

Girlfriend Rescue Download Crack Serial Key



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About This Game

Description

Girlfriend Rescue is a thrilling adventure by Aldorlea Games, where the gameplay of "Dragon Quest" meets the atmosphere of "Streets of Rage".

Innovative, mixing rogue-style RPG and Beat 'em Up atmosphere in a unique way, this game features a great deal of strategy through a mix of character selection and creative skills.



Plot

You have very little time to find where your girlfriend has been taken, and to defeat whoever did it. It seems a tough and big task. But you want her.. death or success, what will it be? Maybe YOU can decide on the outcome!

Features

- Enthralling Adventure Set in a Modern World
- 50+ Achievements to Unlock
- Stunning Artworks from the Team Behind Moonchild, The Book of Legends and Undeafated
- Rename all your characters to yourself, your friends, your family - whoever you want, really
- 14 Bonus Items to Obtain Upon Completing Each World
- Innovative and Strategic Battles
- Original and Inventive Spells Unique to Each Character
- Incredible Set of Items, Weapons and Equipment
- Tons of Status Ailments to Enhance the Strategic Aspect
- 6 Modes of Difficulty (including Rogue, Maniac & Legendary, but also Easy)
- Visible Encounters, Auto-Save & Optional Mouse Control
- Great Replay Value with Tons of Possible Parties
- Cast of 9 Characters to Choose from, Not Including 4 Unlockable "Secret" Ones

Heroes



- **Dan the Cool Guy** - good fighter all-around, and very motivated, he'll go to any lengths to rescue his girlfriend



- **Ralph the Karateka** - pure ninja moves, loves to handle minimal weaponry, probably for the challenge
- **John the Bodybuilder** - gym addict, he also spends some time on the treadmill, so don't expect a slug
- **Phil the Dealer** - loves guns, loves dealing, and particular loves hitting in the back

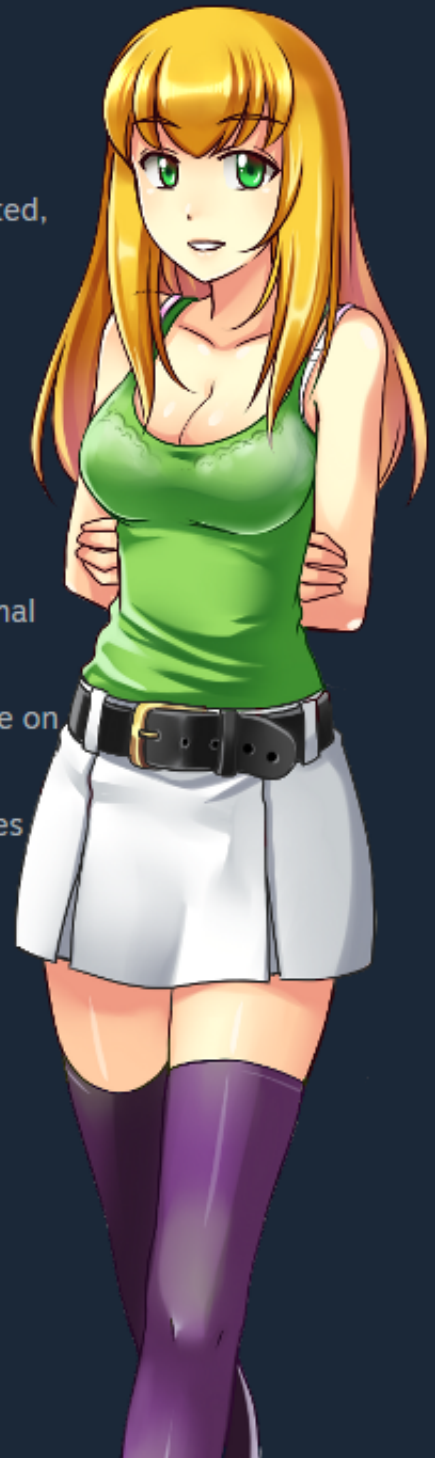


- **Snow the Informer** - loves guns too, loves stealing in cars, and more into street trickery



