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## About This Game

### About the game

This game is a Brazilian comedy game, an RPG produced in RPG Maker. The game is in english now too.

It focuses on people who enjoy bizarre humor and without baseness and profanity, and also without appealing sexual content, is a game for all ages.

In particular it is focused on Brazilians who enjoy a simple and humorous humor, with well-designed characters and very funny battle animations, despite having more normal techniques as well.

I'm putting the game online here on Steam because I think a lot of people can give their opinions about the game making it better, please think about it and help me make a great game, I know that as it is already will provide good laughs because the game was done with a lot of dedication.

If the game has any problem with the letters of the game I added a font in the files of the game in two clicks and install it.

### Systems

- Rpg Maker 2003's standard battle system, ie active turn-based battle system, however the animations and monsters follow a standard Rpg Maker 2000. All seams are drawn in sprite by me.
- It has a system of forging equipment, making each enemy has a utility in the game because it will give unique pieces that can be improved in the equipment stores.
- The game is very linear but from the half of the game, where it is now, will have a more open approach where you can choose between 9 paths where each path will focus on a character, his story and the villain that corresponds to him. THIS PART IS IN

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DEVELOPMENT, AND WILL APPEAR IN THE NEXTS VERSION OF THE GAMES.

#### **Duration**

The whole game is well playable, with content for around 3 hours of play, and in case you like to win levels and do a lot of missions, it gets a lot better.

#### **Graphics, Music and Resources**

The graphics are my own and the developer mac blue telekon, I used them as a base because they are very beautiful. The songs are standards of Rpg Maker 2003, however with some tracks produced by a friend, in the final version will have more songs of their own.

#### **History of the game**

During the era of RPG Maker 2000, the main character of RTP (the character pack that comes with the RPG Maker) Alex has been participating in all possible games imaginable and many characters in the RTP package have become secondary characters.

Many of these characters then wanted more important roles generating conflicts and wars, so these characters were sent to the world of Rober for a greater participation, but even there not everyone had peace, some grouped together with their friends and formed villages living in peace, getting happy to just say hi, others want to be heroes at all costs.

One of these groups is called the Rober people (People 1-3) if isolated from the world and seeks to live in a peaceful way, even because they are weak, they worship the mole and practice mole-fu. And from this people the author of the game chooses him to be the hero taking prominence and other legalities that a hero has, kiss a pussycat, participate in minigames, get strong punch bad guys, steal wallets of monsters, enter any house and talk to everyone as if no one cared that he invaded the house.

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Title: Novas Las Aventurietas del Robercleiton: o Renascimento do TURBO

Genre: RPG, Early Access

Developer:

Rafael Mori Neiva

Publisher:

Roberpower

Release Date: 8 Mar, 2018

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**Minimum:**

**OS:** Windows 98

**Processor:** 1.0 Ghz

**Memory:** 512 MB RAM

**Graphics:** Placa de Video Onboard

**Storage:** 60 MB available space

**Sound Card:** Placa de Som Onboard

English

## THE US CAMPAIGN



### 1. Mexico

The unexpected attack of the Soviet expeditionary forces against the northern American territories in Mexico forced the US command to take extraordinary measures on repulsing it. The larger part of the US troops and detachments was concentrated at the Antarctic communications, connecting South Africa, Australia and South America, evacuating their compatriots to the American continent. As a result the northern territories of the US were left practically undefended. It was only for the sake of thousands of US citizens who were under the threat of perishing that the American administration had decided to take that risk. One could not even say that spraying its forces like that was a major strategic mistake on behalf of the US. While theoretically one could suppose that the arctic blizzards that descended as far as the 20-th and 30-th parallels could serve as a "bridge" for the attack against the northern frontiers of the country, in practice, the relocation of the troops across the ice would entail enormous technical difficulties and risk. After all, as a result of the nuclear warfare, the entire northern hemisphere fell under a very strong bacteriological, chemical and radioactive pollution, while the expanding blizzards of the North Pole became a gigantic, freezing, radioactive wasteland.

Announcing the nation-wide mobilization in Mexico, Central America and the north of South Africa, the US military command completed a series of successful operations, hampering the further advance of the Soviets to the south. At the same time, army detachments were being urgently relocated from the south to the north of the USA.

The strike army corps, that had been relocated to Mexico, was tasked with the following objective: stop the advance of the Soviet expeditionary forces to Central America, counterattack, and drive the enemy out of Mexico and to the polluted blizzards now covering the former North America.

#### Chapter 1 objectives:

- Move northwards to central and northern Mexico.
- Capture radars, airfields and strategic resources: fuels, lubricants, spares and ammo.
- Encounter the Soviet expeditionary troops and drive the

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## Welcome to Moreytown

by S. Andrew Swann

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Restart

Achievements

There's a whir from the cuffs on your wrists, and a clink as they pull your wrists down to touch the metal bench. You realize that you cannot lift your arms from the metal bench you're sitting on. At that point, the cop takes a step and retrieves the tablet. He taps it a few times and looks at it. He grunts a moment and then glares at you over the edge of the tablet.

"My name is Detective Leonard Toomy, and I've had one bad day, so don't mess around. I'm going to ask you questions and you're going to answer them."

You and Detective Toomy share an uncomfortably long silence.

- Screw him! He's got nothing and I'm not saying nothing.
- He's trying to conduct an investigation, of course I help.
- I ask if I'm under arrest and refuse to talk without a lawyer.

Next







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