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## About This Game

### WARNING!

Save data from the base game is not compatible with the DLC.  
Some events will not trigger and there might be errors or crashes,  
make sure you don't load incompatible saves.

### Story

Searching for the demon beast that branded her,  
the hunter girl, Azel, reaches that place.  
The frontline of the battle between humans and monsters.  
The remote land which some call the harbor of disasters,  
Niplheim...

### Average time to 100% clear the game

5-7 hours. If you skip scenes and  
don't read any text then 2-4 hours or so.

### Features

Beautiful illustrations and pixel art.  
Hilarious dialog between characters.  
Custom-made side view battle system.  
Symbol encounters, no random encounters.

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Material gathering and crafting.  
Text skip and event skip functions.  
Two endings.

### **Equipment Crafting & Dress Up Outfit System**

You can create armors and improve weapons  
by collecting materials from demon beasts.  
All of the armors have illustrations,  
movement & battle pixel art,  
and there's more than 10 armors you can get.

You can also equip armors in a Costume slot,  
so you can wear and see your favorite armor  
while having another armor equipped.

### **Controls**

The game can only be played with a keyboard or a controller.

Mouse is not supported.

[Z] = Accept, Hold for Fast Battles

[X] = Cancel, Menu

[Ctrl] = Skip Text

[Shift] = Auto Text Mode, [X] to stop

[Q]= Hide Dialog

[W] = Text Log

### **Note**

The game was created by Black Train in collaboration with Sugar Star.  
The game is made in Wolf RPG Editor.

All characters are over the age of 18.

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Title: Niplheim's Hunter - Branded Azel  
Genre: RPG  
Developer:  
Black Train  
Publisher:  
HappyHand  
Release Date: 6 Jan, 2019

