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## Nipheim's Hunter - Branded Azel Download Code



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### About This Game

#### WARNING!

Save data from the base game is not compatible with the DLC.  
Some events will not trigger and there might be errors or crashes,  
make sure you don't load incompatible saves.

#### Story

Searching for the demon beast that branded her,  
the hunter girl, Azel, reaches that place.  
The frontline of the battle between humans and monsters.  
The remote land which some call the harbor of disasters,  
Nipheim...

**Average time to 100% clear the game**

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5-7 hours.If you skip scenes and  
don't read any text then2-4 hoursor so.

### **Features**

Beautiful illustrations and pixel art.  
Hilarious dialog between characters.  
Custom-made side view battle system.  
Symbol encounters, no random encounters.  
Material gathering and crafting.  
Text skip and event skip functions.  
Two endings.

### **Equipment Crafting & Dress Up Outfit System**

You can create armors and improve weapons  
by collecting materials from demon beasts.  
All of the armors have illustrations,  
movement & battle pixel art,  
and there's more than 10 armors you can get.

You can also equip armors in a Costume slot,  
so you can wear and see your favorite armor  
while having another armor equipped.

### **Controls**

The game can only be played with a keyboard or a controller.  
Mouse is not supported.  
[Z] = Accept, Hold for Fast Battles  
[X] = Cancel, Menu  
[Ctrl] = Skip Text  
[Shift] = Auto Text Mode, [X] to stop  
[Q]= Hide Dialog  
[W] = Text Log

### **Note**

The game was created by Black Train in collaboration with Sugar Star.  
The game is made in Wolf RPG Editor.

All characters are over the age of 18.

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Title: Niplheim's Hunter - Branded Azel  
Genre: RPG  
Developer:  
Black Train  
Publisher:  
HappyHand  
Release Date: 6 Jan, 2019

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**Minimum:**

**OS:** Windows 10/8/7/Vista/XP/2000

**Processor:** 2Ghz

**Memory:** 1 GB RAM

**DirectX:** Version 9.0

**Storage:** 500 MB available space

English









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The Hscenes are well drawn and well voiced plus the developer has other games with the same artwork. It was funny and fun and I enjoyed the trip. I would recommend to get this and the price is what you pay for when you want quality. No machine translations which I fully enjoy.

I would put this game along the lines of Treasure Hunter Claire and Melty's Quest. Those two games are very well done and this one is right up there with them. Even I dare say Cursed Armor, because while the games like this are short. Its how well the storyline and everything else falls into place.

So, sucks that it was delayed but it was well worth the wait. I can't wait to see what more this developer puts out.. I'm afraid that, considering how short it is, and the lack of a proper ending, I cannot recommend it considering the price. It's simply not worth the amount of money spent.. Overall=-

Well polished, simple, and easy to get into.

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Disclaimer: This is a [SFW Review] and will make no references to the A-rated content. My playthrough was with the mature DLC active however

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--The Good--

CG, translation, and presentation are very good. Combat is simple and straight-forward, and the story is passable as well.

The armor and character designs and artwork are definitely something worth mentioning separately as they certainly stand out as the best visual element the game has to offer. A character's personality and visual appearance is almost 1 for 1 through their presentation and dialog with a few odd balls thrown in as well.

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--The Bad--

[Price vs Content]

It's most certainly a bit high on the price considering I was able to get through the whole game's story, beat all the quests, obtain all the armors, and unlock all the scenes in roughly 4 hours total playtime. You can probably beat this game in half that time if you focused specifically on clearing the main story.

I'd say 8-10 USD and you'd break even.

[The Gameplay]

The stat system is shallow. All I had to do was put all my stat increases into ATK and I was able to one-shot everything in the game that wasn't a big hunt. Additionally, certain passive skills in combination with one of your attacking abilities creates an infinite loop where you are completely invulnerable. This makes it so the player character is basically unkillable by the mid-point of the game and trashes most of everything in 3-4 turns.

[The After Game]

You continue the game after clearing the main story so you can unlock missed content. You also get a new quest for another large monster (the last in the game) which will allow you to unlock the final piece of armor.

Due to the previously mentioned issues with the gameplay, this only adds about a couple of minutes of extra gameplay and poses no actual challenge. It honestly felt like something that was just another part of the main game and not some rewarding challenge.

However, the game has little replay value beyond that unless you're going for challenge runs.

[A hint for a hint's hint]

Unlocking scenes and dialog is pretty much told to you at every moment possible. The game's log book tells you EXACTLY what you need to do to unlock everything and when you encounter one of these triggers you are hinted then as to what you need to do to unlock it. A lot of these hints are preceded by character dialog which nudges you in a way that says "Hey, you need this

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thing".

These 3 layers of hinting in this game kind removed all the discovery and experimentation you would normally have to do.

