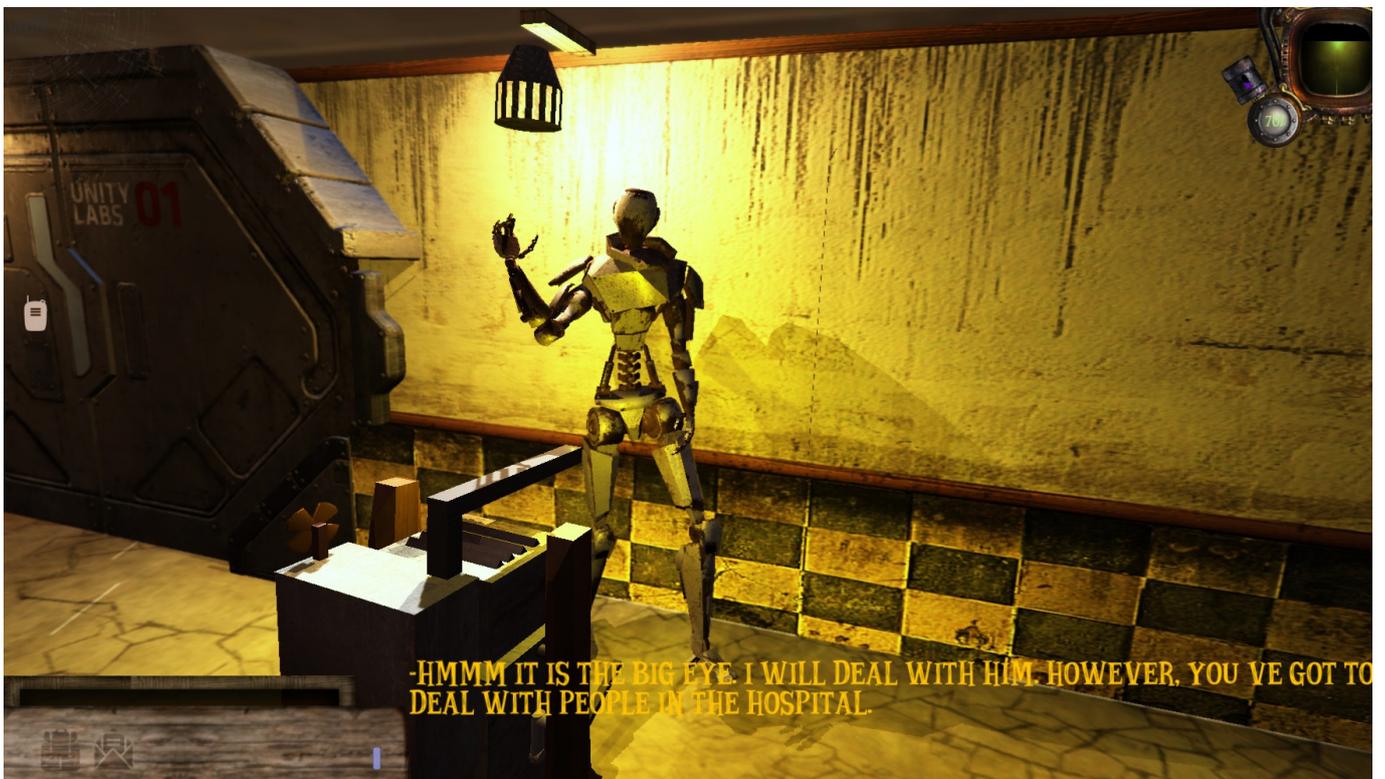


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## About This Game

# BACKGROUND

It's the year 2047. Bionic prostheses are extremely prevalent in the world. People blindly buy bionic organs. The fact that the prostheses break down after a short time was not classified, but was mostly overlooked and neglected by the richest part of population. One of the largest factories in this industry, Pjural, stored industrial waste in a properly designated sector D. The waste was stored underground. Many talented people have been extracting, reworking and selling these parts. The first town of Landfill was founded and Sector D began to grow. There, we meet our hero who after many years spent in the sector had ceased to resemble a human.

The main character, Amelon, leads the life of a hermit. Everything that he has achieved, he achieved by himself. His house consists of a small junkyard, a charging station, a film projector, a windmill, and a machine that extracts parts from the underground. His day consists of collecting and extracting parts. However, such a large number of bionic prostheses disturbs memory. Every day he remembers less and less. He distances himself from his past and forgets his relatives. Amelon is aware of the danger, so he records a message for himself about where and who he is. The day is coming when he doesn't remember anything.

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# GAMEPLAY

We wake up in a place that is unknown to us and listen to the news to find out what to do. We break the monotony of our life and make contact with others. We travel the sector D, performing various missions. There are many riddles, difficult choices and adventures on the way. We can collect new items, improve mining machines and the like. In the meantime, memories of the past come back to us for unknown reasons.

- the Game Lasts Up to Two Hours.
- there Are Thirteen Achievements to Collect.
- The game contains two different endings, depending on the choices throughout the game.
- game includes English dubbing
- a lot of puzzle
- arcade challenges
- humour
- the possibility of developing your own house
- trade system
- side missions

## THE MAIN OBJECTIVES

- Remember and understand your own past
- Enter the forgotten but unique world of the Sector D. Explore the small cities and discover one-of-a-kind world.
- Collect and extract materials from underground, and then sell what you gathered. For the earned money, buy mining machines and windmills producing necessary energy. Buy elements for your vehicle and much more.
- Solve problems and complete missions. Take sensible decisions that greatly impact the plot.