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**Minimum:**

**OS:** Windows 10/8/7/Vista/XP/2000

**Processor:** 2Ghz

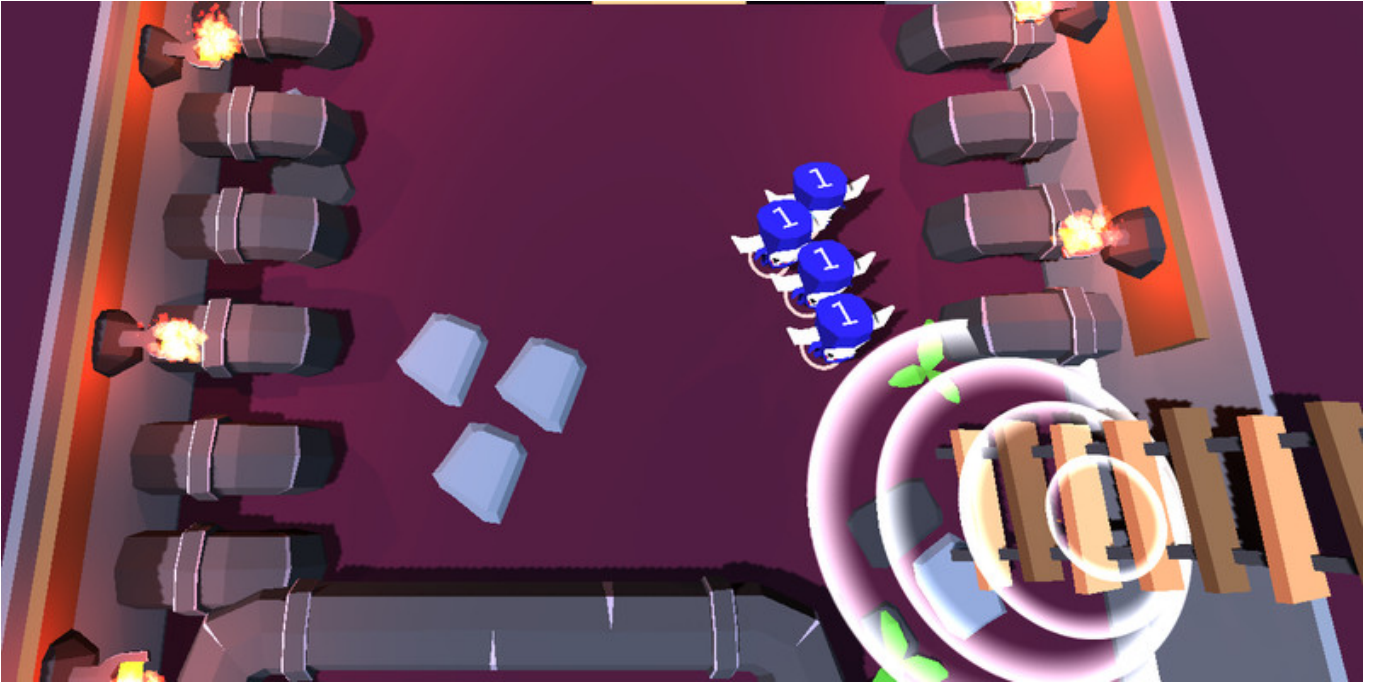
**Memory:** 1 GB RAM

**DirectX:** Version 9.0

**Storage:** 500 MB available space

English









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The official trailer doesn't really represent what this game is like. A story is unfolding with or without you paying attention, in multiple places at once. You can teleport around and choose what you pay attention to, and can rewind or fast forward time. It's a good concept and it's well executed. There is a map and timeline UI which makes it a lot less tedious to figure out where/when you haven't observed yet once you've gone through the chapters a few times.

I'd say the biggest drawback is that it's fairly common for characters to slowly walk away from a scene, go somewhere, and just do basically nothing for awhile, they go into an animation loop just standing or sitting around. It's logical, but it's not very interesting story telling. I wish they had fleshed out what those characters are doing in those less critical times.. Initially released in 2011 for Xbox 360 and then ported to PC (Steam) in 2015, Eschatos is a modern vertical shoot'em up that is a spiritual sequence of the classic Judgement Silversword but with much more modern production values. The gameplay and control scheme is very similar to its predecessor: you have two types of weapons, being one more concentrated and long-range and other more spread shot, but short-range as well as the shield. Both the weapons and the shield are activated by pressing buttons on the controller. The gameplay offers good challenge and it's fun. The graphics are ok, but the great highlight of this game in my opinion is the great soundtrack beautifully crafted and pleasant to hear, making this game a truly immersive experience. Eschatos is therefore more a good shmup born in the harvest of the seventh generation of consoles. To see me playing this game, please check the videos below:

<http://steamcommunity.com/sharedfiles/filedetails/?id=716512949>

<http://steamcommunity.com/sharedfiles/filedetails/?id=716512944>. Highly addictive Rogue-like game, the gameplay is really fun and a lot similar to Rogue Legacy but instead of side-scrolling you slide down till you reach the bottom of the level where you fight a boss then you can proceed to the next stage.

at the start of each playthrough you have a choice between 3 randomly generated characters with different attributes, choose what best suits your type of playing and proceed, you character starts at level 1 everytime but there are upgrades you can buy before starting the game with the money you collected from your previous runs, you can even buy level ups to your character and skip stages with that money.

the game is really fun and addictive, the soundtrack is good and the graphics aren't bad at all, and like all Rogue-like games, if you like it you will end up spending tens of hours in this game and you will never regret spending your money on it.

highly recommended of course.. too hard but also fun. Crashes after you choose your game. Cant wait till they fix this through an update. Do NOT get until they fix this.. Very nice puzzle vidcon. This is a good little tower defense game. Decent value.

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Simple and fun! Feels great to make a blocker save and watch the puck deflect off into the corner. Addicting to try and beat your best score again and again.

One thing though is when I try to swipe a stopped puck out of my crease it always goes backward into the net.

But really, tons of fun and thanks for making it.. If you really want crappy German simulator games, just go to Walmart and buy a simulator bundle. I bought one for \$20 that included this game and 12 others. Don't buy this alone, or at all if you want high-quality content.. Great time killer. I recommend this game if you like to be ball gagged, whipped, and tortured by your Mistress. Also recommend this game if you ever clamped your broken down car to your butt cheeks with five 300LB Obese people in your car and pull it with just your butt from New York to California.

