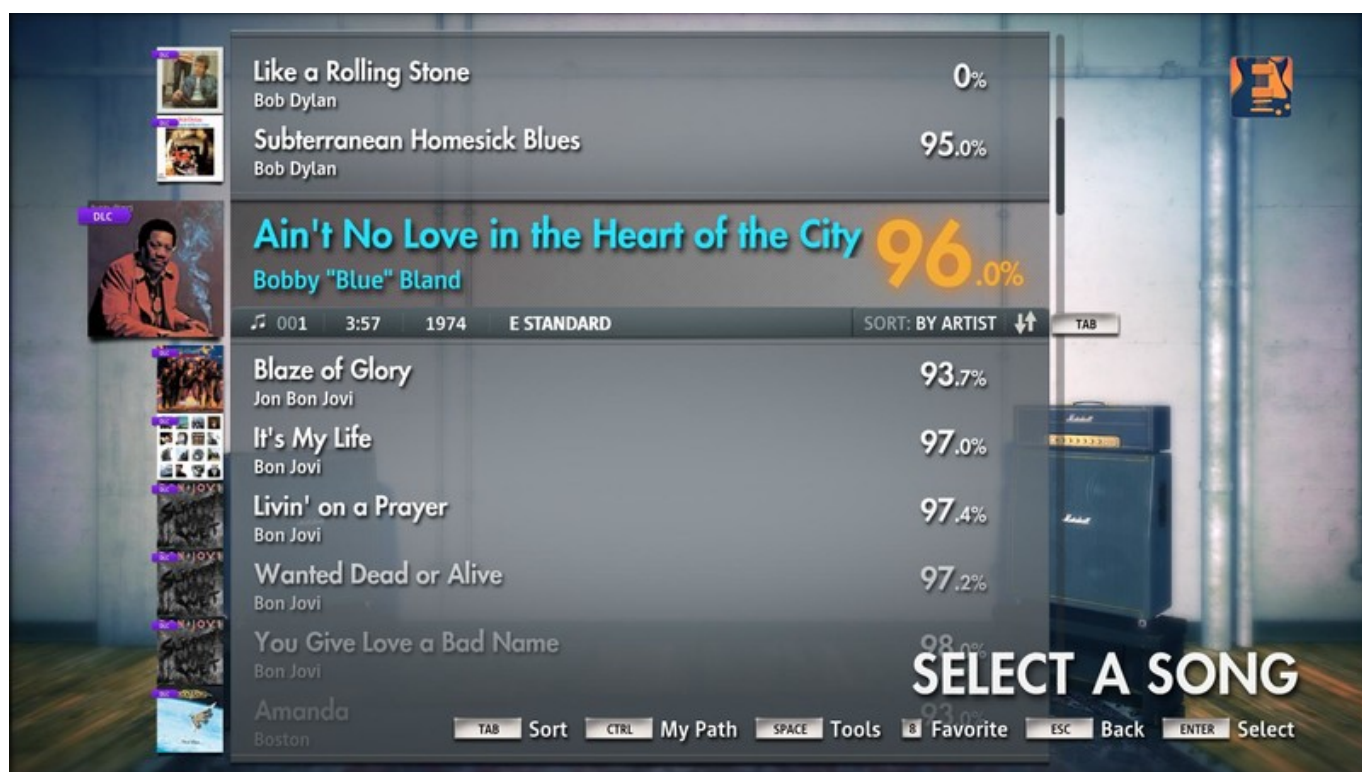Ye Fenny - Revenge Of The Evil Good Shepherd Free Download [pack]

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About This Game

A long, long time ago, back in 2003. Old Whiplin made a planet for the Fennians called Ye Fenny.
It was once a happy place, where the Fennians could eat Butter Bark and smoke Joyfully.
But one day, a tyrant by the name of the Evil Good Shepherd, took over the planet and banished Old Whiplin to a golden kettle.
Can you the Outlander, cleanse the planet, and bring peace and harmony back to Ye Fenny?

Welcome to the beautiful lush planet of Ye Fenny. Explore 9 different areas through 15 phases. Battle the evil inhabitants which plague the lands of Ye Fenny with 4 different weapons. Destroy all 9 of The Evil Good Shepherds apprentices in hard-hitting boss battles, and come face to face with the Shepherd himself.

Enjoy 5 different play styles! Shoot your way through Shepherd's evil forces on land Swim through the alluring blue waters of the underworld. Travel fast rapid waters down the creek on your log raft, while dodging mines and sheep's spit. Fly in a helicopter up the sunset mountain of the Patoonga region. Embark on a wondrous quest in the Christmas Cove bonus levels. Can you find them all?

