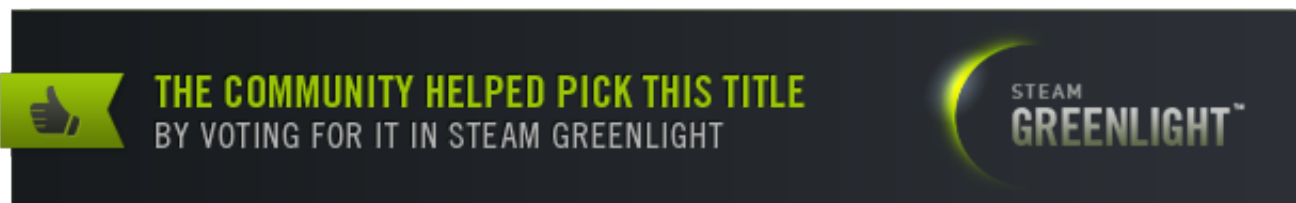


Download -->-->--> <http://bit.ly/2JVHZkB>

About This Game



When Naigye and her niece Cally visit the castle, a surprise encounter with King Farnham leads to a short story about his three sons visiting a village of native lizard people.

*

Do you like, or at least, are able to tolerate:

-
- Point-and-click adventure games?
 - Simple yet honest "old school" 216-color graphics?
 - An 800x600 windowed resolution?
 - The ability to go full screen with either stretched or un-stretched pixels?
 - A single EXE file that's less than 10 MB?
 - Lots and lots and LOTS of reading?
 - A unique response for every single possible interaction?
 - Lizard girls?

Title: Farnham Fables
Genre: Adventure, Casual, Indie
Developer:
Ethrea Dreams
Publisher:
Sometimes You
Release Date: 20 Jun, 2016

a09c17d780

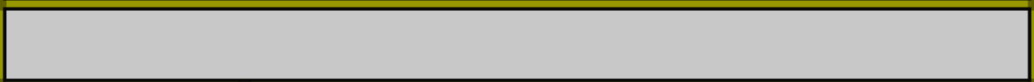
English

Look at
Talk to
Give
Take
Search

Forest Entrance



Menu

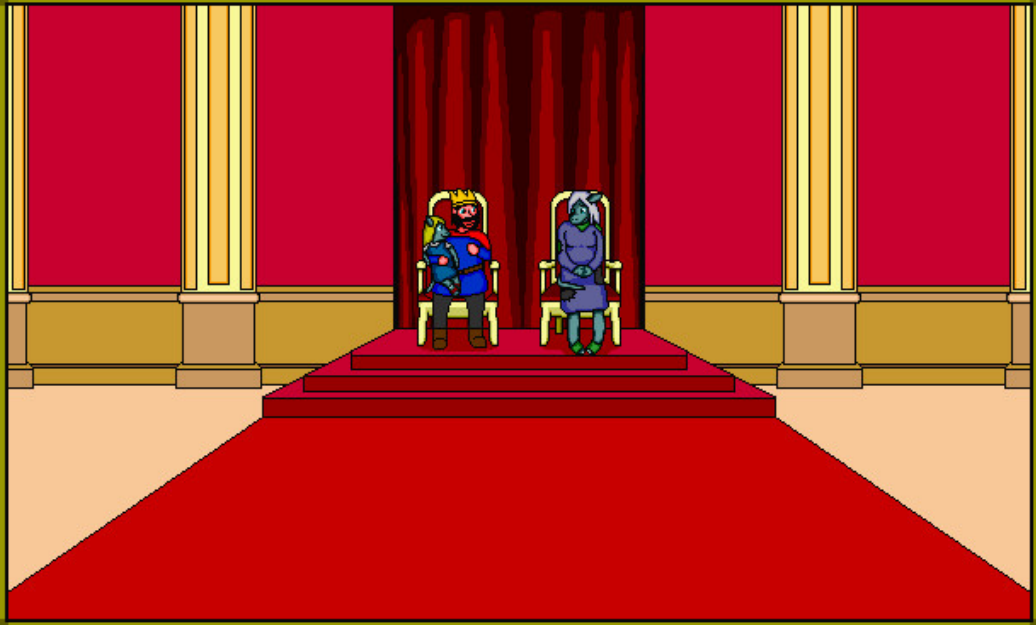


Glekutsu Village



Flewodor and Philip wait patiently while Fredrick continues to hug Rachael, comforting her until her eyes are no longer filled with tears.

