

So there I was, thinking about what to do, and then found this game named Slimey's New Adventure. Was there any other adventure? I don't know, but that doesn't matter.

Slimey's New Adventure, or SNA as we will refer to it later (if we do), is a piece of funny crappy game. It's not long, if you call anything long something that lasts more than 10 hours. But it's not that short. There are some things to consider later on about the length of the game that will be covered later.

Starting off, on how you see this game. All you can see is RTP, not very interesting maps. Things like that. After all, is a game, quoted from the autor, "more practice than anything". But he also mentions that any help is appreciated, and here I am, giving him feedback! So this paragraph had the intention to tell you, the reader, that this is going to be taken into consideration while writing this review. I'm not going to break my back seeing how bad are the graphics, and maps, and all of that. I'm trying to focus at gameplay, and a little on story, something I enjoyed a lot, or maybe was the story's sense of humour.

Maps are pretty linear, point A to point B, with several bifurcations, and a lot of backtracking. Nice touch, tough, is that includes some shortcuts, which was fine to have, and a lot of teleporters. If not, you would need to traverse multiple times lots of very long roads. Some of them cheaply made.



*Let's just say maps are completely functional. No extra design niftiness.*

Let's talk briefly about the characters. Your main character is a slime... What do you expect? It's a funny story. Trivia: I've always wanted to make a game about a monster, more specifically a zombie, but I'm too busy with other gaemz sadly. This

slime is a blockhead, a block of slime. Other playable characters include a good varied cast of monsters, every one of them likeable (though I still don't completely understand why the pixie came along with us, the one that had more sense was the young dragoness). And I wanted to kill Nico and his cat, no offense to any real-life reference. If any.

Story-wise, this is a non-offensive joke-game. It takes a pretty peculiar way of developing the events. Story is not too deep and all that. But it's fun, I had some laughs here and there, and it motivated me to continue playing it. I think I have problems with too serious games because I've not finished better-made games. This one delivers a simple but fun story and I liked that.



*Even if this was a trolling message, I laughed with it, and you can save everywhere anyway, so I just reloaded, no prob.*

Since it's an almost-default game (scripts), this game main focus is battles. All it has is Yanfly Battle. The game is unencrypted, which was quite fortunate because I encountered a huge problem, and a game-breaking bug.

Just as an advice if you get there, dear reader. Goddamned Shelby, a demon dog, 80.000HP. Freaking wall, same HP as the superboss. I think that is a mistake, so I set his/her/its HP to 8000.

Second issue, the bug. When battling the superboss (Nico), I was close to kill him. Then he uses a skill that makes him invincible for 10 turns. That's fine. But the issue is that Yanfly's Ace Battle Engine seems to have a bug involving forced actions. So, since all I saw was that he just wanted to be immortal, I swapped the "Force Action" command to a "Change State" one. Same effect, no bug. I HAPPY. And Nico dead!

This can be a non-serious game, but overall battles were pretty great. It was hard, sometimes I even thought it was impossible (especially when I just arrived to the Overgrown Ruins, it was nasty!). Just last night I went to sleep thinking how evil was the last place I were. Anytime I changed area, I knew the difficulty was going to take a jump. Anyway, for anyone that likes that kind of stuff, this can be good. And I didn't feel much need of grinding, something I count as a plus. Actually, I never grinded, just took the battles I was able to take when traversing from one point to other. Some others I just run, or some specific kind of monsters liked to run from me.

Skills were nice. There was some great variety. Slimey had some pretty powerful buffs, some other damaging goodness, recovering stuff (which were worthless at battle). Most of the characters had multiple roles, and they shifted from one to other constantly, except for the pixie, she just had a lot of elemental magic. Still, elemental magic had some interesting stuff, like reducing speed or dealing stun. I think the most reliable skill from the pixie was Shiver, and Pixie Flame at the endgame, which by the way was my favourite of all skills. Bad thing is that at the endgame young dragoness just kept mauling everyday and Eric whining all night. That skellyguy was not much help except as a meatshield.



*Yeah! Pixie Flame for skill president!*

On the other hand, there is a handful of skills I didn't cared to use. *Consistance change* was a nice idea, but Slimey was so slow I wasn't even sure it would change anything. Solidify, I liked better Slime Shield, way cheaper and it included magic defense. Bubble, Fissure, Drown, Air Cutter, never even cared to use them. All Dae'stra skills except Maul, and occasionally Roar. Decay was the best from Eric, his elemental slashes were usable, Rot Gas was usable too, sometimes.

All in all, this is a... game. Yeah. It's not bad. It's not good. It was fun. It was frustrating too. Too much feelings... darn. The ending was pretty bad but funny too, I don't know. I can just say that I had some good time with it, but I can't recommend it blindly. It had its moments, specially against some bosses.

I'll give it two stars, why not? Some extra Makerscore doesn't hurts anyone. Right? Not a crap game, but not good. Has its share of flaws, but it's pretty playable, or at least that's how I feel. If you're looking some hardcore-ish game, then give it a try. Just to mock you, I beated the game at lvl19-18-18-17. Can you beat me? Probably yes...