- **Martin the Cool Kid** - for sure the fastest of the bunch, and has some wicked moves up in his sleeves, too

- **Lester the Cop** - that dude will love to apply the law and command you guys, but he can pack a punch, too





- **Joy the Bombshell** - a girl who loves to make sure others are alright, especially if they are young handsome males



- **Katia the Nerd** - you wouldn't believe how many crazy, flat-out weird skills that girl has
- **Cookie the Bullfrog** - that small(ish) dude has some many venoms and poisons you have to wonder if they didn't get it from Australia or the deep woods of the Amazon



And more!...

Hints and Recommendations

- Pick Easy for a first play-through - you can attempt more difficult modes later on
- Search everywhere - this is a game that rewards exploration
- Try to kill all the enemies - your girlfriend (and the exp. points ^^) are worth it
- Keep your party members healthy - don't let them starve or with a bad cold
- Use stat-increasing items immediately - no need to store them for later
- Plan out your strategies - check what kind of skills each member has

Best-selling Games by Aldorlea Available on Steam



- [Millennium - A New Hope](#)



- [Moonchild](#)
- [Asgvaard](#)



- [Undefeated](#)

- [Vagrant Hearts](#)

- [Valiant](#)

Title: Girlfriend Rescue
Genre: Action, Adventure, Casual, Indie, RPG, Strategy
Developer:
Aldorlea Games
Publisher:
Aldorlea Games
Release Date: 10 Jul, 2015

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English

Fight Rush Escape



 Dan	 Phil	 Laura	 Lester
HP  218	HP  183	HP  184	HP  251
TP  130	TP  115	TP  86	TP  170
Healthy	Healthy	Healthy	Healthy





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I liked the game from the Aldorlea Games and I gradually acquire their games.

This game will not take you to the fantasy world where elves live and shows the grim days of the world. And this is good, there must be diversity)

Pros :

- + Excellent peppy soundtrack
- + Actions in the "real world", which is very similar to ours in the 80th
- + At the beginning of the game , you can type a command of friends who help in our adventures

Minuses:

- The game refused to run in full screen, I can not even stretch the window.. Edit: I am adding/removing things as I'm going through. As a result, I don't consider this to be a full review.

It's possible that my review will change as I progress further into the game, but so far I'm not impressed. Before I continue, a little about me. I've been working with different versions of RPG Maker since the late 90s. In fact, even now I'm working on an RPG Maker VX title that I will hopefully submit on Steam at some point, though that is easily months away from now. That said, I have a number of issues with this title.

Almost everything reeks of generic. The main character is not interesting, nor are any of the side characters. The dialogue really needs to be entirely redone as it's very amateurish and riddled with multiple grammatical errors that I would overlook if they were attempting to parody other grammatical errors from other games, but clearly they are not. There are a lot of subtle issues with the game as well.

For starters, barely pressing in one direction in a menu will often cause my cursor to go crazy and skip several lines or just straight up go into hyperdrive. This has caused me to run from battles where I meant to go into rush instead. While the graphics are entirely custom, the characters and environments are pretty terrible and low res in general, which makes the game feel that even further cheapened.

I mean, I get it...the sheer number of normal Steam users that complain and drone on about default RTP for RPG Maker more or less forces you to use custom everything and that's fine, but at least make it something halfway appealing and BETTER than the default. It also doesn't help that certain things went unchecked. For example, when you stumble upon a merchant, you have the option to deal or not. If you select not to, it still brings up the shop menu.

These are things that should have been ironed out WAY before release. As I said, it's possible that I will enjoy it more as time goes on (the opening cutscene was pretty nice for example), but as it stands this comes off more bland and unappealing than I had anticipated.. Girlfriend Rescue - RPG made with love by Aldorlea Games company. I liked very much story and the music.