Throne Room



Naigye cautiously takes a seat on the queen's throne, unused to such friendly hospitality, and from the king himself of all people! Even more amazing, as King Farnham begins to tell his story, Cally actually settles down and pays attention.

"It was not till the days of Jacob that the promised seed attained to such maturity as to render a certain amount of intercourse with heathenism both desirable and useful." Professor Johann Heinrich Kurtz wrote this passage in his work, History of the Old Covenant, Volume II in the year of 1859. J.H. Kurtz, D.D., Professor of Theology at Dorprat, was the very foundation of the composition Farnham Fables, developed by Ethrea Dreams. The beauty and amusement of the piece of art lies within the climactic, theatrical story composed by the developers and authors, who allow the spirit of Professor Kurtz to live on through their crown jewel. To avoid any confusion, the following quote is from the masterpiece Farnham Fables, and is not from the works of Professor Johann Heinrich Kurtz. "'Ahnee Nayjee Ahnee look look issa cass- iss iss DA CASSLE!!!" Cally excitedly exclaims." Despite being entangled in the absolutely absorbing narrative and folklore of the game, you will have a hard time neglecting the modern perfection that is the sprite and backdrop craftsmanship, where great time and care has clearly been taken to ensure the fulfillment of the game's aesthetic. This biblical point-and-click adventure is a must-play for any lovers of the fine arts and those with only the most refined taste in video gaming; in particular those who relish the idea of tickling reptilian toddlers whilst their reptilian mothers cheer them on. "Fredrick picks up Gloria and starts tickling her armpits like crazy, causing her to squeal with hysterical laughter. Rachael actually encourages him to tickle her more when he eventually stops, but Fredrick thinks she's had enough, for now." -Farnham Fables, 2016.. I got some mix feelings about this so bare with me.

The music overall is... decent, but tries too hard to be DOS-music, I guess? I don't know. Some of it just didn't sit well with me while some I was okay with. I do wish more work was put in for the music. I can't find anymore words to comment on this.

The story is simple and short (less than 30 minutes), however the setting I'm confused; medieval, tribes, and modern society as one? Sounds like an interesting idea on paper, but execution needs to be planned very well, and this sorta went half-way on it. Good attempt though, I'll give it that much.

The story alone feels like it's aimed more toward younger readers, however visually toward a mature audience, so unsure what target audience they were going for with this game. That's where most of my mix feelings come from, while partially from the music.

The artstyle (I refuse to call it graphics for this game) is pretty simple as it can get for an old-school-esque adventure game. Took me a bit to understand the UI. However, I didn't like that I had to use a UI window to go in a direction than just simply click on it. That was the only issue I had with it that I found odd and inconvenient for me.

I felt a bit stuck near the end, however noticed something peculiar with a bush that had a black hole in it the 2nd time I went by it.

Sure there is nudity (which is not even a real focus I may add) but it's the more artsy kind of nudity (aka non-sexual aka non-fanservice, etc.), like drawing a live model in art class in college or the ancient greek sculptures. It usually fits well with tribal worlds than anything else so it sat very well with me.

If people get that easily offended just by the sight of breasts or anyone nude in a non-sexual way, that's purely on them and their own problem for getting worked up about it. I fail to see how that can be the dev's fault.

I did take a few minutes to try silly combinations and see what would happen (and this will really add up the game hours to find them all). Gotten a few chuckles but didn't explore every combination yet (good excuse to do while waiting for the card drops). Wanted to get the story done first to get this review up properly.

This game isn't perfect, but isn't bad either. It's average more towards good. Worth the \$0.99 though as I didn't see anything that I found disturbing as some people were exaggerating about, with zero technical issues to boot, and overall found it alright for the price. I did notice some grammar issues I would like to point out to the dev if I can, though, in private.

So, yeah, not gonna ask for a refund just because I finished the story under 2hrs as that'll be abusing the refund policy since I did enjoy it and gave it a chance from start to finish.

