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About This Game

GAMEPLAY

My Beastly Lovers is a **dating simulator** with some adventure and RPG elements. You have to survive in the fantasy world of Lagicam by **conversating** with its inhabitants, **flirting** with monsters to get to their softer side, **fighting** the evil ones and **crafting** usable items.

Note that the game includes **lots** of reading and focusing on the details you have just read.

STORY

The hero of our story, Nameless Ghoul, is a human living in our world. But even most powerful wizards need company. When Ghoul tried to summon a demon to comfort the lonely nights the spell was casted incorrectly and Ghoul ends up in the magical world of Lagicam instead.

The only way back to our world is to find powerful catalysts, touched with strong emotions. And the strongest of emotion is naturally **love!** And so, our hero is off on a quest to date the good people of Lagicam who happen to be quite monstrous...

FEATURES

- Date 6 unique and atypical monster characters

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- Experience the traditional RPG elements of combat, exploring, looting etc.
 - Take on quests
 - Discover the story
 - Collect and craft items
 - Fight scary, evil monsters
 - Original Art
 - Original Rich Story

Title: My Beastly Lovers
Genre: Adventure, Casual, Indie, RPG, Early Access
Developer:
Holy Potato Studios
Publisher:
Holy Potato Studios
Release Date: 10 Feb, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel Pentium N3540 @ 2.16 GHz

Memory: 2 GB RAM

Graphics: Intel HD Graphics

Storage: 1 GB available space

English







My Beastly Lovers is a dating sim with some light RPG elements. I am extremely on the fence about this game, so heres the breakdown.

Pros: Music is quite enjoyable
Art is fine to good
Some of the writing had me chuckle

Cons: The way you make the monsters fall in love with you is lame (just repeat back to them what they literally just told you)
The game just isnt very fun
fighting feels awful
Plenty of typos\spelling errors\ etc (Its EA, so go fix that Devs)
Heres a video of me playing it if you are interested.
<https://youtu.be/PhOugmEZJec>

[I am going to give it a thumbs down for now, but there are some good things in this game. Just not enough right now.. Very hot ladies and big bobs very nice.. My beastly lovers sounds pretty interesting, gameplay-wise. And it didn't start out so bad.](#)

[You were told you have to win the love of three out of six girls \(?\) in order to get their love token, which is needed to return home. To do this, you have to talk to them, remember what they tell you, and give them a present they wish for. Sounds easy enough, right?](#)

[But I realised very soon this game is hardly playable. I'm aware it's still Early Access, but imo it is not even ready for that.](#)

[Here is what I encountered, and why this game is not worth bothering until it got out of EA:
\(For a better understanding it's important to know that flirting means, you have to answer their questions, nothing more\)](#)

[After talking to a person once, I chose the flirt option. It worked out for the very first Character I met \(the vampire girl\), but soon after she started to ask me questings about her she never answered before while talking. Well, I could manage, but with the other characters, it got worse.](#)

[I talk to them, and they don't even respond. And you can't break the talk \ flirt machanic, because if you do that, like talking twice or more in a row to get more information, they stop talking to you entirely! You're stuck!](#)

[Why stuck? Because you have to woo 3 out of 6, otherwise you can't return. One wrong answer \(or making them stop talk to you\), and you're done for!](#)

[I managed via guessing and relaoding until I got their love. I finished their quests \(give them an item they want\), but I never got the promised love token in return. So I practically did 3 of them, got noting in return, and the game continoues infintie, you can't go anywhere else, do nothing else. And all this relaoding and going through the same dialogue took me only about 90 minutes, so it's short, too. I might give this game another try if it gets out of EA, but most likely not. It depends on getting a refund or not.. My beastly lovers sounds pretty interesting, gameplay-wise. And it didn't start out so bad.](#)

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