Advantages:

- + Interesting story
- + Sound
- + Ability to rename the main characters
- + Steam Achievements
- + Cool Drawing

A good, quality game, I recommend to all fans of the genre.. Good game!!! Pros: the possibility of the initial selection of the team of heroes from ten applicants, each of which has its own inclinations, skills and weapons, several levels of difficulty. I recommend for lovers of this genre !!! =)

Cons not found.. I'll start off by saying that for those who don't know, Aldorlea Games produces 16 bit style RPGs in the vein of FF IV-VI, Breath of fire 1&2, etc. They also happen to be a fair bit better at it than most RPGmaker game studios. Although as usual this is produced in RPGmaker, it bears little to no resemblance to their usual offerings.

Pros

-
- Fantastic, varied cast of characters
 - Excellent graphics quality in cutscenes
 - Very mechanically deep, probably moreso than any other RPmaker title
 - High replayability, especially for an RPGmaker game
 - Rewards exploration and smart play
 - Very high "fun factor"
 - No grinding
 - Visible enemies
 - You can do some really cool S*&% as the game progresses

Cons

- Almost utterly nonsensical story
- Barely an RPG, more of a mechanical/gameplay challenge with RPG trimmings
- Bad choices in initial party selection can make the game very hard, and it can't be changed midgame
- Inability to grind (there are only so many enemies in each area) makes the game flow better, prevents power levelling if you have a crappy group
- Single playthrough is very short (5ish hours) but the game is geared towards replayability
- In game sprites are "meh" at times, especially enemy art

I have followed and enjoyed Aldorlea/Indinera Falls games since the original Laxius power days, so I'm a tad biased, but I believe this to be a masterpiece of gameplay and mechanics. This reminds me a little of "Lax Team to the Rescue", which for those who haven't played it, is another game with a large party selection and geared more towards gameplay than story.

I wil note this in bold all caps **FANS OF ALDORLEA GAMES' USUAL WORKS AND RPGMAKER GAMES IN GENREAL MAY NOT LIKE THIS GAME** . If you are looking for a 20+hour game with a storyline that makes any sort of sense look elsewhere, but if you are looking for a great challenge with a wide variety of tactical options, rock solid gameplay and a high replay value, than this is the game for you.. quot;Calling the cops will not change antything... There have been a few other cases of girls gone missing"

Welcome to the UK.. "Calling the cops will not change antything... There have been a few other cases of girls gone missing"
Welcome to the UK.

A few hours into the game and so far I am mostly pleased. Plenty of variety of characters with individual traits, strengths and weaknesses give this game good replay appeal. I like that you can customize your main character by name, gender & even sexual orientation plus you can comprise your party with just about any combination you like.

Not much backstory at the start but it develops quickly and is interesting enough. Decent RPG elements, music and pop culture references keep it lively. Sometimes the narration can be a bit wooden but other than that I am looking forward to exploring this game more.. The levels are very colorful and varied. But the volume of the game decent, although much depends on the player . Play is simple , so the game is passed in the same breath . Music in general is quite harmoniously fit and adds atmosphere . . I bought this game for fun. Thinking "Oh This will be funny!". It sure was.

You can play as either male or female. gay or straight. So I played as me. A guy name Gerard. It makes me happy to see you have the option to be gay on this game.

Once you get in to the game... You see the story of how a girl is kidnapped. You can choose 3 other people to join you as you set out to rescue her.

The battles are a bit like the ones in pokemon.

I haven't finished it yet but so far... so good!

Stop commenting about how being gay is wrong and stuff. I will not change. I will live how I wish. Enjoy the damn game.. Got suck but the rest of the gameplay was fun. Well, I'm done with Girlfriend Rescue. I've played it to the end. It is a nice game from Aldorlea Games. Well, and as you would expect from RPG Maker. ☺☺

The girlfriend is kidnapped by mysterious figures and has to be saved. Afterwards you can choose your team members. Some are stronger and others weaker. Everyone learns skills in the course of the adventure and they become stronger.

