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## About This Game

It's finally time... In the Year 2096, Gabe Newell has finally decided to release his Triple Steam Summer Sale! This sale includes 3 new Valve-made games people have been waiting for for years! Half-Life 3, Portal 3, and Team Fortress 3! When Gabe Newell, also known as Gaben goes to eat lunch, he mysteriously finds his computers sabotaged, and orders a meeting to take place where all Valve Employees must come and investigate the situation. As he is about to leave, his long time co-worker and friend Mike Johnson reveals he saw Robin Walker sneak into Gaben's office and sabotage the games. Although Robin denies it, Mike shows proof of it happening, and Robin finally admits to it... Play as Gabe Newell in his adventure to reveal why his games were destroyed, and reveal a shocking story where Gaben will have to make his final decision... Before it's too late...

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Title: GabeN: The Final Decision  
Genre: Casual, RPG  
Developer:  
Alex Zhang  
Publisher:  
Alex Zhang  
Release Date: 17 Sep, 2015

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**Minimum:**

**OS:** Microsoft® Windows® XP / Vista / 7 (32-bit/64-bit)

**Processor:** Intel® Pentium® 4 2.0 GHz equivalent or faster processor

**Memory:** 300 MB RAM

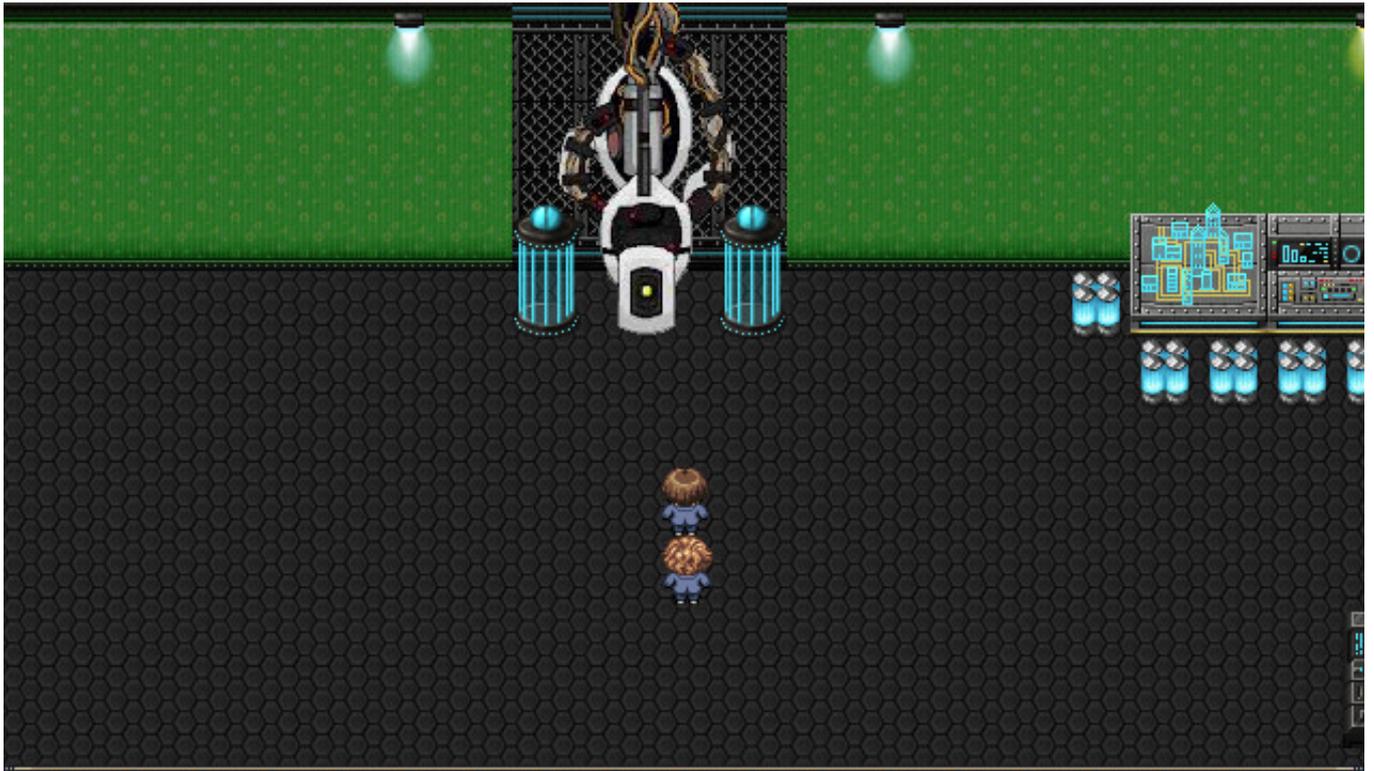
**Graphics:** N/A

**Storage:** 600 MB available space

**Sound Card:** Any that works

**Additional Notes:** Graphics Card not required to run.

English



