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## About This Game

"Viktor, a Steampunk Adventure" is a beautiful 2D point and click adventure game set in a cartoonish steampunk world. The story follows Viktor, a wild boar who tries to cope with the loss of his job by going on a quest to become a new Emperor of Austria-Hungary.

Enjoy many hours of fun gameplay with a dozen minigames, from puzzles to fight sequences to race games. Viktor's crazy journey takes him through beautifully drawn and animated steampunk locations all over Austria-Hungary where he solves problems and causes new ones.

## Features

- **Engaging and fun** - providing around 4-5 hours of rich gameplay experience
- **Point and click puzzles** - Relax and explore Viktor's world by interacting with objects and people.
- **Multiple ways to solve** - There are many puzzles in this game that can be solved in a different out-of-the-box way of thinking. Makes for great replayability!
- **Occasional fun mini-game** - Just to test your reflexes, Viktor will sometimes get involved in a short and silly action or puzzle sequence.

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- **The silliest psychological drama you will ever play** - Viktor has anger issues and unrealistic expectations. Luckily, he lives in a cartoon world where he can accomplish anything or, at least, learn from his mistakes.
  - **Historical locations** - Visit and cause havoc in many historically important places like Vienna, Krakow, Prague, Budapest, Dante's Inferno, and a few more.
  - **Many important people of the last century** - Apart from some silly characters, Viktor will encounter many famous figures, such as Franz Kafka, H.G. Wells, Nikola Tesla, Lake Kublicus, Dr. Jekyll and many, many more.
  - **Collect the soundtrack** - All over the country, Viktor can find parts of the game's soundtrack. Play your favorite music on any location, if you're vigilant enough to find the gramophone record

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Title: Viktor, a Steampunk Adventure

Genre: Adventure, Casual, Indie

Developer:

Studio spektar

Publisher:

