Love Story: The Way Home Free Download [Password]

About This Game

Katherine couldn't wait to grow up. For seventeen years she's been passed from orphanage to orphanage, yearning for the day when she can leave to discover her true home. With six months until her eighteenth birthday, she's sure this orphanage is going to be the worst. But she's about to discover that love always finds you just when you aren't looking for it. Live her life story in this heartwarming hidden object puzzle adventure!

This is a Hidden Object Puzzle Adventure game, meaning a specific genre of story-driven, point & click adventures. Throughout the game, players are tasked to find a list of objects hidden within a particular scene, and to occasionally complete various mini-games/puzzles.

Title: Love Story: The Way Home
Genre: Adventure, Casual
Developer:
Media Art
Publisher:
Big Fish Games
Franchise:
Love Story
Release Date: 8 Jun, 2018

 a09c17d780

English

Bearwolf
Bearwolf
LV 2
Trait   Sleeper
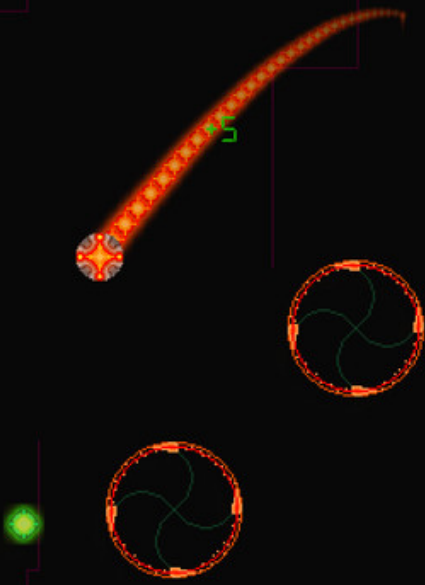Ability   Slow Learner

DropOff
Pickup
Release
Cage

MIOLHR

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Horror games these days are in no short supply, especially in the indie department, so it's always a gamble on whether you're going to get a decent, entertaining game, or another cheap cash-grab piece of trash. Luckily, Wooden Floor is more on the decent side of things. It looks good, the atmosphere is pretty well done, the sound is great, the mechanics work well enough. There was one or two parts that frustrated me a little bit, but every obstacle and puzzle within the game is pretty easy to figure out and overcome on your own. The story, while being incredibly vague and very non-specific, is interesting. It feels fresh for this kind of game, which I definitely appreciate. Hopefully they flesh things out a little more in the second one (I have not played that one at the time of writing this review).

$6 isn't a horrible price for the game, but I would recommend trying to get the game when it's on sale. While it is an interesting, and, for the most part, entertaining game, it's VERY short. If you take your sweet time checking out every little detail in the game like I did, you'll complete the game in about an hour. I imagine anyone that doesn't stop and look at everything will finish around 45 minutes or so. But overall, I enjoyed it, and will be getting the second game in the series.. Isuka is probably my favorite of the GG games, but make no mistake - it demands a LOT of the player. Manual turnarounds, dual-plane mechanics ala Fatal Fury 2/Special, a decided lack of instakills that you'd expect from GG; and frequent "challengers" of 2-on-1 battles reminiscent of Street Fighter Alpha 3's Dramatic/Survival Modes. The manual turnarounds allow you to execute special moves in the opposite direction for incredible escapes; and this game makes you learn to use and respect throws and low-dusts a lot.

An incredibly deep and underrated gem of a fighter with one of the most badass soundtracks of all time - and the game includes that, too! No fighter should be without this experience.. This game is so intense! I was sweating after ten minutes. Also I was a bit scared of myself cause it was damn fun stabbing someones stomech with a dagger. Stabb by stabb I bacame a Sword Master. All in all I would recommend the game for sure, I just would be happier if the whole menu and the fighting area would be more thought through and look like a real arena or something like that.

8/10. Gigantic Army is a really fun twist on the Contra formula because you have a jetpack, a dash move, a melee attack, and a shield to block bullets.