If you like classic 90's shooters you should also get this. But I do recommend that you also buy candle wax and pour it on your naked flesh. Because it hurts SO GOOD!. Interesting concept but rough around the edges and seemingly incomplete.. Steam has ruined this game. What was once an excellent and fun game to play has been made unplayable with Steam. Textures are missing, buildings are solid grey rectangles, it crashes consistently.

If you want to play this game, purchase from a different provider.. Better play with friends than lonely

### **Niplheim's Hunter will be released on Monday, January 7!:**

Steam contacted me and said there has been a misunderstanding on their part and there's no problem with shipping Niplheim's Hunter on Steam!

I asked if they could explain in detail how this whole thing happened and why it took so long to solve, but right now, I'm overjoyed that I can finally release Niplheim's Hunter on Steam so the answers can wait!

If it's not too much trouble, please tell all your friends that Niplheim's Hunter is finally coming to Steam!

I want to thank all of you for all the support and advice you gave me and I hope everyone will have fun playing Niplheim's Hunter next Monday!

Edit: Nothing has been removed and the game is the same build every other store uses after you install the free DLC.

Edit 2: The game will have the 30% off launch discount for one week!

Thank you so much for everything,  
HappyHand. **Release Date, Price and Launch Discount:**  
Hello, this is HappyHand, the publisher.

Due to Steam review taking a while longer, I will have to delay the release date to 7th of December. If the review isn't over at that point, I might have to delay it further, but I will do my best so you will be able to play the game as soon as possible and I apologize for the delay.

The price for the game has been decided and the final price is 19.99\$ / 17.50€.

To celebrate the game's launch and as an apology for the delay and price change, I decided to add a **30% off Launch Discount for the first week of the game!**

I hope you will have fun playing Niplheim's Hunter and I hope you have a nice day!

Best Regards,  
HappyHand. **Spinoff DLC for Niplheim's Hunter was banned & other news:**  
Hello, the publisher, HappyHand here.

I have some good and bad news. The good news is that the developer and I decided to make the DLC free, some people said the price is fine and some said it's too high or way too high, but we decided to make it free as a thank you for all the support!



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The bad news is that Steam banned the DLC because:

*After review, we will not be able to ship your DLC Branded Azel - Lust Brand Prostitute on Steam. While we strive to ship most titles submitted to us, we found that this title features themes, imagery or descriptions that we won't distribute.*

*Regardless of a developer's intentions with their product, we will not distribute content that appears, in our judgment, to trade in the prurient representation or exploitation of minors.*

*While every product submitted is unique, if your product features this representation -- even in a subtle way that could be defined as a "grey area" -- it will be rejected by Steam.*

*We are not interested in working with partners that dance around the edges of what's legal. For instance, setting your game in a high-school but declaring your characters are of legal age would fall into that category and be banned.*

*This app has been banned and cannot be reused.*

I sent Steam a support ticket asking why they would ban the game when they told me they would give me feedback and guidance about content that they will not allow, hopefully they will reply back soon and I will get the DLC unbanned, but I'm extremely sorry about this, I thought Steam would at least let me know what's wrong with the game instead of just banning it without any guidance/discussion. Let's hope this was just a mistake on their part and it will be solved soon. In case I can't solve the ban in the support ticket, I'll ask if someone could visit Valve HQ to ask what's up or I'll visit them myself if I have to, but let's hope this will get solved soon.

I do have some other news:

#### **Cards & Achievements are done and I'll release them soon!**

I was supposed to release them together with the DLC, but I guess that's not going to happen very soon, so I'll just release them on their own. I'll make an announcement when they are released.

#### **Chinese translation is nearly done!**

It should be ready this week or early next week and I'll make an announcement when it's out!

#### **I will also start hiring translators for other languages very soon!**

The reason why the Chinese translation was already started is because the developer wanted it as soon as possible and I had very limited funds so I couldn't hire other translators until now.

#### **I'll release 4 more games as soon as I can!**

I have 4 more upcoming games, I'll post information about them as soon as I have them ready and this DLC situation is solved.

