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About This Game

Congratulations! We are delighted to welcome you to the Grand Academy for Future Villains, the world's finest evil preparatory school, where unimaginable power begins with a world-class education!

The Grand Academy for Future Villains is a hilarious 200,000-word interactive novel by Katherine Nehring, where your choices control the story. It's entirely text-based, without graphics or sound effects, and fueled by the vast, unstoppable power of your imagination.

Looking for a career as an evil overlord? A mad scientist? A megavillain, a wicked witch, a final boss? You're not going to get there without hard work, dedication, and thorough education. In the space between worlds, between genres, beyond time and space itself, the Grand Academy for Future Villains trains the bad guys that every good story needs.

You, our hero--or our villain, rather--will arrive at the Academy ready to learn, but you'll quickly discover that there's so much more to villain school than getting good grades. As you navigate the school year, you'll have the opportunity to:

- Secure an internship with a prestigious heartless corporation or megalomaniacal dictator

- Seduce a hero to the dark side (Attention students: do NOT allow yourself to be seduced by the forces of good!)

- Put in the extra hours at the lab to become an actual monster.

- Pledge your family's secret society and become worthy of--or defy--the grand destiny your family has mapped out for you.

- Pay off your student loans (in the blood of your enemies, if necessary).

- Find true love, deadly rivalry, or both at the same time with your fellow students.

- Save your alma mater, take it over, betray it, or drop out in a blaze of glory.

Our alumni have gone on to dominate worlds, conquer galaxies, break hearts, and succumb to the creeping darkness in their souls. The choices that you make at our school will determine whether you join their illustrious company.

Enroll today!

Title: Grand Academy for Future Villains
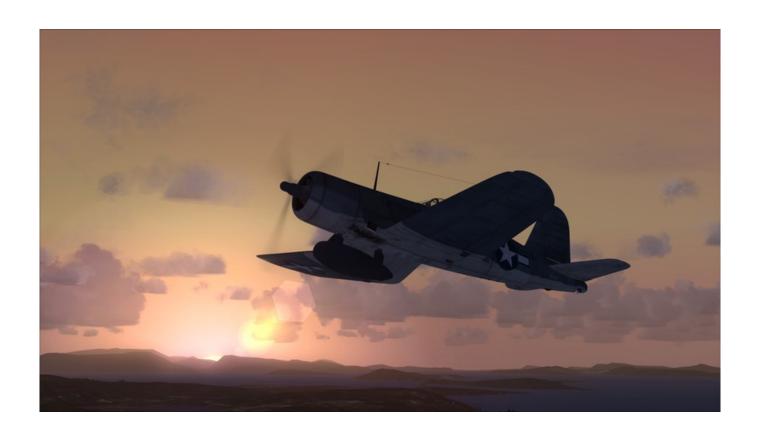Genre: Adventure, Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 14 Sep, 2017

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English

Dressing Room

Accessory2

- Wooden Doll
- Dress Hat
- Single Ahoge
- Double Ahoge
- Heart Ahoge
- **Equipped** Marvelous Ahoge

Head Pri.

Sort   ⊕/⊟: Modify Entry   Ⓑ Return

Level 40

Not bad, not good. I enjoyed the boxing.. If you like LAZORS, Flying through the air and balls, you'll love this game. Action-packed game with constant battles for the ball and land possesion. Never a dull moment with this game. Form a group with some friends, start a team, develop tac-tics and play agains the people of the game, or sign up for the frequent community tournaments. Or play by yourself with whoever else is online. Cool consept, amazingly well executed, awesome design and great gameplay.

Really cool game, loads of updates, still in alpha and still the best game I've played in months!

Not enough people own it!. additional levels for Doom 2.. Another very solid casual adventure game published by Artifex Mundi.

It helps for the start of the story to know the previous game, but you can easily get into the game without having played the prequel. The story is pretty straight forward and most of it is set in a fantasy world.

The presentation is well done. Just the quality of the videos and the voice acting is sub par. Both don't affect the game much though and the graphics are just beautiful. The music suits the setting and doesn't get annoying.

Some of the puzzles\/minigames are way too easy and only consist of matching shapes and\/or colors. The achievements in this game are also aimed at a *very* casual audience. The inventory based puzzles are much better though and they easily outweigh the weaker aspects of the game.

The bonus chapter seems a bit rushed though with a lot of 'find x similar items to use in the next minigame' puzzles. Still the artwork and also the story make it worth at least one playthrough.

Overall another fun casual adventure game that you can sink a couple of hours in.. This game rocks my socks off, seriously though its really fun and well done.. Well, I'm loving the game play honestly. Even in 2019. This and Gat out of Hell have been a blast (I've never played any Saint's Row games). There's so much mindless fun to be had that I would play for hours on end... if I could...