P.S.: I was, at some point, expecting the CG that's displayed on the steam store to show up. That would've been great. A mother reunited with her child that got lost in the forest after wondering off to it. ^_^ Guess it's not possible with this game. Shame, really.

Check out more games I see that deserve more attention from my curator group:

[BluePaw's Underrated Games List](#)

[Join and/or follow if you wish.. Kill me pls. This game is written by a confused old pedophile scalie with a tickle fetish. Also includes dabbing](#)

<http://puu.sh/vtRrgKV42c354aa6c.png>. This game has some strange fetishes included in it, and I'm not going to lie when I say they're disturbing as hell.

A naked lizard man, naked lizard children and a topless lizard mother are all in this game. And yes, all three are sexualized in some fashion. From one of the characters being [happy the lizard child doesn't want to get dressed, kissing the child on the lips, and doing it all in front of the mother - this game's pedophilic undertones are a bit more than just "obvious"](#).

[I've always loved the old school point-and-click adventures but this is something different entirely, and it's pretty goddamn profane. Personally, I think the devs should be ashamed. Not just because they released a game that takes about 10 minutes to beat, but that they have the audacity to release something like this on Steam.. Farnham Fables is a jarring interactive narrative, it is pure shlock in video game form. FF isn't the kind of game you shouldn't touch if you can't allow to enjoy the absurd. The amount of weird actions you can do, that you're at one moment you're in a medieval castle and then at a modern bus station, that you can try to hug just about everyone and every thing all this is apart of it's absurd appeal. Someone put their heart into this and it comes off as completely ludicrous. And y'know what, I don't want the creator\(s\) to change at all. I want that same energy and heart to go into more games like this.](#)

[I'm not even kidding when I say that the only game I'm looking forward to is FF episode 3. I've stared into the abyss and the abyss has stared back at me. Time is a flat circle. God is dead. Please release the third episode ASAP.. Because there is some trigger ravaged reviews here, we must get this out of the way: No, there is no sexual content in this game. There is some nudity in the sense that a National Geographic photo of a tribe have some nudity. Some people here have serious issues.](#)

[This is a point and click adventure game who thankfully stay away from pixel hunting. It is very short, you will finish before even getting the trading cards. \(My play time is almost entirely idling\)](#)

[The graphics are okay, looking like an eighties adventure game, and do the job right. And the story is quite nice.](#)

[There is little more to say because it is too short, even for 1\20ac. But if you can purchase it with your steam wallet, it's a nice break between two FPS.. Farnham Fables is quite honestly one of the goofiest trips I'm glad I decided to take. Do not get me wrong, this game is uncomfortable, bizarrely sexual at inapropriate times, and \(despite its overuse nowadays\) the definiton of cringe. But it is so offbeat, and \(what appears to be\) unintentionally creepy, that I can't help but reccomend this game, for those of you who play things with "Irony".](#)

*[*Without spoiling* what makes this purchase worth it, Farnham Fables starts off with a kid and her aunt going to explore a Castle. But as the kid gets uneasy, she runs off, and randomly bumps into to the king. The King then tells a story about three princes who saved his life. Three Princes whose hormones also run through them like 12 year olds on Middle School Prom Night. I refuse to spoil the rest.](#)*

[I think what made me the most happy was the fact that there is clearly a lot of effort put into this, despite how "Crude" it looks \(although crude is probably a understatement\). Every action with an object in the environment has its own line of dialogue. Everything. I spent a couple of minutes swapping between the princes to search the trash, because each character had something werid to say. I honestly questioned at times "was it too much?". The answer is probably, but it made it enjoyable.](#)

[LIGHT SPOILERS \(Skip to Conclude if you honestly care\)](#)

*[The Cringe Factor, The Creep Factor, the WTF Factor, all derive from the dialogue. There is some imagery too, but nothing too NSFW. Just some boobs at some point. The dialogue, though, has tons of werid sexual comments, from flat out saying the kid at the begining likes naked male models, to explaining that the Prince is only slightly happier about finding a potion *TO SAVE HIS FATHERS LIFE* in comparison seeing a rack on a lizard. Another good moment is if you try to wear a skirt you find, in a forest, that also belongs to a kid. Literally, you can't do it, but they provide the option just to reveal dialogue that says the sexually scared](#)*

prince Phillip use to cross dress when he was younger. Is it too much? For some, oh yeah, but thats what makes it. Trust me cringe lovers, this is gold.

