



Synopsis "Many people say that a story can live or die by its visuals. And if we had to pick the absolute best, it's A Story's "Visual Novel." It's a visual novel in the truest sense of the word. You play as a high school student, and your goal is to grow your social capital by making all the right choices, and to get girls to like you. A Story, known as Asobyuji in Japan, started as a highly ambitious project, taking a year and a half to complete, because it was really ambitious and decided to do it right. If you like romance games, you're going to really enjoy this. The writing is top-notch, and the story flows beautifully." I'm not gonna lie - this is a visual novel and as such I wasn't really sure what to expect. Even after all this time I'm still not sure what I should really say about this game, because it's not like anything I've played before and it has such an incredible execution that it's almost impossible to take any of it away from it. What you will find out is that this game is something special. I'm gonna break this into two parts, since there is a lot to talk about. The good: - A story that is believable, humorous and poignant.- 7 alternate endings to discover.- A unique game mechanic that makes things such as friendship and a long term relationship engaging.- The characters are all complex and memorable.- A custom made orchestra plays a part in the music.- Your social status affects your daily life. Even the dating selection you see, is tailored for your position on the social scale.- You're not getting the ending you expect in this one. The bad: - The translation quality for the Japanese voice acting and text isn't the best.- As usual, it can be very hard at times to make out the entire text. It took me a while to get into this game, but as soon as I did I was hooked. It might take you a while to get through this, but you'll never regret it once you do. First off, there is a lot of text here. There is a lot of text in here, and there is a lot of it that is needed for the story. Without spoiling anything, I just need to say that there are some points where you need to read the text in order to understand what is

beth nods. "Of course. The Gaat run the world. Do you think she'd sanction a town to the north? Without its protection, even with her armies crushing expansion and any other way to better themselves—" "Holy god, no." Kassa takes a breath and wipes his hand over his face. "I don't know what you're talking about. I don't." "Good." Rarybeth sits back and puts a hand over her heart. "Because I won't need proof when I confront Gaat." He nods. "You're a good sister." With his other hand, he waves at the guards. "Help us in. We must be ready to leave at your word." It takes several minutes before the wall guards and our royal entourage are ready to leave. After that, we begin to pass the largest of our dented, reinforced wagon undergrounds. Their covered door opens, and I clamber in, silencing myself in a daze. I'm finally sleeping outdoors again. Outside for real. This time, I'm in a wagon underground, surrounded by a hundred guards. A hundred, because today is a huge day. A rush of relief fills me, as I wriggle into my soft straw and hear the crew of remaining guards hurrying to join the wagon. This time, I'm not asleep. Not exactly. I'm sleeping. Only things pretend to be asleep. Like Tupera. Tupera glances at me with that slightly anxious grin that is never really there. Under his stern glance, though, I smile back. "Go to sleep, sister," Tupera murmurs. I resist the urge to stick my tongue out at him. "What...what did Rarybeth say?" "She accepted my request." Tupera frowns at me. "You haven't held yourself responsible for the slave trade, have you?" I scoff. "No, she doesn't hold me responsible for anything. She takes nearly everything credit for herself. But if Rarybeth comes for me, I want to at least give some credit to you. Forget my punishment. You owe me a trip through the north. You owe me. I saved your life." "I'll survive." Tupera makes a face. "Clothes. I need more clothes. I cannot go into Etzilor's meeting with

----- R I P (Rest in Pieces) is a multi-player, real-time, classic, war game that is played over several weeks on a player-created map. Players start with a small base which they have to defend through several weeks of increasing intensity. It's a balanced fight between warring nations that all want to be the first to claim victory. Battle is won when all your troops are dead. It's up to you to lead your troops to victory to claim the world for your country. R I P (Rest in Pieces) is set in a fictional world where four nations challenge for world domination using war, armies and numbers. The strength of the armies depends on the amount of money they spend on equipment, recruiting troops and maintaining their war machines. Each nation has a different culture, religion and its own ideals. Will you be able to unite these four nations into one or will they tear each other apart? Or will a small country rise to the top and leave all the others dead in the dust? ----- COMING SOON • New GUI! • Soundtrack, music & atmosphere • One Map, no random maps • Campaigns • AI Control Major changes: ----- Special Thanks to the following people that helped with the development of this game Philip Rodriguez for creating the wonderful base of gameplay. Jonathan Chapman for providing the GUI. The entire team of Wolfkraft Studios for the support we've received in developing a great experience. oBlice for his help with the scripting. The entire team from Moondust games for the extensive modding support. When will it be ready? ----- 1st Year Anniversary of Release: ----- First Year: 29th November 2012. Second Year: 22nd November 2013. Third Year: 21st November 2014. Fourth Year: 20th November 2015. Fifth Year: 19th November 2016. Sixth Year: 18th November 2017. Seventh Year: 17th November 2018. Eighth Year: 16th November 2019. Ninth Year: 15th November 2020. Tenth Year: 14th November 2021. Eleventh Year: 13th November 2022. Twelfth Year: 12th November 2023. Thirteenth Year: 11th November 2024. Fourteenth Year: 10th November 2025. Fifteenth

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