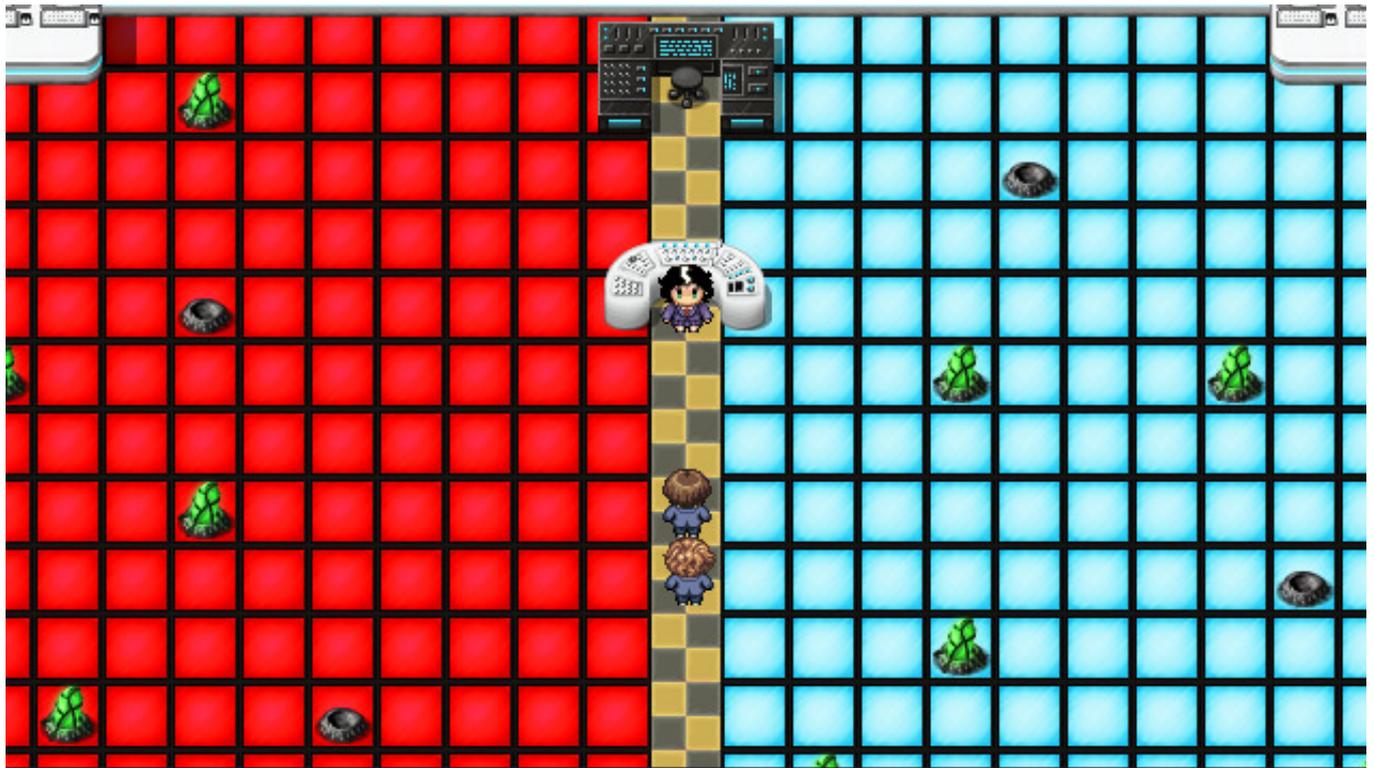
**GLaDOS: YoU've fInAlLy ArRiVeD.**

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# GABEN: THE FINAL DECISION

DONT TRUST ANYONE





**The Administrator:** Finally... You get to meet me. I'm surprised you made it past my little maze. Here's a little gift for you. You'll enjoy this more than the maze... SOLDIER! PYRO! GET HIM!

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trying to make funny jokes with the rpgmaker game engine doesnt mix well.. 2/10

Playing only for the achievement

You can beat this game with 2-3h (I fall asleep when playing this so in my record its more than that 2-3H)

The Story quite bad, but i've seen worst in other game

There is only one that i can call it good fight, only the Final battle (The boss just need spam normal attack)

The number of encounter every 2 step maybe annoying, but its helpfull for leveling because you need it for the final battle..

Havent beaten it yet, but honestly its not too bad. Your characters feel over powered as hell and it has little to no challenge. That being said though its meant as a parody or a joke, so it doesnt take itself or the story to seriously and I think a lot of people tend to over look that when judging this game.. [NOTE: All of my reviews are based on the price i paid for the game in terms of value for money. In this instance, I paid \$30.68 for this game with a 69% discount voucher.]

