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About This Game

The Multidimensional Underwear Drawer is an **otome visual novel**, in which young Hana finds eternal love ... or death!

After a long time, **Hana** is single again. The breakup with her boyfriend **Jan** has hit her quite hard. While her best friend **Kerstin** and her childhood friend **Furio** try their best to free Hana from her depression, she focuses completely on her work and drowns herself in self-pity on the weekend.

But her gloomy mood summons two entities far worse: Two demons start inhabiting her apartment, in order to feed off her strained soul: **Tymoteusz** and **Einar** – One residing in her underwear drawer (which he also has happened to turn into a gate to hell itself), while the other possesses her teddy bear.

Adding to that chaos, her neighbor **Blanche** seems to have taken a rather special interest in Hana as well.

It's the dawn of a hard time for her: Two demons occupying her home, a lesbian besieging her and two friends constantly pampering her. On top of all that, her ex shows up to reconquer his lost love ...

Which way will be the right one for Hana? Which will lead to bliss? Which will lead to loneliness or even death? As Hana decides, so do you!

- *No false bottom!* The Multidimensional Underwear Drawer is a full game with five different routes, including one for Yuri-enthusiasts! <3
- *No DLC or microtransactions.* You pay once and get EVERYTHING!

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- *Every Decision Matters!* There is no meaningless decision. Every single one influences your Lovemeter!
 - *Atmospheric CGs!* Every route will receive their own CG.
 - *Linguistic Proficiency!* We strive to bring you amusing and intelligent dialogue, both in German and English!
 - *How Often Do You Die?* With our Death Counter, how many times you have failed to achieve eternal bliss!
 - *Rewarding for Achievement Hunters!* Over all 5 routes you will be able to unlock a total of 46 achievements!
 - *Educational!* Over the course of the game, you will encounter several Info-Boxes, filled with funny as well as hilarious explanations for references within the dialogue so that nothing bars your enjoyment of The Multidimensional Underwear Drawer. But don't worry: You can simply choose to ignore the boxes if you don't want them ;)

Title: The Multidimensional Underwear Drawer
Genre: Casual, Indie, Simulation, Early Access
Developer:
KamiyaSoft
Publisher:
BirchTreeGames
Release Date: 31 Aug, 2016

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Minimum:

OS: Windows 7, 8, 10

Processor: Pentium 4 (1.8 Ghz)

Memory: 4 GB RAM

Graphics: Display 1280x720 (16:9)

Storage: 1 GB available space

Sound Card: OnBoard

Additional Notes: Need some time to start

English,German







This is a 1920's mystery game set around a small American town and a group of 4 rebellious young high school girls. The gameplay is based around 4 minigames, at which winning or losing has consequences for the story and conversations you encounter. The story begins simply, but soon after branches off into multiple concurrent threads that all weave into a massive conspiracy controlling the town. You will do things like investigate a series of accidents involving shoddy mail-order products, try to get a talking horse elected mayor, and play cards with a ghost. By the end, the story has dropped most of its silly elements and a kind of horror borne of only slightly exaggerated early-20th century morality begins to make itself evident, and you have the choice of accepting it or rebelling. While I wouldn't call it a very ambiguous moral choice, it does provide alternate endings and interesting conversations.

Gameplay wise, it got a bit boring after a while, and there was very little consequences to losing at minigames because you could save before encounters and reload saves if you failed. The minigames are fine, but winning at them always had a level of randomness to it that make replaying segments you lost, where there were multiple minigames in a row you couldn't save in between, kind of frustrating. There is a sort of RPG aspect here, where the girls have stats that apply to different minigames and they could be leveled up with repeated playing of the minigames. However, no matter how high my stats got, I never felt significantly advantaged when it came to the minigames, above what I would normally have had just from knowing how to play them well.