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-- In Summary --

Despite all the negatives I had about it, the game is simple, fun, and interesting. Have fun.. Better Than Monster Hunter: World.. Definitely high quality. H Scenes are voiced by some sexy ladies as well. You easily outgear the monsters pretty quick into the game, but that isn't why we play these right? If their future releases are anything like this one, I'll be a customer for life!.

Amazing game, check other reviews for detailed info.

This game is translated? i didnt even notice, this one and sunrider series are the only ones with real dialogue ive seen so far, and ive seen quite a few. And the dialogues themselves are great, feels like a normal humorous game, without the sister this and aunt that and superficial and obvious philosophy conversations plaguing these type of games and without filler of chat for the sake of it and without the cringe elements.

Nice graphics and drawings, including menus, UI, descriptions, etc. Nice combat, fast paced with nice and funny mechanics. A visual novel that its actually a game also.

Great feedback from dev, without you requiring to troll shady places for the Patch. :O did steam finally see the light?!

Only con: to have the best resolution you need to window it, but since monitors are so big nowadays doesnt really affects the game. And no mouse also, would be nice for the menu but thats that imho.

The protagonist is a cheeky cutie and the game runs smoothly.

9/10. This is good civilization.. Rewriting my review as I had almost enough lube for my onahole.

The art is phenomenal and wonderful. It's not a cheap cash-grab, because steam allows H-Games on steam, but it is honestly a work of art. I was invested into the story. I wanted to see all the twists and turns of Azel's curse. The ending was amazing despite giving you a choice between A and B.

I will also say that the game is short, but it is jam packed with degenerate content. Rita would be proud. There are a ton of options for outfits which will allow you to do little minigames or extra scenes with townsfolk. If you like lolis, they got it. If you like anal, they got it. If you like oral, they got it. If you like ahogao, they got it. THEY EVEN HAVE LACTATION!

Why are you jerkin' your gerkin' to games like Tomb Raider when you could be raiding Niplheim and raiding Azel's tombs.

Buy the game! The developer is amazing and the publisher is an amazing person who will answer any question that you have. He'll even take any suggestion for this release and future releases. Thank you, Happy Hand!



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i never expected a ♥♥♥♥ing hentai game to be so good. i never found myself bored playing this. the core gameplay is pretty simple, you have to fight monsters to advance and the monsters drop loot that you can use to make better armor and weapons. you could breeze through the game fast, as all you have to do to beat the game is fight monsters and befriend those in the hunters guild, but theres a lot more that you can do. all of the character interactions are entertaining (and there are a lot), it feels satisfying to get better armor and weapons from all of the resources you gathered, it has a good story, and a lot more. the game does get easy once you get good gear, but that doesnt really take away much from the game. overall, this is a great game if you enjoy anime and rpgs. if you dont want hentai, just play the game without downloading the mature content pack and you can still enjoy the game.. bepis

great art, great sound, a masterpiece in every conceivable way

11/10 would ahegao again

thanks happyhand, now my hand isnt the only thing that's happy. i had to made another steam account to play this game. I don't write reviews much because reviewers had done the job better than mine of describing the pros/cons of the game.

Yet, i feel like i want to give credit to the publisher **HappyHand** for helping out & addressing the issues in the discussion thread.

HappyHand, YOU ARE THE GOAT!!!

Anyways, graphics and the CGS are really nice, including menus, UI, descriptions, etc. Nice combat, fast paced with nice and funny mechanics. The game definitely is one of top 3 erog games in my list (beside **Melty Quests** and **Evenicle** ). The voice acting did a phenomonal of keeping my one hand occupied.(^\_~^)

Despite all the goods, there is one little pet peeve. IMO, i feel like some dialogue lines didn't use all the spaces in the dialogue box, making it disorganized. For example, narrator says "She doesn't do this" -> next line "without a price" where it should've been "She doesn't do this....." -> "...without a price". In addition, the short text lines in the dialogue box could be enlarged to fit nicely in the center (like reading a comic/manga) instead of clumping in the top left corner of the box.

#### Verdit :

The game is great but id recommend players to get it when it is on sale(particularly this week) to justify the short gameplay or you can just the full price to support the publisher. Surely, he deserves this much for bringing **Black Train** 's games onto Steam.

Finally, I'm happy to wait for the sequel/prequel and hope the publisher fixes my issue with the game while waiting for other great Erog games( **Evenicle 2** , **Ideology in Friction** ) to come out in 2019/2020.

