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## Absolver - Adalian Forest Pack Activation Fix



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### **About This Content**

The Adalian Forest Pack contains:

- Forest Caller Chief equipment (7 pieces)
- Forest Lead Dancer equipment (7 pieces)
- Starnight Sword
- Five New Emotes

Equipment is non-dyable and can't be converted to fragments. All equipment pieces and weapon have the same gameplay stats as gear already existing in-game and offer no gameplay advantage.

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Title: Absolver - Adalian Forest Pack

Genre: Action, Adventure, Indie

Developer:

Sloclap

Publisher:

Devolver Digital

Franchise:

Absolver

Release Date: 7 Aug, 2018

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English,French,German,Polish,Russian







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The Albino Hunter is a dime-a-dozen RPGMaker game that fails on several levels;

First of all, there are no dialogue speed options, so you constantly have to press Space to speed up the text.

Secondly, after over an hour i had no new party members, no new equipment and only two dull new abilities (hit slightly harder, prevent status effects).

With this one-man party, the game has you fight enemies that have debilitating abilities (sleep, blind). This results in endless drawn-out battles in which you wait for your character to wake up so you can heal before going back to using the same attack over and over again.

On top of all that, every enemy type has its own dialogue and the game shows this the same dialogue every. single. time. Boring dialogue you've seen a thousands times followed by boring combat in which the enemy disables you constantly followed by boring post-combat dialogue you've seen a thousand times.

It's just bizarre that they messed up something as simple as a RPGMaker game so badly.. I use oculus touch but the jog just dosen't work. when I am runing, nothing happened. Even I swing my arms and shake heads but it just doesn't work. Other is ok but I am attracted by jog, so it is pity Now it works just as the developer answered. highly speak of developer's quick response.it's awesome!. Just a fantastic game! I'm delighted with the illustrations of the girls and the gameplay. Thank you very much to the developer for such a great opportunity to spend time with pleasure. Highly recommend!. Great looking Tower Defense, with interesting shadow twist that makes it very organic!. 2.99 for this? Should be free...it's not even really a game.. Ome of the best games im the total war franchise in my opinion (havn\u2019t played 2 yet though). Like Developer's Mind World! Awosome!. Blah, blah, first impressions count, blah, blah, bad foot, blah, blah. But seriously, this game has gone out of its way to make me wonder why I even bought it, and (at the time of this writing) I've barely played it at all.

The keyboard controls are horrendous, stiff and unwieldy like a shopping cart stuffed with a cow being guided by one of those slow, lumbering push button robot abominations that the 1950s assured us we would all have in the space year of 1982. It still amazes me how people assume they can get away with making crap keyboard controls for a PC game (or port) simply because you can now easily plug controllers into a USB slot. If you're going to make a PC game and/or port, **MAKE THE FRELLING KEYBOARD CONTROLS ACTUALLY WORK**. Don't make me constantly have to fight with your crap just because you assume we all want to use a controller for every damnable game.

Speaking of fighting, the combat in this game are all about how poorly hit boxes are implemented. In a classic case of not knowing what they're actually doing, the devs (or maybe just dev, who knows) have committed the mortal sin of allowing an enemies hit box to extend to you, yet your hit box doesn't do the same when you're a very tiny fraction of a degree up or down from them. This also rears its ugly head when you're facing upwards or downwards, where I have literally whiffed more air than Mighty Casey despite being almost right on top of an enemy.

The landmines either have an alarmingly large hit box or their timers are much too short, because I have never once been able to set one off to explode and then gotten away without taking damage. Plus the person who decided to stick a landmine right in an area with heavy glare so I couldn't see it until it exploded in my face and killed me has a special place in my colon.

Said special place is open for the person who figured that this horrible, wannabe faux rock music blaring constantly was an excellent idea. You can literally not be able to throw a dime and not land on some tiny little indie rock band who would willingly pleasure you in very lewd, dehumanizing ways for a chance to have any kind of attention paid to their music outside of the rat hole gigs that they always have in some two bit dive provide you with some actual, passable rock music for your game.

Oh, and of course the game can spawn money, the thing you need to be able to unlock extras, outside of stage bounds. Try all you might, those coins will forever mock you.