The things that kept me playing were the storylines and the charming personalities of the characters. I legitimately wanted my girls to succeed in their adventures and was concerned for them when they got in trouble or were in danger. If this were a pure point and click adventure, or even a visual novel, and minimized or lessened the minigame elements in favor of using and levelling the stats in a different way, I felt I would have enjoyed the game even more, but for what it is I had fun and will play it again one day. I give this title a solid 7/10, a great effort from this developer with a really unique storytelling style.. Welp more Halo atleast and uh same gameplay style like the first game, hm not really much else to say so I guess why not try it?. This game rocks.

But seriously

It's a nostalgic little game that you can sit down and play for a few rounds while you're needing to pass the time. It's challenging without being plain statedly unfair, and it's style is ALMOST painfully accurate to it's retro theme. If it was a mobile (Vita V 3DS) game i'd give it a solid 9/10 for replayability and bite-sized randomly generated fun, but when i'm on my computer I always feel like there's a different Roguelike I could be playing, like Cataclysm, DoomRL, or Prospector.

Basically what I'm saying is 8/10, would die of happy if I could play it on my Vita. (Which I know would be asking for much.)

For the price point, the game is worth it either way. It's frustrating in all the right ways, makes you kick yourself when you do something stupid, and never makes you feel like it's cheated you in any way, while still being pleasantly challenging.. No teleportation movement == instant motion sickness for those who are sensitive (like me).. This game is so fun, i really liked it and i recomended to those who like old fashion rpgs. ZZZZZZZZZZ. Great game to pass some time with. The music really fits the overall setup. Less than bargain bin quality. Difficult but fair and enjoyable.

Nice art, writing is good, fun.. 9 Clues: The Ward is the newest gem that Artifex Mundi presents us to spare a moment and continue our lady detective's adventures, this time towards a dangerous murder incident at Mnemosyne Asylum. It seems that this time, Artifex Mundi combined all of its tricks and talents to give us an interesting 4 hours or so.

Our lady detective managed to survive the mythological ruckus of Serpent's Creek, and won an ally in the process. In this sequel, we work alongside Owen; former mysterious British agent is our new partner. He receives a phone call asking for help, and we trace the call back to Mnemosyne Asylum that resides in a secluded island. We arrive the scene to witness a brutal opening to the mystery that twirls around a frigid lady doctor, a shy young nurse, a grumpy male nurse, a drunk janitor and a sick pyromaniac. The body count raises rapidly as we face the residing rumour involving an old fire and investigate the truth behind the occurrences.

I should declare that the gameplay takes attention to detail. There are references to our former adventure alongside both charming and disturbing details that enriches the current story. It is expected for you to notice many visual details if you are an achievement hunter. Hidden object scenes are fairly easy, and they come with the option of switching to a mahjong game - similar to domino play option in AM's other games - if you were to be fed up with searching for missing equipment. Puzzles are not very challenging, and I bet that you'd finish the game without ever searching for the hint option. Oh, and this time they went into full trouble of completely animating characters AND detective mode cutscenes. Visuals are the best you would get in this genre, and art was pretty - and disturbing, fitting an insane asylum - enough for me to think that I'd make some as my desktop wallpaper if I'd come across.

I have only one trouble about the game: that the ending was... ok, I'll say that I suspected the IQ score of our heroine for a brief moment. There was a climactic chat nearing the end of the game, and the moment and the place that the speech took place seemed completely inappropriate. Play and see if you wish. Aside from that, I have no complaints. Artifex Mundi made my day as always. Go for it. You know you want to. It's Artifex Mundi, and it's new!

Here is my review for the first instalment, 9 Clues: The Secret of Serpent Creek
<http://steamcommunity.com/id/Faudraline/recommended/284870/>. I played this game on Xbox quite a bit and this is the same game. However, the control settings when setting up a Multiplayer game does not work well on PC. The Slider bars here not well implemented in this game - it needs to be patched and fixed, but that's unlikely to ever happen. The other downside is Gamespy-enabled matchmaking. I wish Stream would have moved this to their own matchmaking hosting, but that may be asking too much for a 5-6 year old title. For a buck and a quarter, these problems are somewhat minimal.. Better than cs:go. Love this. 1 on keyboard and 2 controllers mean a shed load of fun. Bomberman vibe definitely.
. Ouch! Ouch! Ouch Ouch!
Ouch! Ouch! Ouch Ouch!