If you want to see my next games with good graphics please support me on patreon <https://www.patreon.com/pjural>

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Title: Amelon  
Genre: Adventure, Casual, Indie, RPG  
Developer:  
Pjural  
Publisher:  
Pjural  
Release Date: 27 Dec, 2017

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7

**Processor:** Intel Pentium

**Memory:** 2 GB RAM

**DirectX:** Version 9.0

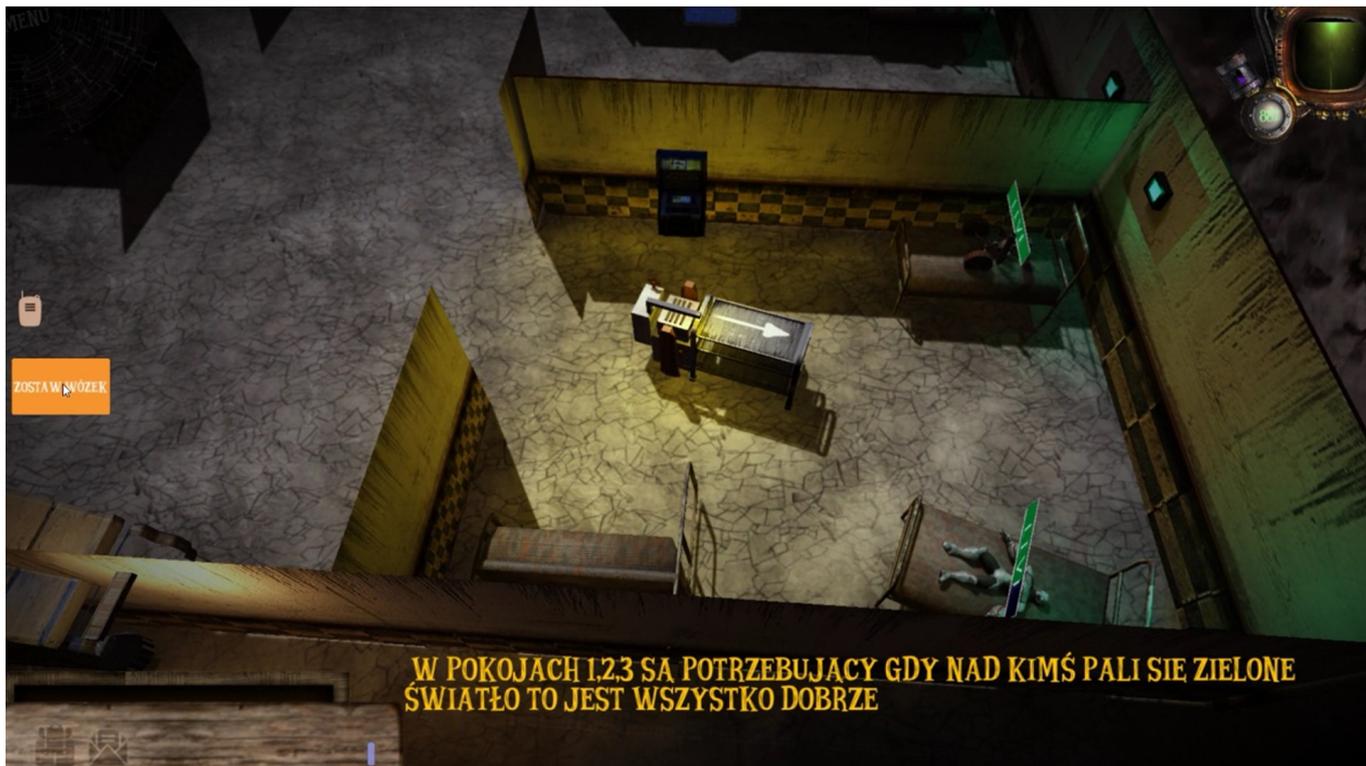
**Storage:** 1 GB available space

**Additional Notes:** OS ver x64

English,Polish







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100% indie, 100% amateur a one person made game, excluding voice act of course. First of all, I have to admit that this is a first game what have been made by this author. So you don't expect nothing more from Amalon than terrible graphic, optimization, bad voicecs, bugs. Everything of that you can find in the Amalon, but if you have an open-mind aproche and you are looking for independent and ambitus title you are in the right place.. a diamond in the rough.

it' short. a few things could be improved.

but the post apocalyptic story was worth the flaws.

. this Game is Crap. a diamond in the rough.

it' short. a few things could be improved.

but the post apocalyptic story was worth the flaws.

. Wow, for a small cost this is a cute little game with maybe 90 minutes play time except that i was such a boob and as the credits rolled it gives you your score based on choices, I had lots of bad choices and not a lot of good ones. i am clearly a bad little robot :(

At first the movement took some getting used to but was not hard, it was just me being dumb. Interacting with items and people was just getting close to them and mouse clicking the subtitled lines of dialogue.

One mission was to eavesdrop on a conversation at a window using a little drone, i found this difficult to manoever, again, that is probably just me being dumb.

The hospital mission threw me, they started to lose health and i panicked but the Dev let me know with a hint **\*\*SPOILER\*\*** use the trolley in the middle of the room, Duh!! I am so dumb I missed that.

It ended soon after that with a really sad little cutscene that was so excellently filmed it made me cry a little when i realised what it was.

The whole thing was so well done, the drone a little frustrating but it was so cute and you can tell the dev put time and effort and love into this little game. I especially adored the little television sets that played live TV, including one really strange musical duo that just made me giggle.

\u00a33 for an hour and a half with the chance to playthrough it again making better choices. I have seen far worse games for a lot more money .

Thank you for the game, did not regret buying it one little bit. Thank you for the hint when I got stuck. The end cutscene was truly a work of art.

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