CONCLUDE

If you want to pay \$1 to experience a 3MB file that was crafted suprisingly well, with some passionatly drawn MS Paint, thats also short, with crude Point and Click adventure controlls, you could do much worse. I would argue this is "The Room" level of enjoyment, folks. A genuine 10\10.. Played with friends. The reviews were right. I oddly want to play more. I rate this 9 naked lizard girls out of ten

What the hell did I just play?

So you play as a little lizard girl who goes to a castle with her lizard aunt or whatever to see the king for some reason and he starts rambling about how his sons took their horses to the bus stop so that they could take a bus to a nudist lizard person colony two yards away from the bus station. The three boys talk to the nude doctor and fetch him a mushroom so that he can make them drugs for their papa. Some naked lizard runs out before they leave though and ask them to look for her naked lizard daughter in the forest, the boys say they'll help but one of them is just trying to see what the inside of a cloaca feels like. They go to the forest, skip some rocks and pick some shroom, run into a sick fox that can't talk and nurture it back to health. The boyz then find the little girl's skirt in the bushes, give it to the fox and he helps them find the little lizard. They find the naked little and end up having to fight a pig with a dull sword to save her, they ask if she wants her skirt back and she says no cause she wants to be naked and the mother's main dude is perfectly happy with that! He then can tickle, kiss and hug this naked girl, turns out he wasn't only trying to get into momma lizard's snatch but lil baby lizard hooaha too. After returning to the village with the mushroom and girl the lady lizard is super happy that you saved her child and kisses the main dude, he then tickles her and asks if he can stay the night some time, but this adds that he wants to spend the night with the little girl too. Either this is the deincest'er who has ever lived or he's trying to get some mother daughter action going with a minor and a lizard. Anyways they get the potion from the hippie flower eating naked lizard dude and then take the bus home. Did I mention that they're royalty taking the bus to a village for medicine for their sick father? Are there not servants to do that and do none of them have a car? How does this society work anyways, they dress medieval, have horses, coexist with lizards but take the bus? Anyways story over, king's sleepy or some and the little kid and aunt go home, why did they visit the king of their land to listen to a two minute story? Why are they lizards? Did Steam actually allow a soft core lizard pedophilia game on its market? I don't know because I'm not buying the DLC

Overall this game is magnificent. Could not suggest this game more, always love a good especially when it takes somebodies time and dedication to make, I spent more time writting a review for this game then I did playing it but thats just how much I enjoyed it. I give this game 5 out of 5 cheese wheels.

-Side note, this game has trading cards and you can bet your I'm collection every single one.. The kingdom has a gat-dam bus stop but not one resident considered actually bringing this automotive technology into their homeland.

The lizard doctor talks like Tommy Chong.

Had to juggle a loincloth between the three brothers just so a fox can sniff it.

Defeating the only enemy is literally as simple as "use sword on boar".

Frederick is way too happy to be around the naked lizard girl.

I only played the game until the end because I wanted to laugh at a terrible steam game, and even that's no excuse. There's nothing to laugh at; there is only disgrace. The only pro is that there is an "info" button that lets you know exactly who should be ashamed of themselves.. Farnham Fables is a series of classic styled first-person point and click adventure games, generally very short and easy because the experience is meant to be more friendly than anything else, and you aren't listening to a word of this because you're staring at that topless lizard lady in the banner, aren't you.

Let's get the obvious elephant in the room out of the way, then: Yes, there is lots of nudity, including preteen characters. This is most apparent in episode 1, where a large portion is set in... it's not a nudist colony but it *may as well be for the characters you tend to meet. Crotchless Ken doll anatomy keeps anything too scandalous from happening below the belt, but there are definitely nipples.*

This was at the forefront of episode one, but it calms down somewhat in later episodes. The developer told me that there was a very

deliberate decision to put the worst of it right upfront so as to avoid surprising anyone with it later; if you can handle episode one, you can handle anything. Which isn't to say that sort of content isn't there in episodes two and three as well. It's just more behind closed doors, to the point that if you go out of your way enough to see the nudie Easter eggs, that's pretty much your fault at that point.

