS versions) but that's down to preference. I'm not a big fan of the selection though.

For example, there's the Blue Badger theme which is a 20 second loop stretched out to 1:22 (I can't think of anyone who'd want to listen to it for more than 3 seconds, honestly). Why they included that instead of something more iconic like the T&T objection theme, I have no idea.

You've also got three orchestral remixes. I'm mixed on them personally.

The Steel Samurai remix is great-- you can feel the energy in the orchestra playing it. It's fun to listen to, minus the second half where I think the arrangement kinda fell apart.

Those of Fey Blood has some really beautiful bits but I probably wouldn't choose to listen to it over other songs.

Courtroom Suite is pretty boring in my opinion. There doesn't seem to be a whole lot of energy behind the musicians and the arrangement sounds repetitive. Even the pursuit theme section feels a bit soulless I think.

There's also a piano cover of the circus theme from Justice for All, which is a well-done piano rendition but... it's the circus theme... from the case just about everyone hates.

Then there's 2 original vocal tracks which I'm indifferent on because it's just not my thing.. If you played "Hakuoki: Kyoto Winds", just don't even wondering. Play this part too!

Yeah, this is THAT amazing. Best otome I've ever played.. Some pretty awesome steampunk art here!

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