Let me just start it here: The game is a joke. It was made no doubt as a joke and probably has some bad humour hidden in it the further you go. I bought this thinking that it would be something funny to play and am no kind of regretting it. I don't really see much amusement in this game. Perhaps I may have missed the point, but I found it to be rather disappointing, bluntly put I understand, but there isn't much to say.

If you are going to buy this game, do not expect much at all in terms of story or gameplay.. Awesome game :) And steam trading cards <3. Wasted potential.

I like your idea, but the execution is fatal.

The assets are straight from RPG Maker, like seriously, some freaking ninjas, mages and other things aren't fitting with Gabe, Valve and the Illuminati setting. It's just random enemies. The gameplay gets boring pretty quick too. The spawn rates of enemies are insane, and the game lacks a punch. You just sit there waiting for it to end. I'm really sorry but this game is not worth recommending.

The ending hints the 2nd part of the game to be released. I hope it will be better next time. I wish you the best with the sequel. . This game is not enough finished for me, if the developers would update this game to make it much better the game would have a better rating

My note for this game : 4/10. A dull and pointless waste of time with copyright infringement and spelling mistakes galore. Not even funny bad, just bad bad.

My full review w/screenshots for anyone interested:

<http://www.aybonline.com/2015/09/27/red-light-greenlight-gaben-the-final-decision/>

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Well.. how do I begin.

GabeN:the final decision (GTFD) is an rpg made with rpgmaker.

Let me be honest here, it's not that good of a game gameplay wise, yes.

The price is a little steep for what it is, yes.

And the gameplay consists of mostly tapping enter if you have the right gear.

But you are paying for 2 things: the humor (and if you know who these people are it's actually pretty funny at moments).

And you are helping an aspiring game developer set his foot on the market.

That's why even through it's flaws I give this game a rating of 5.9/10. 2 v 10 "Quite bad but I have seen worse"

First of all... The trailer, It is the creepiest thing I have ever seen, Recorded with bandi-cam and edited with windows movie maker? Why? There are other free recording and editing programs, I can recomend open broadcaster software (for recording) and Hit Film 3 Express (for editing).

Secondly, I did not enjoy this game. I feel like am just going by a storyline just set out for me, No real freedom. Just fighting this monster here and fighting that monster over there... Plain and simple its just not fun. And when you get down to the bone, games need to be fun.

Last but not least, I dont think the developer took time to make the game and just wanted to make a quick buck from suckers who would purchase any old "GabeN" Novelty game on steam, To anyone who did not like this game... Remember, steam has got a refund policy. I dont know about you but I am getting a refund!. Bought the game, I kinda knew it was a dime-o-dozen RPG maker plug with referances and internet humor, (Becasue steam/vgaben) but I became the punch-line after pressing the buy button. The game loads up with an MS paint "start" screen with some bad crates rendered into the image and after pressing new game, it crashes to desktop.

So in design, it was accurate to the question via gaben. He got paid, just like the Dev group for this very title did. Im sure a game is to be played here, but i missed the memo. Did it for badges so i guess my work here is done. Is it fun? I dont know, but posting for help in the forums has done nothing nor has cache checking. I was played. I lost the Game.. This game is cheap, but it should have been free, and even then I'd hesitate in recommending it. It's an RPG Maker game, which isn't a bad thing in and of itself, but this game is a perfect example of a mediocre RPG Maker game that never should have been greenlit in the first place.

As soon as the game started, warning bells started going off in my head. The intro text is partially cut off, which reeks of inadequate beta testing, and the first area looks horrible. It starts at the Valve office, which would be okay if it didn't look so terrible. After that, there's a generic elemental dungeon which is nothing but tedious and annoying filler. Then there's Aperture Science, which is actually somewhat decent and the best part of the game, but very short. The last area of the game is City 17, or rather a generic urban area that really looks nothing like City 17 or any city at all.

There's no consistency in visual style at all. The graphics are either completely stock RPG Maker assets or bad Paint jobs. Inexplicably, one character portrait is the former and the other is the latter. All the inventory icons are from the standard icon set, even though they're supposed to be items from Valve's games, and I have no idea why this is the case. The tilesets are RPG Maker DLC, which is fine, but they're badly used, with most areas big, empty, and ugly. Oh, and everything is using a custom font which is almost unreadable.

Custom scripts are used, and to be honest sometimes they work and sometimes they don't. The battle system is a slightly modified version of the stock one, and it's actually pretty good (but the battles themselves aren't- more on that later). It has a great look and feel. On the other hand, the menu system is eye-searingly hideous and basically impossible to use. There are a few other bits and pieces here and there but they mostly contribute without being hugely noticeable one was or the other.