By far the worse Artifex Mundi game.

I spent more time trying to balance across a 10 foot log than I did completing the game. And then they made me do it again in the bonus stage. Most frustrating part of a game i've done in awhile.. Yahh!!! Awesome game! And best game! I like this game...! And also learning some english! :3. nice little arkanoid clone with a theme

+ decent gameplay
+ cute graphics
+ fitting sound effects
+ multiple paths
+ create your own levels

- bad dialog fillers

Achievements enabled:

The game achievements have been enabled, use tools to refresh your progress.. **The Golden Rogue page is now on Steam Store!:**



It's barely been a day since the previous news, yet the page of The Golden Rogue is already on Steam! The game itself isn't ready yet, and we still can't name the exact release date. But we assure you that the development is taking the big steps and if everything goes according to plan, then it'll be finished really soon!

The game can already be added to the wishlist. The community center is also available. From now on, all of the news regarding the development of The Golden Rogue will be posted there. We're eagerly awaiting your comments and your topics in the discussion section. Thank you for staying with us!

The link to the game page:

https://store.steampowered.com/app/860150/DLIRIUM_The_Golden_Rogue

The link to the community center:

<https://steamcommunity.com/app/860150>

You can support the development of D'LIRIUM and The Golden Rogue on our Patreon page:



[www.patreon.com]. **Face the Bots!:**



We know the risk to friendship that is playing Wizards Tourney with your friends. Don't worry! We have implemented an AI system that allows you to enjoy Wizards Tourney alone. Now, if you have lost your friends playing this tournament (or you never had one), you have no excuse to continue playing Wizards Tourney!

You can also face the bots with friends or let them play alone (if you're a really lazy player)

. These are Questions and Answers from our support@madhoundgames.com:

1 - Which language do you support in the game?

We should add languages according to sales. You can see a list of sales by a country below.

1. United States (Full AudioSubtitles)
2. Germany (Full AudioSubtitles)
3. Russian Federation (Full Audio Subtitles)
4. Chine (Subtitles)
5. United Kingdom (Subtitles)
6. Japan (Subtitles)
7. Turkey (Subtitles)
8. Spanish - Spain (Subtitles)
9. French (Subtitles)
10. Korea, Republic of (Subtitles)

2 - Is there a system for character creation/modification in the game?

There is no character creation mode for story mode.
But we will work on this for online multiplayer mode.

3 - Did you complete the game optimization?

Loading times are a problem for standard HDD. If you have an SSD, it is not a big deal.
Nevertheless, we will make a performance gain with the virtual texture system.
This system will also allow us to use less system memory.
We're working on that.

4 - Did you complete gameplay systems?

Content is the king in the game worlds. We prepare a huge map with HQ models.

After that, you will begin to see the gameplay systems we prepared in test environments.
Huge Map Screenshots



5 - Why did you discount that big?

We wanted to offer a suitable price to who want to support us. We care about your wish lists.

6 - What about traffic and city life?

This subject is very important for us. We will show you some samples. But it will improve every day.

<https://www.youtube.com/watch?v=hURLhNdwD0o>

thanks for your interest. **Midweek Madness: ACE Team's games up to 80% off!:**



- [ACE Team Developer Homepage](#)

. New Teaser Trailer!:

Hey Heroes!

Thank you so much for your patience. We've taken all of your feedback into consideration to improve and level up our game, and now we're really close to releasing Be The Hero on Early Access! Along with a lot of tweaks, we've given the game a new look as well.

[Check it out!](#)

We'll be sharing more within the next few weeks, so stay tuned!

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