Despite all of this, I'm going to give the game more of a chance. Maybe I'll find some kind of treasure under all of this crap and have to revise this review. Or maybe it will simply pile even more onto me that will make this into an even more negative, bitter review. Only time, and my willingness to soldier on, will tell.. I'd rather save my 5\$ for a different game. I do feel bad for those

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that pay 10\$ as there aren't enough features for it to be worth such to me. And no im not new to this genre.. Bought it to support the game. The emotes can be pretty funny.

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ITS AWESOME!!! VERY FUN! COOL SKINS! hope AI's are added for more difficulty and leveling up!. no way it's a piece of art. it's a torture to play as a green square for an hour  
also the music sounds like pink floyd's demos in midi

been planning to play this crap for like 2 years and now i finally got it  
nothing tells you what to do and there's basically no way to loose or change anything, you can just settle down and watch the pixels with your hands under the blanket, but you won't enjoy it anyway  
the plot is as dumb as the gameplay, like you should be a fresh 15yo atheist to find it deep  
so no wonder it never had a sale - no one should ever play it.. Buy guns of Icarus instead. I really like this game. Its a fun and easy to understand game. There are challenges as well as a free play mode and lots of different buildings to use. The game reminds me of games like sim city and I always loved to play that game when I was younger.

Some things that could use some improvement

-It could use a little bit of work on the touch menus because they go away the moment your hand isn't on them. Maybe a timer or a back button would go a long way to making that better.

-I also think that a game like this where you build towers should have easy access to the up down splice buttons. Using a second menu level instead of just having them under the pause and play button on the right seems like an odd move due to how often you probably use it.

-There should be some axis inverse options for the camera. Its not a big problem but its a bit annoying from time to time to move the wrong way. Up and down make me move up and down, but left and right make me move right and left.

With all that said, I'd say for what the game is trying to do and what it did, I would still give this game a 9V10. Just because most of the things that could use improvement didn't detract from the game. If I could completely erase only one game from my memory, it would be this game.

If only I could play this game for the first time again.. Ok. This game aged very very badly. Even with the Legacy DLC i cant get any joy out of this game. I haved played many old school classics on Steam but this is really not worth it. "The Dig" from Lucas Arts comes in VGA graphics as well but is sooo much more enjoyable. Not even for nostalgic reasons is this game to be recommended.. was ok, but turned into miserable button-mashing abomination. Can I even die with new release?.

For more puzzle game reviews, news and everything puzzle-related, follow [Puzzle Lovers and check out our Steam group](#).  
[evolution planet would be a decent game of 'match 3 things to create another thing', like triple town and such, cute graphics, not annoying music, but it's a lazy mobile port that lacks basic audio and video options, the latter of which can be remedied by editing the windows registry or running the game while holding 'alt' \(this never works for me\), but hey, we have battery saving on pc, neat!](#)

[there are two reasons I can't recommend the game, one of which is the gem shop. you need gems for everything, moving or buying extra units, even using the undo function, which costs 10 pieces. moving units starts at 1 but moving a tier 4 unit \(dino\) is 100 gems. you can replay levels to get more but each only has a limited number \(10-30\) and you usually can't get them all in a single try. there are also gem gathering levels but those can't be replayed, plus endless mode, which is still extremely slow for gem farming.](#)

[granted, using them is optional, or it should be, and I tried not to move units too much or use undo too often and only bought a few creatures/vitems towards the end, after 600 failed attempts, but I'm pretty sure 3-starring some levels is impossible without gems. if they adjusted gem costs, undo for 1 or even free, moving units also drastically reduced, etc. or at least made gem levels replayable, it'd be a 'buy on sale because it's kinda fun' recommendation, but as it is, don't bother, level completion is often dependent on using gems.](#)

[and even more so on pure luck, which is the second thing I dislike about the game. units randomly appearing on levels can ruin everything at the last minute - or after two moves. it can take many \(many!\) tries just to finish a level and move on, which is really frustrating because it's not your fault. you can use gems to cheat, but sometimes even that won't help. some levels towards the end are beyond ridiculous, then after many attempts you suddenly pass with flying colors.](#)



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bottom line, I can't recommend the game, just stay away until the developer gets rid of mobile shenanigans and look for other match-3 titles in the meantime.. i think i spent too many hours on this... no regrets, 10/10 would Sophisticated Rockets again. Nice to play for Bruce Wayne, and not Batman for a change.

The only bad thing is that Concentration (detective mode) gets scrambled by usual scrambling devices. Not making sense.

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