Studio spektar

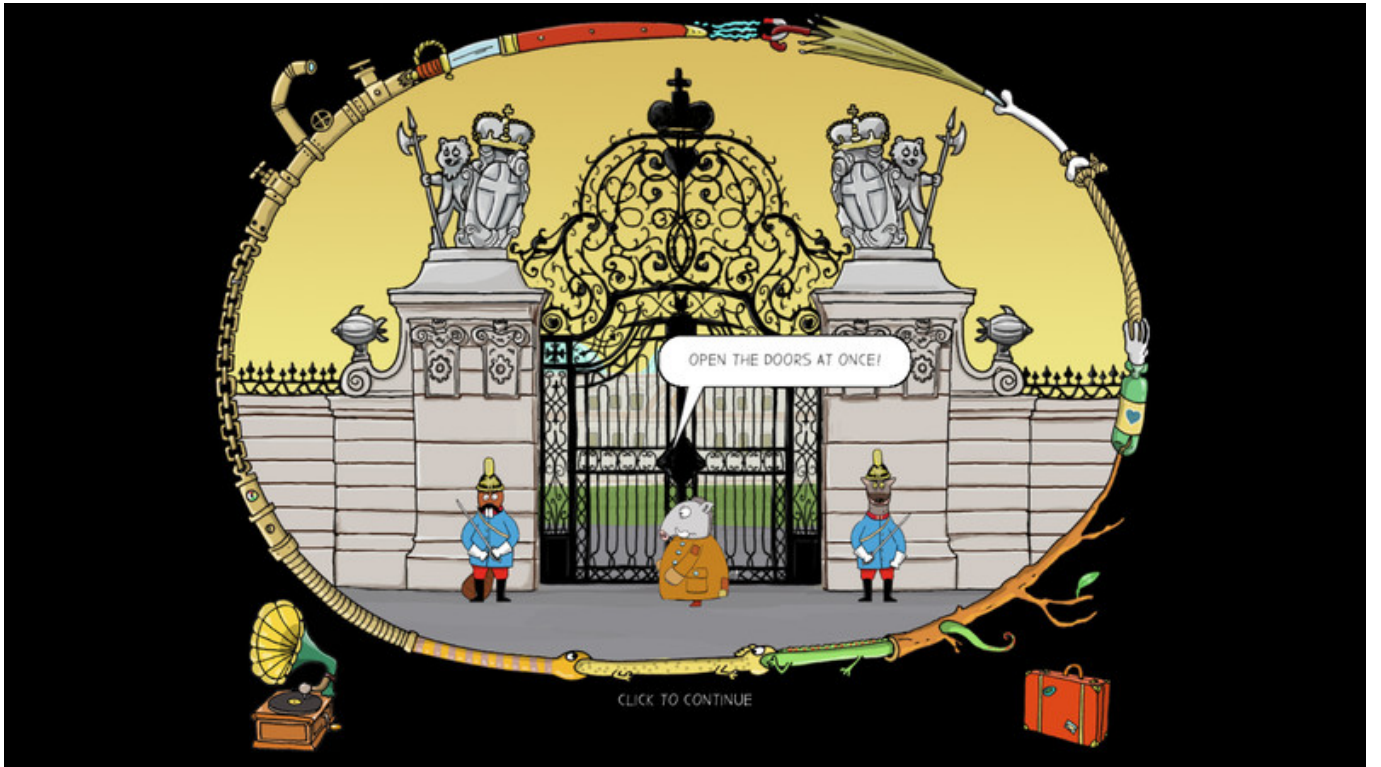
Release Date: 17 Mar, 2017

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English







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viktor a steampunk adventure. viktor a steampunk adventure review. viktor a steampunk adventure walkthrough

A small, fun game with plenty of charm. It's very evident that a lot of love went into this game.. After some time playing the game with my girlfriend, I have to say we had a blast! The music, the art, the humor is unbelievable! We just cringed and laughed at least once a minute. Everything from references to Lucas Arts and even the Tommy Wiseau's Room. We died on that reference and had to screenshot it. This game is not for the easily offended as the creators poke fun at everyone. At times, the conversations just surprise you out of nowhere with really interesting philosophical dialogue.

If you want to have a constant smile on your face from the amount of cringy, punny and down right hilarious situations, get Viktor! This silly boar has grown on me rather fast and I hope he will grown on to you too! Like a beautiful psychopathic fungus that is he is!. Great game, really funny adventure, puzzles makes sense in its crazy way. At first, game looked simple an cheap to me, but it turned out to be really solid game with lot of good ideas, executed very well. A really well made funny cartoonish 2D point-and-click steampunk adventure spiced with a few mini games and permeated with some political things. Atmosphere is great, characters are loveable, humour is splendid.

You lead a boar, who just lost his job, helping him to become a new Emperor of Austria-Hungary, no less.

Well, good luck, and have fun!

. very nice game, a bit too hard for the kids but I had a lot of fun. I had lots of fun playing Viktor: a steampunk adventure. In the first playthrough I got stuck near the end on a mini game and couldn't progress forward, so I had to start all over. In my second playthrough I finished it in 1 day. The game is set on planet Earth but in a parallel timeline, a steam-punk world in which the geo-political situation is different then the one we are experiencing in this timeline. The story is captivating, for me it was exiting to embark on a quest to overthrow the emperor. The charachters are funny, the dialogues are filled with humor. The graphics are detailed and well drawn. In regards of difficulty, it's not too difficult but also not easy, so especially in some parts of the game you will have to give your best to try out every possible solution. The game has a lot of mini-games in it. Some of the mini-games are very fun and some were not implemented well, so there is a risk for some of them to become annoying. The main strenghts of the game are in my opinion the sense of humor in it, the picturesque graphics and the storyline. I wish it was longer though. When I began the game I had the feeling that the main character will travel to more places and have more options. For example I thought perhaps at some point there will be some strategic elements involved (how cool would it be if Viktor commanded a rebel army and go to battle against the Emperor's army in a mini-game?). So the first half of the game was better then the second half IMO. But generally this is a very good game that is worth it's price.. Funniest point and click adventure game that I ever played. On other hand some of jokes are culturally conected with territory of Austria-Hungary. Game is making joke out of every political system not just monarchy. Story is really good, you can talk a lot with a lot of characters. Characters are colorful and puzzles are logical and not hard except one.

+ Humor 10/10 (on other hand maybe not for every taste)

+ Music 10/10

+ Story 10/10

+ Puzlles 7/10 (if you played a lot of Point and click adventures than nothing really extra new if not you will love it)

+ Sound 8/10

+ Gameply - various ways to finish some parts

- Screen 4:3

If you wish to laught you need this game! We all need Viktor the boar!

. Overall: smart and funny (:

The story is not suprising or super innovative, but Viktor's interactions and comments are the focus of this game and they are great and entertaining. I love the style and the cute gimmicks. Great music, great humor, great art. Some of the puzzles are a little bit tedious, but overall a 10/10 steampunk experience.

Pozdrav ekipi.