Watch and Hear! The story which unfolds throughout Ye Fenny's 31 FMV cutscenes consisting of over 33 minutes of footage.

You'll also get guidance on how to play and make your way through Ye Fenny via the hints and tips screens. These also consist of FMV cutscene which will give you a clear visual understanding of what to do.

Configure the games controls the way you want them at any time. Press CTRL+Y to bring up the controller option box anytime in the game and configure 'player 1's' controls.

Title: Ye Fenny - Revenge of the Evil Good Shepherd
Genre: Action, Adventure, Casual, Indie, Strategy
Developer:
DPAD-FTW
Publisher:
DPAD-FTW
Release Date: 1 Dec, 2017

 a09c17d780

Minimum:

OS: Windows Xp

Processor: Pentium 4 HT 3.0Ghz

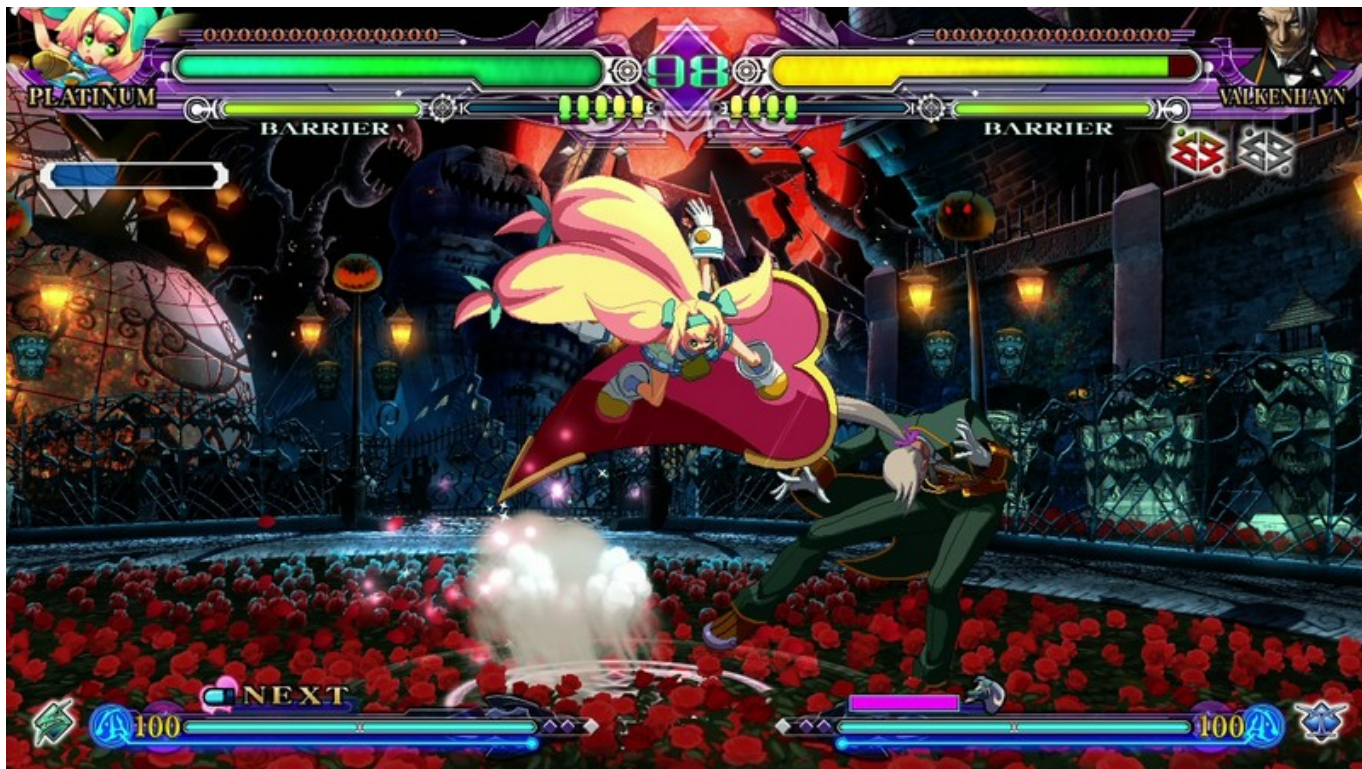**Memory:** 1 GB RAM

Graphics: HD4650 1GB

DirectX: Version 9.0c

Storage: 2 GB available space

Sound Card: Direct X 9 Compatible

English

You would think that this game sucks. It is not worth to play it, but you are wrong. This game is awesome, he got a very well builded story, nice shaped characters and a background music very nice. Highly recommend this game. Is fat better than the first one <3 Gotta love it.
. Ninja Guy is a third person brawler where you control a ninja and fight through various levels until you get to fight a Minotaur (this is Greek mythology, not Japanese, so someone didn't do their homework).

