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About This Game

In this unforgiving retro-platformer, you play as the bouncing booger ball Flem, stranded in a strange new world after the calamity of the Great Sneeze. Make your way through four colorful Seasons, avoid the oddly hostile environment and discover Flem's hidden snot powers. Put your speedrunning skills to the test to earn medals and see how you measure up against other players through leaderboards. You sneeze you lose.

FEATURES

- Easy to learn, hard to master, old-school platforming.

- 40 levels over four seasons filled with spikes and unfriendly creatures.

- Time trials and leaderboards for every level.

- Cheery 8-bit inspired soundtrack.

- Nose-stalgia!

Title: Flem
Genre: Action, Indie
Developer:
Henchman & Goon
Publisher:
Henchman & Goon
Release Date: 28 Apr, 2015

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English

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For the most part, it was OK. The gameplay gets a bit repetitive but it remained fun. Don't know if I like it enough to complete it 100%.

EDIT: Turns out I liked it enough to go for the 100%.. The game is poorly optimized (my card is GTX 680). laggy and framedrop make it unplayable. Do not buy until it is fixed.. i c bajs emotes forsen1,
i buy.. Awesome! Easy to use!
But can anyone tell me how to add more fonts?. Zombie Exodus is a text based game putting you in the middle of a zombie apocalyse. Now, I, as well as many others, steer clear of text based games due to them not being as fun as other games, however I was genuinely surprised by how well this game was done. The decisions in this rival those in Telltale's The Walking Dead, and you really do have to make hard decisions. Unlike Telltale's The Walking Dead, this game has 9 possible endings, many character's survival relies solely on your decisions, and your decisions REALLY DO MATTER.

The game starts off quite slow, but quickly builds up to life in a world full of zombies, bandits, and other dangers coming from every angle.

I rate this game at 9/10, and the reasons it doesn't get 10/10 are listed below:

1. A couple of plot points don't get resolved (depending on which ending you get). Some pretty major things happen towards the end of the game, and depending on your choices, you may or may not find out what happens/happened. I know it counts towards the realism, but when someone betrays you, and you never find out who, or when someone stays behind, and you never find out if they live or not, it kinda feels like the loose ends needed wrapping up.

2. A lot of the decisions come down to "Pick the smart option". This is something I like. However there is one point where the writer trades in the "Zombie survival" element for an Indiana Jones-style action sequence.

3. The epilogue is kinda rushed and forced. I got an ending with 9 survivors, and then the game wrapped up with 5 pages set 5 years later telling me how each of them died randomly, and gave a lot of information that wasn't needed. It's kinda like if you watched the first 5 seasons of The Walking Dead, and then had everything past that summarised in 10 pages at the end of the season 5 finale. I would've much rather had a sequel, or DLC (which is something I don't say often).

All in all, this game was highly enjoyable, and I'd definitely recommend it to anyone who enjoys Zombie stories, or interactive story and character driven games.. Doesnt show up in locker. literally a scam.. So far it's a really fun game, i like the soundtrack, the character sprites, and the style reminded me of the old megaman series. One thing that botheres me alot is that there's no Save feature, but the Dev added "Continue" and pick up the last checkpoint.

Looking forward for the dev to make a eco-like Metroid game.. I feel like this game is lacking too much from the first game. Way to zoomed in, everything feels huge and Windows 8 UI over tops the games UI.. I really wanted to like this game, but there is just too many bugs with it right now. After multiple restarts, I was able to do contracts (for some reason, sometimes the contracts list is totally empty and requires you to interact with the tutorial cell phone, atleast was the case for me). However, even after doing contracts, I found the game much too difficult to stay afloat financially. After making about 5 sales, I was in the red again a few seconds later. The game has a really cool concept and has some awesome potential, however right now it really needs some TLC. As of now, the game isn't built for it's demographic: stoners. Its unreliable user interface, confusing tutorial system and in game financial difficulty you witness at the very beginning of the game result in a very broken and unforgiving experience. As I said before, this game has some really good potential and I want to like it. As it stands, I wouldn't recommend buying this right now. Not even for the sale price of $11.99. Dood, just buy it already.

Well at this point of the game, it feels like a bad early access version. Considering the price i would still say, that both, the playabillity and the price are not fit together. I love the concept behind it. I have to downvote this piece of software at the moment, but let's have a look in the near future. Let's watch this game in 3 month from now.

I don't want to downvote alone. I will give the developer some ideas how to make it better. I thjnk this way this review fits better for me and all can learn.

Here are my thoughts:

-WASD for map controll
-A Bulldozer graphic instead of a green square to show clearly that you can destroy your buildings.
- I choosed rockets. I had to build every production hall to see, that i have to build the large production building in order to start with the rocket business. A hint in the tutorial would be nice.
- A deeper economy would be nice. Dont know how to write it down.
- Routing buidlings together
- Choose a storage, where the stuff is arriving
- Choose from where the production building gets the materials
- All buildings are unlocked at the start. instead of unlock all you have to do things, get some sales for the company
- Negotiation with the employees
- At the salary menu the bootom slider can not adjusted easily. Need a form to type in instead
-Shortcuts for Timewarp: 1, 2, 3 Space etc.
- If you sell a building, you get nothing in return. Make a 25-50% refund from the building
- I cannot scale my marketing. 166 Employees can be assigned. Need more :)
-U cannoit close a company if you have more than one. Change that.
- If your second company goes bankrupt the total game is over. Thats not fine :(Killed my 3 hour "not savegame" :(Change that please.

Okay this are just my 2 Cents :)

Have fun guys

Feel free to comment and write down your ideas for a better game. Maybe the developer will see it :)

o\/. i want more
sigh....

sadly this is not a game.....
and im not sure that i should recommend this or not
nice soundtrack though. excellent visual novel, if a little kinky at times. looking forward to its completion. out of ll the characters i really like Yael the most and wish he had a little bit more on his storyline. Great take on the familiar table top role playing game style. Easy for newcomers to the series to pick up on established tropes and mechanisms. Subtle audio magnifies an already emmersive expereince. Perfect for a long flight and at least two play throughs.. This is the first game where I didn't listen to the reviews and I didn't regret it. This Game is really Fun.
i Recommend it
the only downside, sometime games can take over 8hours .. You need friends. I recommend this game only if you are beginner in this type of games.
+ Los Angeles and Boston are quite good made
+ Addictive game
- Unrealistic traffic
- Only one weather option (fog)
- Small amount of options
- No emergency landings etc.

. Finally a good and wellmade VR game. The graphics are great on my vive pro, the puzzles are not to hard, the game is interesting and fun. Some of the best parts though is how well made the enviroment is and how you can interact with it. I haven't

completed the game, so I don't know how long it is or how the ending will be, but from what I've played I'm very satisfied with the purchase.

There's only 2 problems for me: I'm a woman in the game, kind of breaks the immersion since I'm a male in real life. The locomotion with walking could be better made. You have to hold down the pad and the trigger button to move "fast", and it it becomes tiresome. It's also a bit clunky changing directions.