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You'd think the basic premise is as crazy as it gets: you play as a recently laid-off street-sweeper who sees no easier way of improving his situation than to oust the emperor. But no! As you'll quickly find out, that's just the beginning of the madness - and your journey between here and there will be anything but straightforward. You'll meet plenty of outlandish, bizarre characters - starting with your best friend Martin, a self-proclaimed psychic, who'll seem completely bonkers at first, but will actually guide you through the adventure with his cryptic but strangely insightful hints. The steampunk Austria-Hungary is populated by various strange figures that sometimes don't quite fit - but then also some historical figures whose presence makes perfect sense both in the setting and the gameplay itself, rather than being just posterboys for the epoch. The game really delivers on the steampunk factor, too. You'll actually get to operate a blimp and meet steam-powered automatons. There's actually so much love for other sci-fi genres - and technology in general - sometimes very straightforward, sometimes laugh-out-loud hilarious, sometimes brilliantly meta.

Or just all-out crazy.

Gameplay-wise it's more or less a classic point&click: you go around talking to people, picking up objects & using them on other objects - with an occasional arcade game challenge or a more abstract logical puzzle. That said, the game will keep you on your toes: you'll go some strange places and do some very weird things. There's really no telling where the story will throw you next. The puzzles fairly easy for the most part - and when in doubt, you'll have Martin to help. Though it does get quite tricky towards the end.

And all-out crazy in that one section.

The graphics and animations are stylish and fun. But what really makes the game stand out is the audio. The splendid soundtrack aside - featuring some classic masterpieces, including that blatant Imperial March ripoff that was composed 60 years before Star Wars - the voicework deserves a special mention. All dialogue lines are fully voiced - except in a way that adds another layer of crazy to this mad, mad game.

Viktor is a truly wild ride that's never boring!. Interesting story and characters.. Cute, relatively short (cca 4-5 hrs) classic P&C. Nothing's too heavy to solve, everything is logical, you don't end up stuck anywhere for long. Average gameplay. Humor really saves the game, although it's kinda targeted to mostly balkan, or even just croatian region (mamiću cigane!)

Might give it another go (missed 1 vinyl!) after some time, and try to solve some stuff differently. Guys you should've invested more into marketing, by pure fluke I stumbled onto this. :) Good luck!. In this game you are viktor, a boar with giant ambitions, Its a good point and click game with funny dialogues

<https://www.youtube.com/watch?v=qaNOV7nJbg0>. Viktor, a Steampunk Adventure is a classic point-and-click adventure game set in a dystopian animal-people world ruled by a cruel and incompetent Emperor, who seems to be more interested in engaging in yet another war, rather than taking care of his people. The protagonist, a wild boar, had enough with Emperors incompetent ways and sets on a quest to overthrow him.

The game doesn't take itself too seriously: it's wacky, it's totally dumb, its humor is mostly based on how actually not funny it is (think fart jokes with Nicola Tesla) and despite getting nearly everything wrong it still manages to be somewhat enjoyable.

The main spotlight of the game is Viktor. He's not your typical protagonist: he is rude, he has anger issues (indeed, next to the classical talk, take and describe buttons there is a kick button to relieve the anger) and seems to be the type of people who are completely incompetent at anything yet think they are the best fit for the job, especially if it's a commanding job. Despite all of this, he is extremely liberal and criticizes the Emperor for not ensuring women have equal rights. I know game creators were going for not-two-dimensional character, but Viktor being a liberal just seems out of character and forced. I think it was a great idea to take such an antihero as a main character, but it's not executed well: these traits don't really add anything to the story itself or complicate the journey in any way.

Other characters in the game are extremely primitive. Even the ones based on famous real life (or fiction) people like Franz Kafka, Frankenstein, Nicola Tesla, Dr. Jekyll don't have much character. The game introduces them, gives them few lines and you're done with them forever. They do not contribute to the story in any way and are there just for the sake of it.

The game also has a love story. Viktor falls in love with a totally flat zebra character. Needless to say, there is zero chemistry between them, they only shared like couple lines of dialogue together and are suddenly in love because they were on some love roller coaster with decapitated toy panda head. The only thing this love story gives to the game or the story is how out of place it is. With everything being out of place and at random, it's like a cherry on top of the absurd dumbness.

The story seems to be written by a five year old, but I suppose that was actually the goal here. There is nothing much to say about it, Viktor goes on adventure to overthrow the Emperor, gets his♥♥♥♥kicked, but then meets some anarcho-



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communists who want Emperor dead as well. Together they develop a plan and on their way they need to complete few tasks, like find money to fund the revolution or how to overcome the powerful electrical force field protecting the Emperor. All the situations are absurd driven and rely heavily on black humor to make it work. The humor is something I could appreciate. While it is as lame as it gets, that is what actually gets it going. It definitely falls into a category "so bad it's good". I wouldn't call it great, but I had few good laughs on my way to the final boss.

