
Afelhem License

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About This Game



AFELHEM

Afelhem is an role-playing game that enables players to explore many diff 5d3b920ae0

Title: Afelhem
Genre: Action, Adventure, Casual, Indie, RPG
Developer:
Namir Hassan
Publisher:
Nyble, N99
Release Date: 4 Dec, 2018

Minimum:

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

Processor: 1.7+ GHz or better

Memory: 2

English

afelm u.s.. afelm defense intelligence agency. alhem steam

It was an alright way to waste 2 hrs imo. dont go to the outer realm, there is 1 npc, 3 types of mobs and nothing else there. im level 9152, and i cant gain xp anymore from what i can tell. hopefully they intend to make it an actual mmorpg but idk if the 1 person behind the game is going to or using this as jumping off point.. **DO NOT BUY THIS**. Took me 10mobs to level 2 > Got skill points > Got skill > Took me 1 mob to level 5+ > Mob dropped a shield that made me immune to any attacks from any monsters > Went straight to final boss level9000+ > Killed with 20aa > My level is 3500+ > Game is done. Ill point just a couple of Cons. - Achievements doesn't work - There is no point of Crafting system - There is no point of Shops - There is no point of Potions - There is no point of Gold - There is no point of Quests - Everything is extremely unbalanced. Example 1 - Potions restore 50-100hp, which is usefull exactly for 2minutes ingame till you get level up and everything that's possible(mentioned above) just loses value or any point of existence. Example 2 - Take quest that gives you 200exp(1lvl up) if you kill 10/10 your level mobs OR just forget about it and easily kill a mob 10 lvls higher and get 5lvl ups immediatly. Pros. - Well it runs. **THERE IS NO POINT OF THIS GAME. MAXIMUM COST OF THE GAME SHOULD BE FREE.**

Future Patches & More : Hey everyone! We are going to be pushing out a lot of updates in the upcoming year. We are glad this game has recieved a lot of feedback for us to ensure the future of Afelhem is a good one. I will be compiling a list of those updates that you all have provided us with and our own as well. Be sure to head to the discussions to post more to improve your overall experience with the game.. Winterhaven Update : Hey folks! We have been hard at work for the last few months to bring you the first big update to the game. In this update we will introduce Winterhaven, a vast ice biome featuring two new bosses and dungeons.. Update 1: Welcome to Afelhem : Hello everyone! I would like to welcome everyone and thank you all for your interest in the game. We will be giving out beta access for people to try out the game once we roll out of pre-alpha! Feedback is always appreciated and we would love to hear your suggestions on what you would like to see implemented into Afelhem. For more information about the game or to send us your comments, please check out the community hub and feel free to email us at afelhemhotmail.com . We look forward to making this game exactly how this community desires! Again, thank you all and we hope to grow with this community to make this a wonderful experience for everyone.. Achievement System & More : Hey folks! I wanted to take a step back to redo the achievement system to align with an in-game implementation of this system. Client side achievements don't seem to be working for many of you so I will be sure to fix that first. This being said, the new update will be postponed to later, but this gives us more time to make it even better. I hope this way the wait will be quite worth it. I want to make the experience the best possible outcome and not rush something last minute just to provide a lousy update. So with that, I hope everyone can sit tight for some time to allow us to make the game much better.. Update 2: Release Date : Hey folks! We will be going live on October 31, 2018 (Halloween)! I hope everyone will find our first release to be enjoyable.. Patch 0.5.1: Bug Fixes : We are aware of many bugs you all found and are hard a work to making sure we patch things up by tonight! In the meantime, we hope you enjoy what we have in store for this Friday! Lots of balancing for items will be worked on as well.. Release Date Announcement! : Hey all! This is just a short announcement about the official release of the game. December 4, 2018 Thank you to everyone who supported us by providing suggestions, bug reports and many other things that will aid in the growth of the games overall success.. **WE ARE LIVE!!!!!!!!!!** : We are super excited to bring our game to the Steam platform and really hope you enjoy the game as we continue to develop and improve it along the way to full release! We want to give a huge thanks to everyone who has been a part of our development from the beginning and the Steam community for welcoming our game to their lives.. Afelhem Leaves Early Access! : Huge thanks to everyone who supported the games development. We will still continue to develop the game and make it better. To contribute to game implementations, general suggestions and bug reports, head to the discussions page for Afelhem and make a post!!! Again, thank you all and we hope you will enjoy the world of Afelhem.

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