It's 2019, I have an i7-7700K, 32Gb of fast RAM, an RTX 2080, and play off an SSD. And both this and Gat out of Hell freeze... for no reason. They just freeze after a little while. If I could play them without being interrupted by this it'd be fantastic but I can't. So I cannot recommend it.. I love this game.

When it feels repetative, just try to get into the storyline and it'll liven it up.

This is the best simulation managment game on steam in my opinion. It has so much to do and requires you to dabble in all of it for sucess, but you can choose what to focus on.

The gameplay can be slow on older systems, but still useable/playable. Tutorial is not all inclusive and honestly there are still a ton of little details that I'm not sure what exactly the benefit/do, but you can infer a decent amount of it. (TUTORIAL AND LACK OF INFORMATION ON WHAT EACH THING DOES IS BIGGEST COMPLAINT, that said, I didn't find that it made the game less enjoyable.

Graphics are simple and fun, a call back to 90's sims games. Enjoyable and clean.

Feel:Silly, and more interactive than just a casual time management game. It is slow at first, and then a manageable pace following, getting speedier as time goes.

Suggestion: Play out the beggining a few times so you can figure out how to do some basic things, then start a new game with the intention of playing it out. Create a space for you space team and lock if off from visitors, and create a visitor space and lock it off from your team, it'll help them to both get easier acces to what they need to fulfill cravings/needs.

NOTE: Spatials galactoly comes out July 7th it's going to be in beta, but it looks good and is a revamp of this game. Nevertheless this game is a blast and I totally recommend it to casual gamers, management games, and those who just like quirky little sci fi spoofs.

. Should'a bought it at launch, more than 2 years have passed and i still feel i ve missed a lot. Everything about this game is -let's

say- rich. The story has developed in a very strong way. Since I got the hint book, I know of the possible endings. I'm definitely destroying the black fortress this time, in order to eliminate a "virus"that has caused loads of problems among the peoples of the world.

This game is absolutely worth every single penny of your money.

Strongly recommended. +1

I only played it for 20 minutes but already feel compeled to leave this review:

This is one of the most polished vr games I played so far, really fun and worth every penny.
The way the walls ripple when you hit them, the controller feedback and looks....just awesome !
Was not able to test the multiplayer part so the only thing I'm missing is a multiplayer lobby where you can see all active sessions and join one. Maybe with events at certain times and the ability to spectate a match ?

Anyway just the singplayer is worth the money.. Not worth the money. You get more gameplay downloading the unity demo.

- AI is slow and boring (But hey, it actually has one)
- The world is tiny
- Quests are "Get this box for ammo" with no story.
- There are no options to adjust a damn thing exept few graphic levels.
- Continue is a lie. You start from the beginning.
- You take fall damage if you jump going down the road.
- Your health is 1000%
- The gunplay is dear lord horrible.
- There is a hidden lean feature that worked once accidently.
- The buildings either float or are sunken into the ground.
- There are, I kid you not, star systems and galaxies all over the place.
- The sounds from the world disappear if you alt-tab

That's just what came from half an hour of playing and to be honest, there is no more content to it.

DON'T BUY THIS!. Lots of potential. A fantastic mod for a fantastic game. This isn't a mod in my opinion, it's another game!

Half-Life: Before is a mod for Valve's 1998 Half-Life, which is regarded as one of the greatest shooters ever. Half-Life: Before takes the intensity of Half-Life combat and puts it all in a short-fun first person shooter.

Half-Life: Before succeeds in fun combat and also provides many puzzles that can take minutes to solve. The combat in Half-Life: Before is fun and quick.

Half-Life: Before, dispite having many pros, also faces many cons. The game is very short, and some parts will annoy you, and the final boss fight can be anymore exciting? (sarcasm)

Visually, Half-Life: Before is poor. This mod runs on an engine from 1998 anyway, so I can't blame it. The character models are spot on anyway.

Overall, if you're a fan of Half-Life, pick this one up!. cheap quick thrills with buddies. I'm having a blast. We were wondering which game we should play at a LAN party and we decided to buy this game for 25 cents. BEST. 25. CENTS. EVER. The controls are clunky and the game is a bit unstoppable but the gameplay is really great! Can't wait for the sequel!. A great little game. There was bugs, however patches often quickly come. I'm very proud getting all the achievements in the game, prove me a more effective time waster than most.. or this game is just better than others.. i'm pretty sure the positive reviews
are either
1. fake people
2. joke reviews. Thanks for CUR3D & also for the (cool) Developers.. this game has got to be one of my favorite telltale games. It is very funny. Max is my favorite character because he is funny and psychotic. I like that in this game they made max more useful by giving psychic powers that made made the game more interesting. overall, this game is the best!

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