There, that's addressed. Now if I can turn your attention away from the lizard boobies (I know this may be difficult) there's an actual game here and that's kind of worth talking about too.

Farnham games are, as I said, short and easy. My first run through each episode, which involved me figuring out the puzzle solutions for the first time, took all of about 40 minutes per episode after counting some exploration and randomly looking at things. The sense of conflict is generally low, as well. For example, episode 2 was about a girl on a farm who accidentally let one of their cows break the fence and escape, so the primary objectives as her siblings are to find the cow, fix the fence, and cheer her up because she feels bad about the whole thing. There's zero danger, so I only ever felt the need to save once in episode 3, and even that was just because Steam wasn't letting me take a screenshot so I wanted to see if closing and reopening it would help.

By a deliberate design decision, the actual solving of the puzzles and beating the game is separated from the poking-around-at-stuff exploration, and is generally streamlined. You could probably do a TAS of episode 1 in about 40-50 seconds once you already knew what to click on and skipped through the text.

It's pure fluff, is what I'm saying. If you're a die-hard Sierra\Infocom veteran who thinks it's not a real adventure game unless it murders you and makes the game unwinnable at least eight times per screen, this isn't for you. This is a simple, happy, stress-free little experience where characters are generally nice to each other and they hug their comparatively easy problems out because games are supposed to be fun.

The true meat of any Farnham game is the dizzying amount of optional interactions. There is a unique response for everything you can think to try. Sure, you kind of expect to be able to look at\examine (which are two different verbs in this game)\talk to\rub your entire inventory against everyone in adventure games, and maybe the fancy ones won't punt too many things to a generic "I can't use these things together" response. Farnham takes it to the next level where everything has a unique response. Also, the GIVE command works on things you don't actually own, which allows you to rub any two elements on the screen against each other. You can give a rock to a flower even if you can't collect either, and of course doing so produces a different response than if you give the flower to the rock.

*For people, "Give X to Y" is usually interpreted to mean "Display X's perspective on what they think about Y" and of course that's going to be different from Y's thoughts on X. If I'm doing the math right, a room with n named elements in it contains $(n * (n - 1))$ such combinations, meaning a room with 10 people in it has 90 unique responses to command combinations the player can enter for Give alone. Add in the other verbs, the inventory....*

Also, Farnham Fables games have screens that have 15-20 characters in them.

Like, several of them.

The crowd scenes are all minor NPCs. None of them play an important role in the episodes in which they appear; they are walk-on cameos at best. None of them would need so much as a name in any other game. Here, the author has this world built and planned to such an alarming extent that not only is every single one of them named, but if you want to know what the girl in the blue shorts in episode 3 (Linda) thinks of the girl in the blue skirt next to her (Yolanda) then the game has everyone's thoughts on everyone else all figured out and ready to go.

All in all, I spent longer writing this review than I did actually playing and beating all three episodes combined. You probably spent longer reading it than it would have taken you to play and beat it at least one of them. However, that's okay, because I know for a fact I've only seen a tiny fraction of what each episode has to offer. The rest is there whenever I go back to it. That's why these games are designed so "beat the game" and "poke around at stuff" are two entirely different, unrelated goals.

*This series is kind of weird and definitely hard to explain to your friends, but it's surprisingly nice.. Simple story, with no coherence whatsoever. (Tribal lizardpeople, medieval royalty? A bus?)
Awful graphics with little polish.*

*About 10 minutes of actual gameplay, the rest is pointless click searching for one item.
The lizard\u2665\u2665\u2665\u2665\u2665aren't even good.*

This game makes meeting eldritch gods a decent past time.. Never before has the horror tag been so relevent to a game.

[Fureraba ~Friend to Lover~ crack unlock code and serial](#)

[Randomizator Torrent Download \[cheat\]](#)

[A Timely Intervention download winrar](#)

[Hacked portable](#)

[HOARD: Dynamite Roll! Free Download \[FULL\]](#)

[Endhall Download\] \[FULL\]](#)

[Fractal Space download for pc \[portable\]](#)

[Scourge of War: Waterloo download xbox](#)

[Christmas Time 2019 download under 1gb](#)

[Da Capo 3 R full crack \[portable edition\]](#)