But for Steel Strider they took away the dash move and the shield, the very mechanics that made Gigantic Army so fun. The jetpack is all that's left to distinguish this from the Contra series (that and the doujin aesthetics). Major downgrade.. good graphic

but

bad cam view control. I was a very big fan of Space Chem (previous game from this designer) coming into this, with hopes of a similar brain-xploding idea of complexity condensed down into pure fun. While this has some great deck building elements and interesting play mechanic, it seems to just boil down to spamming cards. And sometimes the only way to learn a level is play it and lose 20 times with different deck builds each time before finally one clicks. Now this same process can be said for many games like Super Meat Boy or others of the same ilk, but while those are quick to reset and get you back into the meat of it, this game takes time and turn order. It builds up and leaves you very twitchy and\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665when the next deck combo doesn't work. Interesting premise and great presenation, but just hampered down by mechanics that seem to wear down before their final destination.. This game has great potential and I hope it can live up to other games in this genre but it doesn't quite have it yet. One thing that I really appreciate is that over all the game is very stable. There are only a few quirky things where for some reason the tips disappear for a bit when you hover your mouse over something. But then they seem to come back again without restarting the game. With over six hours in the game I still havent even hit the second level of settlers in my village although I am very close. I feel so much at the mercy of bandits and thieves and no real way to protect myself. I should be able to hire a sheriff right from the start or at least purchase guns to give to my pioneers to help protect them. The map seems too small to develp many cities on it. I have just one and it is taking up nearly 1/4 of the map already. Houses only hold two people and they are really large so most of your map is filled with just housing. The buildings after you play a while are hard to distinguish from one another. I had a really hard time finding the building I was sometimes looking for. I really want to love this game and I hope with more time and develpment it will become the game I hope it will become. For now I can't recommend it to my friends. I will revisit this game as patches are released and update the review.. I can understand all negative reviewers, but my opinion was that it worthed my money.

I played it through with my friend, and as I remember, I really enjoyed it (and laughed a lot). :)

+ It is long enough

+ the sceneries quite diverse
+ climbing (like in Prince of Persia (not that good, but something like that))
+ motorcycle part
+ and I liked the graphics too (it is from 2009)

- repetitive
- gunfights

10/6.5

P.S.: Do not take it too seriously, and you will like it. (It is not a Gears of War game). Pretty cool game. I feel like it has the same problem as Shuggy where it's trying to do way too much, but I liked this a lot more than Shuggy. There's just a lot of rough edges and things that feel out of place.

Some of the puzzles are great! I was able to solve them all without hints, except for the final one... I mimicked a solution on YouTube and I'm still not sure I understand it.

The time travel in this game is one of the best I've ever seen, but it takes a long time to wrap your head around it. I wonder if just labeling markers on the time bar ("first portal created", "second portal created") could have improved that.

Absolutely not worth the price. Very limited content (who knows how much more they'll actually add) and the mechanics aren't as fun as they look.. Very short, easy game; finished it in less than 1 1\/2 hours. Weird graphics, a picture with an animated character that really did not match at all.. if you like blobnet, you're a terrible person.. When it comes down to small ship combat it feels fast and fun, how ever it feels more like a game where giant ships shine more when it comes to gameplay. It is missing some parts that make it feel like a living galaxy but in regards it does feel as if there is so much that can be created for the game, the game is in Early Access so keep that in mind.

What could make it more enjoyable:

-Customisable pieces to make a ship look more unique (such as paint jobs and different models of same components).

-Ability to change ship speed like a slider to go 10%30%\/90% speed.

-Different thrusters to cause the ship to go either faster forward\/backwards\/sideways that just many thrusters at the rear of the ship.

-More satisfying ramming, I mean yeah... ramming a ship is risky and expensive but damn right fun as hell and ramming stuff with a giant ship is always going to happen in any game where we can use giant vehicles.

-Making planets able to be landed on or have a purpose (BUT we kinda just zoom through them as of right now possibly because EARLY ACCESS so we may see this in the future).

-Making the galaxy a more lively place.

So far as a early access game i have spent 46 hours of constantly building ships only to make them far better due to an update the developers released and cannot wait to see more updates to witness where the game leads, I see alot of potential for this and have a feeling that some of the reccomendations i said just before are already being planned for the galaxy in this game.. So cool and motivational movie.. One of the best co-op VR games out there.. Plays alright except that leaning left (backwards does not rotate the bike backwards so level 13 will have you crash when the map rotates most of the time. You lean back to go up hills which should cause you to roll over backwards, even in the real world, so backflips are not feasible, and it's very difficult to lift the front tire.

* You can level up parts of the bike with stars from passing the tracks, but the first version of the rear wheel feels like it has almost no tire at all. In the 'Uphill Racing' style of mobile game, you can earn upgrade points (coins) without completing the track first, but here I feel that some users may encounter a level that they cannot pass if they upgraded their bike incorrectly as replaying the levels will not earn you more than the first 3 stars.

Trials Frontier and Elastomania have better control, every other 'Uphill Racing' type has better progression, and Elastomania has a track editor. It doesn't really bring in anything new other than the ambience and recent system compatibility, however you can share tracks easily so that may be enough for $5-10.. Really fun. Good fun time.

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