Sorry about the slow progress, things should speed up now and I'll post more announcements from now on.

Thank you for all the support and I hope you'll get to enjoy the spinoff DLC for Niplheim's hunter soon!. **The game is now out with a 30% off Launch Discount!:**

The game is now out!

You are free to make any kind of review for the game you want, but if you could answer any questions in [here](#) when you write the review, it would help me give better service and information to you! For example, I can add support for other languages if there's a high demand for them!

Of course it all depends on the sales/profits, but I'll do my best to add things if a lot of people request them so make sure to mention things you would like in reviews, comments or in discussions.

Feel free to ask questions here or you can make a new discussion in the community hub too if you want!

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I hope you have fun playing Niplheim's Hunter!. **No contact from Steam so the game is delayed until further notice.:**  
Hello, HappyHand here, I have some sad news for everyone.

Steam hasn't given me any response on why the review is taking so long and what the problem with the game is, if there even is a problem. I tried sending emails to several different Valve employees, asked in Steamworks group, sent a support ticket and asked if they could just give me an estimate when they are done or if there's **anything** that I could say to you guys. I haven't received any response for more than a week from anyone, so sadly, **the game is delayed until further notice for unknown reasons.**

I'm extremely sorry about this, but there is nothing else I can do since Steam just won't contact me or even give me some date or information I could give you so this is all I can say. I waited until now hoping that Steam would at least give me some kind of confirmation I could give to you, but there's nothing from Steam and, again, I'm extremely sorry about delaying the game again and not being able to explain the reason or even the length of the delay to all the fans and customers waiting for the game and I'm sorry for waiting until now to inform you, I just hoped Steam would give even some sort of reply. I'm so sorry.

There have been other developers/publishers that had their game delayed too or even banned from Steam. Here is a video that explains why they were delayed or banned, the video is 10 minutes long, with the first 4 and half being about Sony's recent censorship issues and **the rest is about this exact situation I seem to be in:**

<https://youtu.be/x3JL6wPuhhE?t=265>

So it's possible Steam is just stringing me along, delaying the release because of rogue employee(s) or that someone in Steam is actually using "We do not allow exploitation/sexualization of children in games that are in Steam" as an excuse, so Steam is basically **exploiting laws/rules set to protect children because of personal agendas** and that is unforgivable.

Like other games in the video, Niplheim's Hunter does not have any children in it and all characters are bunch of the pixels on the screen representing fiction, but Steam, or some people in steam, might be using the above rule as an excuse to ban games with eastern/anime style art, which is outright racist towards Japanese developers and a terrible thing to do towards the hardworking creators that create these games so fans could enjoy them.

Maybe Steam doesn't want eastern/anime styled games in their store, I will respect their decision and publish the game elsewhere, but there are hardcore games like Meltys Quest and Makina published in Steam and some games, that don't even any sex are banned, so I don't know what is going on in Steam or what I should do.

I'm sorry for asking this, but if you could spread the above video around and tell more people about this whole situation in Steam, maybe Valve will check what is going on. Until then, the game is delayed and who knows what Steam will start banning next, because they won't tell and are extremely inconsistent with the bans and rules they themselves set.

I'm sorry about the long post and I'm sorry for burdening you by asking to spread the word and most of all, I'm sorry for not being able to release the game in time and having to delay it again, this time until further notice. The game might not ever see a Steam release at this rate, but please, to prevent more situations like this, please spread the word.

Thank you for reading and I'm sorry I failed to deliver the game in time.  
HappyHand

\*Dec 12 edit: The developer and I decided to change the release date to "Earliest possible release: Dec 17, 2018" since the developer has a hard time believing when I said that the game is stuck in review and Steam won't contact me so the game's delayed until further review. The "Earliest possible release" said Dec 16 yesterday and it will probably say Dec 18 tomorrow and the date will keep going further away until the review is over. This is just to prove to the developer that Steam is actually not contacting me and the game is stuck.

I understand where he's coming from since I still can't believe this is happening either, but that's the reason for changing the date, I will most likely change it again, very sorry about the confusion and this whole situation.

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