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About This Game

Command the undead to take revenge on the suburbs! Oh, everyone at school laughed at you, but no one will laugh when your minions seize control of critical local infrastructure. Perhaps you'll start by taking over a convenience store.

Neighbourhood Necromancer is a hilarious interactive horror novel where your choices control the story. The game is entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

Will you rule suburbia openly or skulk in the shadows? Will your necromancing impress the cool kids at school? Will you use your dark powers to destroy your home town, or save it from the secret industrial/military operatives who have come to destroy you? The choice is yours.

- Become a teenage small-town necromancer.
- Play as male or female, gay or straight.
- Manage an unruly squad of walking corpses.
- Exact brutal vengeance, or struggle to maintain your humanity.
- Entertain unexpected house guests from beyond the grave.

Title: Neighbourhood Necromancer

Genre: Adventure, Indie, RPG

Developer:

Choice of Games

Publisher:

Choice of Games

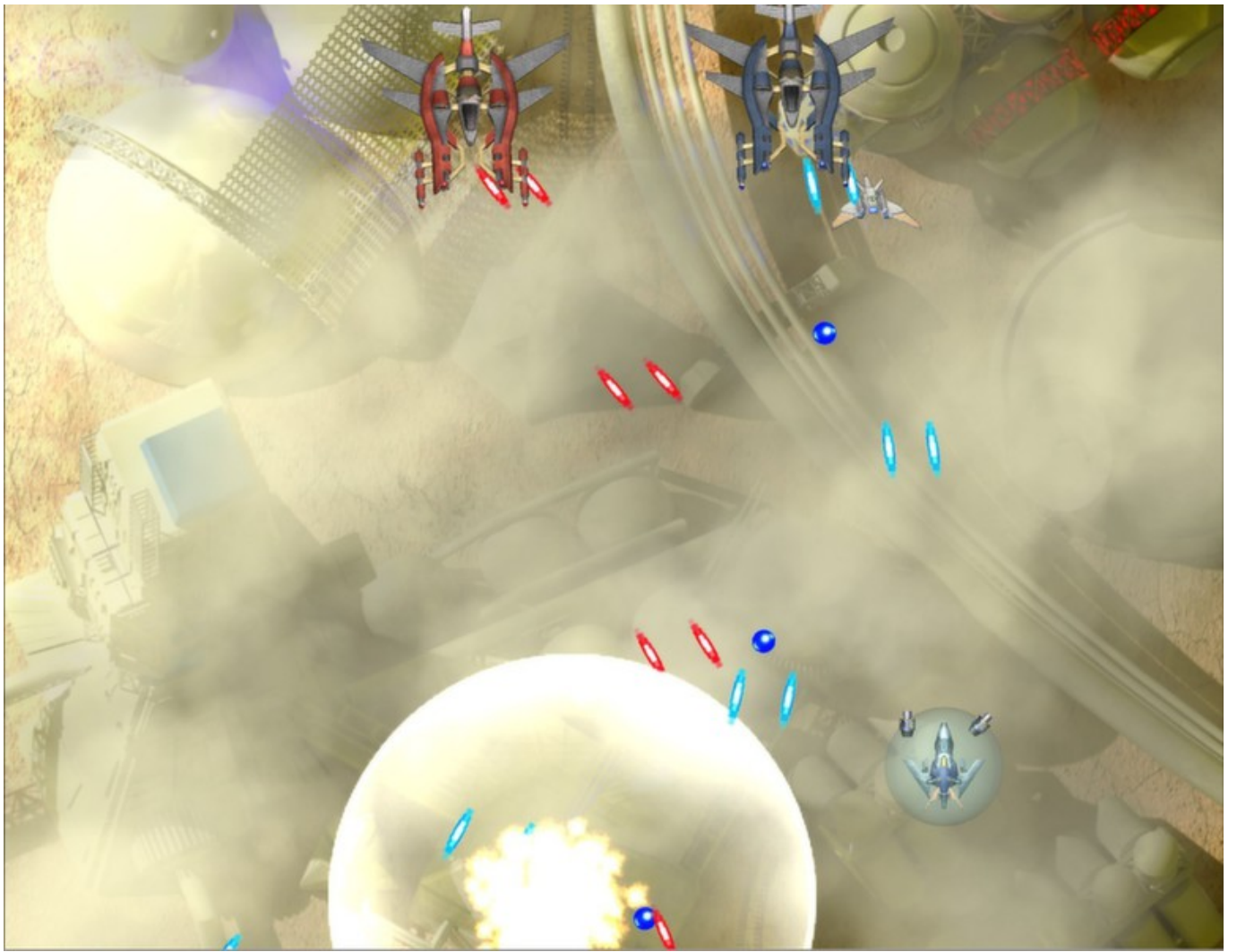
Release Date: 16 May, 2014

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English







I played only one studio - electronic - it's my favorite music. I regret that the studio equipment elements are not active. It compensates for well-chosen music for the character of the game. Cool sound effects. It's great that you can play your own music. A pleasant game. + The name is LUKE SIDEWALKER :D

I made a gameplay review of the game, check it out if you consider buying and have a nice day everyone!

<https://www.youtube.com/watch?v=Ss19sGW08zo&t=24s>. Brilliant.

[Sweet recorder that works with all my games.](#)

[9/10. The only complaint I have is: why didn't they include the Xendar as a playable faction? Not a deal breaker, but a what were they thinking one for sure.. Easy to stay Hard to leave](#)

[Great game to kill some time and make your brain work a little.](#)

[. I love the idea this game is based around, too bad nobody plays it. I couldn't even get into a game. I hope it gets big enough for me to be able to play with someone :\). Immersive hacking gameplay.](#)

[Well written dialogue and choices.](#)

[Feels like HACKERS the movie with Angelina Jolie.](#)

[Still pretty buggy because of Early Access but definitely worth keeping an eye on.](#)

<https://youtu.be/VZ2zkKHEWZ7o>

I killed frog people. The game is a good old wave shooter. It is entertaining to play, but the dialog and the humor is what made it more enjoyable. The speed of ramping up the waves is nice. Very easy start to get into the groove, but soon turning in to a fun panic of killing. In the end the game was worth the \$.. Oh boy, this game knows how to make its player's salty - and that's not a bad thing.

I finished this game in about 5.5 hours, but you could pretty easily do it in one sitting if you really know what you're doing. The character design is extremely charming, and despite the simple style and 'story', it still allows for dynamic and different characters.

There are some translation issues (the game was originally in Indo.), but this is commonplace for translated indie games. It's not an issue and overall does not impede understanding or gameplay.

Overall, the game takes a simple mechanic a long way, and it's way more than meets the eye. It's saddening that there is not a larger fanbase for this game! Easy way to lose some time; and yes, it is possible to get every achievement.

Totally recommended!

edit: good lord, please, for your own sake, WEAR HEADPHONE WHILE PLAYING THIS GAME.. I have played bullet-hells. I have played dungeon crawlers. But when you put them together...YES! So much yes. I'm not very good at these kinds of games, but good lord they are fun. I'm still learning this game, but at this point: I can easily recommend this game!

Pros:

-Guns. Lots of them!

-Characters. Quite a few that are unlockable during your playthrough. I found out you can permanently unlock a new mutation if you beat the game, so good luck!

-Playstyles. Each "mutation" (A.k.a Character) has a unique skill and weapon that can really change the way you play. This keeps the game from feeling stale and adds variety to the game.

Con:

-No multiplayer. Devs have confirmed this is a work-in-progress however, so expect this "con" to go away in the future!. Broken and unbalanced, unpolished, unoptimized hot trash. But fun with friends.. not bad (y)

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