P/s: if any players want to experience EZ mode: go max DEF stat and save the materials for the outfits .. a very... very... wild... Monster Hunter game.. I know what you're thinking ( ಠ\_ಠ ) The H checks out chief, would fap again. Not bad. All around good game for the price.. Holy WOW is this game not very good. It's INCREDIBLY easy. I literally one shot bosses without even trying. The point of the game seems to be that if your "lust meter" goes above 100, you go beast mode and start getting \u2665\u2665\u2665\u2665ed by things, but it seems like literally nothing but input from the player would cause this, so, unless you're INTENTIONALLY trying to lose, you're never going to see that.

The game has this Monster Hunter Motif, which is pretty cute. Too bad it's nothing like Monster Hunter and is actually really bad. Some of the maps are even inspired by maps from Monster Hunter Freedom Unite, but the enemy designs are bad and not anything like that game.

Basically, this game is just really unbalanced. You get way too many healing items, so dying is never an issue, and even if you do, you don't get \u2665\u2665\u2665\u2665ed or anything, you just get sent back to the base camp. You never have to "manage" your lust meter because when you die in the field, it just gets reset to 0 at no consequence anyway. The game has no stakes, there is no chance for failure and because of that, I can't be immersed in it's world at all.

There's no interesting characters, no interesting scenes. The main character even says things like, "Wow, it really sucked when I

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was always getting \u2665\u2665\u2665\u2665ed by Monsters and then I was enslaved and all this bad stuff happened!" and it just makes me wish that the game took place THEN, because at least something interesting would happen.

I can't believe this game has received so many positive reviews and I can't believe I'M the one who has to be a "snob" about this type of stuff. The art is pretty good but I am so sick of these RPGMaker games getting a pass for having good art and not trying at all with their gameplay, especially because it would be so easy in my opinion to make sure a LINEAR GAME has balanced gameplay.

If you want a game where a girl gets beat up and \u2665\u2665\u2665\u2665ed, just go play Kunoichi Botan or get the fan translation of, "The Moral Sword, Asagi". This game is a MASSIVE disappointment. Hopefully one of these publishers gets in contact with the people who made "The Moral Sword, Asagi" and gets that published instead.

**No contact from Steam so the game is delayed until further notice.:**

Hello, HappyHand here, I have some sad news for everyone.

Steam hasn't given me any response on why the review is taking so long and what the problem with the game is, if there even is a problem. I tried sending emails to several different Valve employees, asked in Steamworks group, sent a support ticket and asked if they could just give me an estimate when they are done or if there's **anything** that I could say to you guys. I haven't received any response for more than a week from anyone, so sadly, **the game is delayed until further notice for unknown reasons.**

I'm extremely sorry about this, but there is nothing else I can do since Steam just won't contact me or even give me some date or information I could give you so this is all I can say. I waited until now hoping that Steam would at least give me some kind of confirmation I could give to you, but there's nothing from Steam and, again, I'm extremely sorry about delaying the game again and not being able to explain the reason or even the length of the delay to all the fans and customers waiting for the game and I'm sorry for waiting until now to inform you, I just hoped Steam would give even some sort of reply. I'm so sorry.

There have been other developers/publishers that had their game delayed too or even banned from Steam. Here is a video that explains why they were delayed or banned, the video is 10 minutes long, with the first 4 and half being about Sony's recent censorship issues and **the rest is about this exact situation I seem to be in:**

<https://youtu.be/x3JL6wPubhE?t=265>

So it's possible Steam is just stringing me along, delaying the release because of rogue employee(s) or that someone in Steam is actually using "We do not allow exploitation/sexualization of children in games that are in Steam" as an excuse, so Steam is basically **exploiting laws/rules set to protect children because of personal agendas** and that is unforgivable.

Like other games in the video, Niplheim's Hunter does not have any children in it and all characters are bunch of the pixels on the screen representing fiction, but Steam, or some people in steam, might be using the above rule as an excuse to ban games with eastern/anime style art, which is outright racist towards Japanese developers and a terrible thing to do towards the hardworking creators that create these games so fans could enjoy them.

Maybe Steam doesn't want eastern/anime styled games in their store, I will respect their decision and publish the game elsewhere, but there are hardcore games like Meltys Quest and Makina published in Steam and some games, that don't even any sex are banned, so I don't know what is going on in Steam or what I should do.

I'm sorry for asking this, but if you could spread the above video around and tell more people about this whole situation in Steam, maybe Valve will check what is going on. Until then, the game is delayed and who knows what Steam will start banning next, because they won't tell and are extremely inconsistent with the bans and rules they themselves set.

I'm sorry about the long post and I'm sorry for burdening you by asking to spread the word and most of all, I'm sorry for not being able to release the game in time and having to delay it again, this time until further notice. The game might not ever see a Steam release at this rate, but please, to prevent more situations like this, please spread the word.

Thank you for reading and I'm sorry I failed to deliver the game in time.