One explores every world and looks for the missing girlfriend. The music is really very nice. Especially those in Chinatown and the Stadium. An earworm. There you go, gladly. 🎵🎵🎵🎵

If you have no idea, you should start with Easy. The degree of difficulty, medium and hard, are very difficult. There is "easy", very pleasant. In the different worlds, they can also find many items. You can also equip your characters with equipment. This should be done early. ☺☺

Girlfriend Rescue is a very nice little game. With which you can also spend a nice time. With it liked it. It reminded me of the Mother/ Earthbound series. That was probably the reason. Would recommend this game to RPG fans. And those who like love stories. ☺☺

Here is a link to my end video:

The end probably depends on how much you have achieved in the game. ❤☺

<https://www.youtube.com/watch?v=FBVseBS5xVI>

Thanks to Steam and Aldorlea Games. ☺☺. Girlfriend rescue is an old school RPG with some interesting elements. The story is, well in the title, your girlfriend gets kidnapped and you go and rescue her. Totally not a cliché. The game is funny too. The story line was good in my opinion

Graphics and sound:

It's standard RPGmaker graphics and sound are okay.

Gameplay:

It's an okay RPG for its price, if you have 5-6 hours and nothing to do, go ahead and play this game. Replay value is good as you can always choose different difficulty settings or different party members. When you start the game you get a choice to make your party with different skills/stats characters you can have many combinations.

Conclusion:

A decent RPG with a good story and theme. Cheap as well so go ahead and buy if you're a classic RPG games fan.. Great game. Cool story.. This is a flawed game, that said, it's also pretty fun. The battling in this game can get tedious, and the writing isn't particularly good, but those problems aren't so problematic that they ruin the experience. In my playthrough I have enjoyed myself fighting the varied enemies, using the skills unique to each character, searching items for loot, and customizing my character's gear. The two biggest problems I have with the game is that combat grows repetitive and boring if you play for more than an hour or two, and the fact that regardless of whether you put down your gender as male, female, gay or straight, you are always playing as a male character trying to save a woman, since the main character has no personality beyond wanting to save a the girl (yeah, she's not actually your girlfriend yet, despite the name of the game) I don't understand why your can't play as a female trying to rescue a man, or a homosexual female, or a male trying to rescue a male, all that it would have required was a skin change for the main character and a couple of alternate pieces of still art, if there was any animation or voice acting in the game then I would understand, but there isn't and the game asks you your gender and sexual preference at the beginning so I don't understand this decision. And as I mentioned, the main character has almost literally no personality, though the supporting party members make up for that somewhat, they actually have personalities, though those are all hilariously one dimensional. In the party from my playthrough, I had a guy who kept on talking about working out, a girl who kept talking about cosplay, and a different guy who only ever talked about his "informants." there is something kind of funny about these characters, since none of them are actually crucial to the "plot" they can say whatever the writers wanted them to, and it shows. But in my opinion that just gives the game a bit of charm. The supporting party is also an interesting and unique take, at the beginning you chose three party members out of (I believe) nine who will be with you for the whole game. Each possible party member has their own completely unique collection of special attacks, which encourages replays to see all the different attacks. This might be more effective if there was any kind of animation in for the attacks, but there isn't any animation for any attacks. But the different special moves feel very different from each other, so this is forgivable. Visually the game is fine, it's got a cool retro thing going, and the colors in each level work well with each other, but overall it's boring. Nice looking, but boring. The soundtrack is nothing special either, most of the time it's inoffensive (although the soundtrack in the first level got on my nerves really fast) so I wouldn't recommend it on that criteria. Overall this game is slightly above average, it's better than a lot of indie retro RPGs that get put out, but at the same time there are much better titles out there. If you find this on sale, or if you just want the indie game equivalent of a B-Movie revenge flick then this probably worth checking out.

6.5/10

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