Primitive, badly made cell shaded graphics, no control customisation, no video customisations, no mouse control... the list of things this game needed but doesn't have is extremely long. Impossible to recommend.. I didnt get 10 treasure, got only 4 and i got no freaking gold epic stuf,, this bundle is bunch of lies. Run rooms was a let down for me, because me and my friend both got into VR for the first time. We was both looking for an Online co op Horror game. We both jump on VR for this game and was let down, when you can only play online co op for desktop mode only. So the VR version is a singleplayer game, never saw any of this on the store page!. The movement is extremely glitchy and half of the area you cannot even walk in. The hallways only let you walk on one side and often times glitches you into the wall. It seems like it could be a good game but the coding of the movement makes it seem so unrealistic when you cannot even walk down a hall way the way that you normally would. Its got potential but until they fix these issues strongly advise against buying the game.. A fun little game! Stumbled upon it while trying to get rid of four euros in my steam wallet, got intrigued by the concept of only boss fights. I love a challenge, and I love bossfights, so why not.

Turned out to be a lot of fun. The dodge is a nice ability that makes it different from other bullet hell types of games I've seen and played. The way that you have to learn the movesets of the bosses through trial and error also gives it a Soulsborne vibe, in my opinion, which is great. And replaying bosses is quick, which means you won't get frustrated in the process.

Solid soundtrack, solid boss design itself. A boss that I hated, Furnace, turned into my favorite of them all. The boss feels like a dance and the dodging in that fight especially gives me that feel that I loved in Bloodborne, but in pixel form.

A lot of updates by the dev, fun gameplay and didn't encounter any bugs while playing. A solid game, totally worth it.

I reccomend this game to everyone because it is awesome, you should all buy it now.. achievements hunt only. The only transport game were you can:
*Taint coffee
*Put Brochures in competitors planes
*make their employees go on strike
*Put a bomb in their office

And do it all with the world's finest mercinary/Terrorist

10/10 would make competitors eat s*** again!. Pros: Not Much
-Good Art
-NIce (if not a bit repetative) Music
-They didn't charge for the R18 patch this time (yet)

Cons: Everything Else
-Dull/Annoying Minigame
-Dating Sim half isn't interesting
-Beginning is a giant exposistion dump
-Art is limited (2 peices for H-scenes, every variation is a slight edit)
-Only uses autosave
-Must restart from the beginning 8 times to see every girls path

Gameplay:
So I wanna get into the nitty gritty of my primary problem with this game. So HunniePop (the inevitable comparison) kinda remade how people think of the "Game" part in H-Games. Although its minigame was simple it had depth. You didn't play the minigame to reach the H-Scene, there were certain styles of play involved and it could, at times, become legitimatly difficult without simply being complete unfair. Not only that but playing the game earned you new items and new skills to make your experience with the minigame much more entertaining.

These things sound pretty normal when you say them out loud.
"Playing the game gets me items to better play the game? So revolutionary!"
The problem is this game ignores these simple things completely. The minigame is simply a barrier between you and the H-Scene. It serves no other purpose than the block you. Its difficultly is solely dependant on how well your short term memory is and even then the board is so tiny thats a stretch. On top of this NOTHING you do makes the game more interesting. Theres no interesting new tiles that are added or new mechanics and the items (which you have to waste excessive amounts of time not playing the game in order to buy) don't do anything interesting. One of them just increases how quickly you can finish the minigame.

Story:
I could possibly forgive the terrible minigame if I could get invested in the story but I just can't. So instead of learning the game slowly as you hop from girl to girl you first run through a MASSIVE exposistion dump with every single girl then you're just given a page by page tutorial of how the game works before being dropped into the minigame. This is unbelievably boring and about halfway through the start I was tempted to just skip everything cause I was so done with the exposistion dump. Nothing changes after the exposistion dump, you still speed through most conversation not really caring what her responses are cause you quickly learned that most "character traits" are irrelevent.

Dating Sim:
So I had to put this seperate from story and gameplay despite this being technically in both categories cause it has its own massive host of problems.
---First off, learning information about the girls is just a REQUIREMENT to progress. Its another artificial barrier to your H-Scenes. You don't ever do anything with the information and it never comes up again; it literally is just a wall that you have to break down before moving forward.
---Second off, these girls are so one dimensional it hurts and even when there is a hint of an interesting backstory its never touched on. For instance one of the girls is reluctant to give her birthday and instead of saying "well she's a girl, you know how they feel about their age" they subtly imply that she might be jaded that people don't remember her birthday but thats it, they

make this subtle implication and never do anything with it. If they had no plan on expanding these topics they shouldn't bring them up.