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HappyHand

\*Dec 12 edit: The developer and I decided to change the release date to "Earliest possible release: Dec 17, 2018" since the developer has a hard time believing when I said that the game is stuck in review and Steam won't contact me so the game's delayed until further review. The "Earliest possible release" said Dec 16 yesterday and it will probably say Dec 18 tomorrow and the date will keep going further away until the review is over. This is just to prove to the developer that Steam is actually not contacting me and the game is stuck.

I understand where he's coming from since I still can't believe this is happening either, but that's the reason for changing the date, I will most likely change it again, very sorry about the confusion and this whole situation.. **The game is now out with a 30% off Launch Discount!:**

The game is now out!

You are free to make any kind of review for the game you want, but if you could answer any questions in [here](#) when you write the review, it would help me give better service and information to you! For example, I can add support for other languages if there's a high demand for them!

Of course it all depends on the sales/profits, but I'll do my best to add things if a lot of people request them so make sure to mention things you would like in reviews, comments or in discussions.

Feel free to ask questions here or you can make a new discussion in the community hub too if you want!

I hope you have fun playing Niplheim's Hunter!. **Spinoff DLC for Niplheim's Hunter was banned & other news:**  
Hello, the publisher, HappyHand here.

I have some good and bad news. The good news is that the developer and I decided to make the DLC free, some people said the price is fine and some said it's too high or way too high, but we decided to make it free as a thank you for all the support!

The bad news is that Steam banned the DLC because:

*After review, we will not be able to ship your DLC Branded Azel - Lust Brand Prostitute on Steam. While we strive to ship most titles submitted to us, we found that this title features themes, imagery or descriptions that we won't distribute.*

*Regardless of a developer's intentions with their product, we will not distribute content that appears, in our judgment, to trade in the prurient representation or exploitation of minors.*

*While every product submitted is unique, if your product features this representation -- even in a subtle way that could be defined as a "grey area" -- it will be rejected by Steam.*

*We are not interested in working with partners that dance around the edges of what's legal. For instance, setting your game in a high-school but declaring your characters are of legal age would fall into that category and be banned.*

*This app has been banned and cannot be reused.*

I sent Steam a support ticket asking why they would ban the game when they told me they would give me feedback and guidance about content that they will not allow, hopefully they will reply back soon and I will get the DLC unbanned, but I'm extremely sorry about this, I thought Steam would at least let me know what's wrong with the game instead of just banning it without any guidance/discussion. Let's hope this was just a mistake on their part and it will be solved soon. In case I can't solve the ban in the support ticket, I'll ask if someone could visit Valve HQ to ask what's up or I'll visit them myself if I have to, but let's hope this will get solved soon.

I do have some other news:

**Cards & Achievements are done and I'll release them soon!**

I was supposed to release them together with the DLC, but I guess that's not going to happen very soon, so I'll just release them

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on their own. I'll make an announcement when they are released.

**Chinese translation is nearly done!**

It should be ready this week or early next week and I'll make an announcement when it's out!

**I will also start hiring translators for other languages very soon!**

The reason why the Chinese translation was already started is because the developer wanted it as soon as possible and I had very limited funds so I couldn't hire other translators until now.

**I'll release 4 more games as soon as I can!**

I have 4 more upcoming games, I'll post information about them as soon as I have them ready and this DLC situation is solved.

Sorry about the slow progress, things should speed up now and I'll post more announcements from now on.

Thank you for all the support and I hope you'll get to enjoy the spinoff DLC for Niplheim's hunter soon!. **Niplheim's Hunter will be released on Monday, January 7!:**

Steam contacted me and said there has been a misunderstanding on their part and there's no problem with shipping Niplheim's Hunter on Steam!

I asked if they could explain in detail how this whole thing happened and why it took so long to solve, but right now, I'm overjoyed that I can finally release Niplheim's Hunter on Steam so the answers can wait!

If it's not too much trouble, please tell all your friends that Niplheim's Hunter is finally coming to Steam!

I want to thank all of you for all the support and advice you gave me and I hope everyone will have fun playing Niplheim's Hunter next Monday!

Edit: Nothing has been removed and the game is the same build every other store uses after you install the free DLC.

Edit 2: The game will have the 30% off launch discount for one week!

Thank you so much for everything,

HappyHand. **Release Date, Price and Launch Discount:**

Hello, this is HappyHand, the publisher.

Due to Steam review taking a while longer, I will have to delay the release date to 7th of December. If the review isn't over at that point, I might have to delay it further, but I will do my best so you will be able to play the game as soon as possible and I apologize for the delay.

The price for the game has been decided and the final price is 19.99\$ / 17.50€.

To celebrate the game's launch and as an apology for the delay and price change, I decided to add a **30% off Launch Discount for the first week of the game!**

I hope you will have fun playing Niplheim's Hunter and I hope you have a nice day!

Best Regards,  
HappyHand



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