The gameplay is tedious, incoherent, and unbalanced. There's little in the way of exploration or free-roaming; it's more or less a linear slog through battles with no opportunity to look around. Well, there are the mazes, but you'll be so irritated you won't want to explore. Battles are either laughably easy or atrociously difficult- none strike any sort of satisfying balance. Most of the enemies are completely standard and nothing really fits into the story in a sensible way. Leveling is odd, equipment is odd, skills are odd; it all feels very much thrown together.

It's ostensibly a parody, but this game fails at that, too. The plot is nonexistent- something something Illuminati and Valve

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characters make an appearance for no logical reason. There are a few attempts at humour, but for a supposedly funny game it's actually pretty serious most of the time. Most of the jokes are at best dated and at worst never funny to begin with.

I should cover sound design, but I don't really have much to say about it. Take that as a sort of neutral statement. It wasn't bad enough to be memorable or good enough to be memorable.

It's also really short, at maybe an hour and a half. I'm not sure if that's a curse or a blessing.

Don't buy this game. Supposedly, Gabe Newell signed off on the use of his image, but I have a hard time believing he actually took any more than a cursory glance at this game before doing so. This is a lazy, badly made game that might be okay if it was free but shouldn't have any money spent on it. Or, if the creator had put in some more time and effort, it might actually be worth the \$3 I paid for it.. I wasn't expecting much from this 'masterpiece'. I mean, judging from the screenshots and trailers, I was easily expecting GOTY material.

Nah mate, even better. It's pure comedic geniussssss.

But seriously, so much missed potential here. It started off good, story was simple yet interesting. However it becomes easily apparent that this could've been another one of those RPG Maker titles that you find on sites like GameJolt etc.

The developer could've used actual characters from Valve's game series in terms of fodder enemies, but instead decided to go the even cheaper route by just using random fantasy monster character models and then 'recolouring' them for each different area, because that just screams variety doesn't it?

Oh and don't even get me started on the villain, the developer had to resort to the 'Illuminati' as an easy way of making a villain without any actual character development, because f\*\*k, since when did character development ever make a story interesting in the first place?!?! AMMI RIGHT?!!

I have no idea why I'm judging this game so harshly, maybe it's the fact that I payed ACTUAL money for something that could've been easily released free on a indie developers website. I'm just not even surprised that something like this made it past Steam Greenlight, seeing as how much crap pours out of that place everyday.

Oh and one last thing before I give my final verdict, the developer Alex Zhang has the NERVE to end this game on a cliffhanger and say "Part II coming soon guys!" I mean, since when was there any hint of there being an actual sequel?!? I mean at least have the initiative to put Part I in the title! Just saying.

All in all, I give this game 11/10, FISHIN' FOR DAYZz m8

seriously, refund as soon as you get all the trading cards.. There's honestly nothing to find interesting, funny or amusing in this game. Writing is lazy, fighting is your typical RPG-Maker style, gameplay is plainly boring.

Yes, you'll play as Gabe Newell.

Yes, there's a lot of memes about TF3, HL3, Portal 3, etc.

No, these memes aren't funny or creative.

No, you shouldn't buy this game.. 3pyramideye5me  
u25ec Illumaluma Confronted u25ec. [My full review can be found here.](#)

[GabeN: The Final Decision begins with the potential launch of the Triple Steam Summer Sale, along with Half Life 3, Portal 3, and Team Fortress 3. However, the Illuminati the interferes, and Gaben \(along with Mike\) decide to try and get to the bottom of it. It's a story of memes and a lot of battles with fantastical creatures from... fantasy lands?](#)

[This game will do a lot to try and burn your eyes with the awful background colour on the UI. You'll also find yourself getting extremely frustrated at the sheer number of encounters as the encounter rate is exceptionally high. At first, the enemies actually](#)

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do make some sense. Once you get into the random encounters they start just pulling from the stock of RPGMaker assets to fill in. Despite there being several "wings" to the dungeon, one for each element, the enemies are just recolours. There isn't much interesting about the combat as it's usually just a matter of spam attack until you win. Bosses get a bit more strategy in that they involve actually using some skills!

I can't recommend this game at all unless you really want to get into the heavy memes present. Even if you do, I still wouldn't recommend it. Other than the actual enemies that made sense at the start, there really isn't much redeeming about this title.. Got decently far, saved the game, and I loaded the game an it didn't save. Gave game a 2nd chance, got slightly less far, saved, and loaded it. Empty file. Nice. Shield your eyes from what horror awaits you ahead. I went into this but a mere foolish child yet I returned scarred and ravaged from a lifetime of warfare. This game is not for the faint of heart. So I give this warning to all that may embark on this journey. Steel yourselves for the road ahead, it will be difficult but the payout is vast. Maybe you will make it like I did. Maybe you will perish on the road. This is the only chance you will get, turn back now.

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