H-Scenes (Yes I used an R18 patch):
Lets not beat around the bush (sadly there aren't any in the game but hey, we all have our thing) everyone picks this up for the H and if you say you pick up any of these kinds of games for the "plot" you're a liar, plot is important, but its secondary. The H content in this game is baffling at some points and underwhelming in others.
So I guess lets start at baffling, every girl when she's fully naked in the minigame has a bandaid over their privates and this is a decision that honestly just confuses me. I don't have much else to say, I just found this strange and many of my friends had similar reactions when I showed them. Perhaps I'm not the "lewd connisour" I bill myself as but we can't all be wrong in finding this strange.
The second issue is the underwhelming nature of it. Now first I have to give it some credit, the swimsuits are nice and the way the tops of the one peices are removed is a nice touch since it actually makes sense. Not only this but one of the girls has a nice kinky H-scene but this also comes with its own problem, this scene sticks out like a sore thumb. Absolutly everyone else is so standard you could face swap most of them and not even be able to tell the difference. Instead of being an interesting addition to her character it seems more like the only scene anyone put actual thought into and even then it doesn't make sense as she never mentions (from what I saw) anything in her dialouge implying that she would be interested in it so it ends up looking more like "different for the sake of different."

Cost Vs Content
So I run on a basic cost assosciation principle and your game has to be special or has to really make me enjoy it for me to ignore this principle. Basically, for every 1USD I spend I need at least 1.5 hours of content (for indie titles I reduce this to 1 USD for 1 Hour).
Even at the low (sale) price of $8.99 they couldn't get more than 5.5 hours from me for a full completion. Overall, idk, I don't do ratings really but I'd say pass. Theres much better H-Content out there with much more effort put into it. I don't see anything here thats interesting enough to take it over other products.. The game itself is very good, but DOSBox, oh DOSBox can die in Hell.
Get NBlood or BloodGDX if you wanna play this game, or just get Fresh Supply. That works too.

The Good:
-The atmosphere is flawless, if you like grotesque humor
-The gore effects are amazing for 1997
-The levels are unique in many ways, be it tone, style, or gameplay
-Caleb is amazing to play as, making constant references and being funny when the game needs it
-MOVEMENT, good God the movement, for anyone who has played Shadow Warrior Classic or Duke Nukem 3D, you'll love it
-The difficulty, is very fitting -I love the names they gave the levels- Still Kicking being the easiest mode and Extra Crispy being the hardest

The Neutral:
-The level design is a bit screwy sometimes, i.e. The Napalm Launcher in level one, but that's a secret

Overall, not much bad about this game. Well worth the $5.
NOTE: The reason why I don't have much time the game is because I use BloodGDX.. The servers are objectively great. 128 tick, low ping and almost no loss and variance.
The community, on the other hand, is the most toxic\u2665\u2665\u2665\u2665\u2665\u2665I've ever seen. Now don't get me wrong, I know I can tilt and be toxic, but I definitely do not do that unless someone's provoked me. I almost always carry, and when I don't, I am a support player that gets traded or sets up his teammates for success. Yet in around 40-50% of games I get people who are toxic or just plain trolling, and when I get triggered I block them. Sometimes, like what happened in my last game however, I don't do that early enough and end up saying some stupid\u2665\u2665\u2665\u2665\u2665\u2665and I get banned but they don't. It's just like when you see a kid getting hit and he hits back, yet only the one who hit back gets punished. WTF?

TLDR: Basically MM with fewer cheaters (even though there still are some) and more trolls. Oh and a weirder ranking system (I'm A- yet somehow I get queued with C-B players. TF?. I really liked it. You can create some really good "visuals". The colors, the music , size tool, and changing attributes of the frakal with motions all worked great.

But i have also some complains. Right now it is to limited in terms of variation. Sure you can get many different "visuals" by combining the tools that are there. Took some time to figure that out.

But you only have 1 main structure that you can manipulate in a relatively limited way. I highly suggest to add some form of randomisation to it. The same goes for the colors.

Also i could see a seem that was not fitting.

More options for movement (speed, direction) would also be a welcome feature.

For the music i wish there was an ambiant track. Something with a tibetan singing bowl with alternating frequenzies.

For the asked prize (5,00) i can\u00b4t recommend it right now. I bought it on sale for (2,50) and for what it offers right now i am okay with it.

If they adress my points above i could recommend it for 15,00 or more. Randomization is the key.

I am going to change this review if something significant happends.

Its kind of a trip simulator and it comes very close... very very close....

. The real Dark Souls begins here. bad game you got almost no time to enjoy the view.... Improve character speed?

Great visual!