While good gameplay and puzzles could make everything else work and even make it a perfect self-ironical-game, it is sadly the weakest point of the steampunk adventure. At it's core it is your typical point-and-click where you can interact with characters and items around you with few rather small innovations. One of them is the mentioned kick button next to the usual talk, take and describe. The other is your ability to call your your psychic sidekick owl for hints. While this sounds like a good idea to help you when you're stuck it is actually essential to call him, otherwise nothing would make sense. Not that it does when the owl vaguely explains what to pay attention to, but without his advice you would be totally clueless and would rely on just trying out everything until something works. I found it cheap. Rather than making an environment and puzzles interact with each other to make sense, we need an owl to give some context of what is going on.

Another, rather frustrating, thing is that the game requires you to take certain actions before you can do other things. I've particularly noticed this at the end of the game, where two items I knew I needed were inactive until I've basically tried everything else, even the things I knew would get me nowhere!

There were few decent puzzles at the game, the best of them being at Frankenstein's lair, where you need to solve a complex task to eventually get the item you need. However mostly the puzzles are picking correct threads of dialogue bubbles, which in my opinion are not puzzles or even much of a game for that matter. Most stages consist of no more than two rooms you can go to, so there is not much to explore or to get stuck at, so the game is pretty easy.

There are also mini games and I'm usually not a fan of those at all. This time it was no different, I was hoping I could get them in the first try just to get them out of the way. They are easy enough not to bother you, but there is no point in them either.

What really stands out is animation. The game is set in the authoritarian world, much like Soviet Union, and the style is something of the 80's soviet cartoons. Growing up in post Soviet country, I found the style to capture the mood and atmosphere perfectly. Everything is drawn beautifully with fine details and fits well with absurd dystopian world.

The music is not originally composed for the game and instead uses classical compositions that you can change at any moment as Viktor happens to carry a record player with him. I wouldn't call lack of original soundtrack a flaw since the music fits quite well with the game, it is not annoying and knowing that the game probably had very small budget, I think creators found a perfect solution. The dialogue bubbles are accompanied with simple mumbling which is different for every character, and that gets annoying quickly. First of all, there is a lot of dialog in the game so you hear the mumbling all the time. That wouldn't be so bad, actually that alone would be better than just silence, but the mumbling doesn't fit the text! The tone and the length usually do not match, which is very distracting. For example Viktor, being a rude boar, is usually yelling in the text bubble, but his mumbling is calm and slow.

Surprisingly the game is not as terrible as it might seem. I actually enjoyed playing it and even wanted to finish it. It's about five hours of gameplay, of what should have been two to three hours maximum. That way it could have been a neat little adventure with unique style and over the top story telling. As it is now, it requires too much time in exchange of how little it delivers. I would only recommend it if you particularly enjoy over the top movies and intentionally lame comedy is your cup of tea and you have nothing better to do for five hours. I just barely give it thumbs up.. Great game, really funny adventure, puzzles makes sense in its crazy way. At first, game looked simple and cheap to me, but it turned out to be really solid game with lot of good ideas, executed very well. Amazingly silly, the worldmap you get in the game is worth the price by itself.

I don't really know what to write about the game other than that it may crave some knowledge about the world and its history to get all the jokes and I'd guess being more than a couple of years old is also a good thing if you want to enjoy it, me personally have an aching stomach due to all the laughs, love it so far and I haven't even left the apartment. (seeing the map just had me ROFL and I felt I needed a break before continuing)

Great stuff dev's, great stuff.. Interesting story and characters.

**Biggest SALE ever!!!:**

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Don't miss this ONCE IN A LIFETIME opportunity to buy the best game in the universe (Viktor, a Steampunk Adventure) for under 5\$ !!! **News on Viktor!!!:**

Dear Viktor lovers!

Thanks for all the great reviews, comments and suggestions!

We've been getting some great fan reactions, youtube playthroughs and so on. You are an awesome crowd! Stay awesome!

And be sure to follow our Steam group, [Studio Spektar Games!](#)

Byeeeeeeeeeee. **Viktor - Q&A part 1:**

Dear Steam Fans!

Enjoy the first of many Q&A videos where we answer everything you (n)ever wanted to know about your favourite game - Viktor, a Steampunk Adventure!

Here it is:

[https://www.youtube.com/watch?v=JmBTpf\\_Y3E4](https://www.youtube.com/watch?v=JmBTpf_Y3E4). **FINALLY: OUR PRICE GOT SLASHED IN HALF:**

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Woo hoo!

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