
The Journey: Bob's Story Full Crack [full Version]



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About This Game

ABOUT

The Journey: Bob's Story is a genremix – It's a **2D Platformer**, but with a stronger **exploration** focus, all set within an **atmospheric** world with a beautiful story.

Features:

- *Unique Soundtrack to fill the atmosphere and feel like you are there.
- *Unique Game Mechanics making platforming fun!
- *Make your own decisions and change your gameplay.
- *Secrets and collectible items.

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- *Multiple Endings.

In *The Journey: Bob's Story* the player is put into the role of **Bob**, who realized that a group of the village called "**The Travelers**" used to explore a cave near the village everyday, but one day, they didn't come back... Including his best friend **Neibag**.

Help **Bob** to find out why they left and why **Neibag** left without him.

Title: The Journey: Bob's Story
Genre: Adventure, Casual, Indie
Developer:
Tomas Gonzalez, Martin Pilaszek
Publisher:
Tomas Gonzalez
Release Date: 8 Sep, 2017

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Minimum:

OS: Windows 7

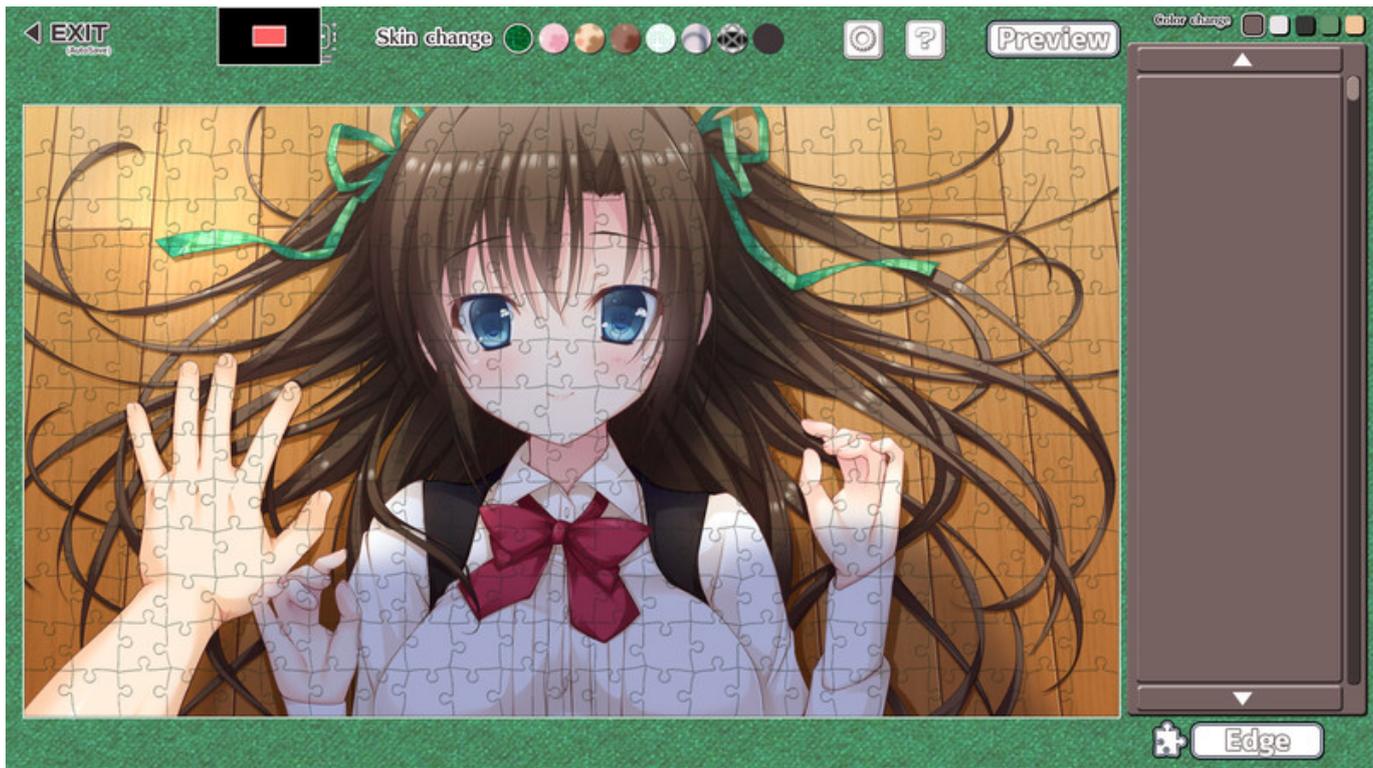
Processor: Intel i3

Memory: 2 GB RAM

Graphics: Nvidia GeForce 540GT

Storage: 4 GB available space

English







the journey bob's story

Excellent Escape Room game. 3 different rooms with some really great puzzles that you can play alone, like I did, or online if you're lucky enough to find someone or have any friends to share the experience with. Very good atmosphere, graphics and sound and a nice hint system that you will probably need to use at some moment. It even has a bit of story which is also a nice touch.

For movement you got teleport, room scale and also free locomotion with snap turning. Snap is a bit clunky since you need to press the right stick in in order to turn but the devs said they would look into it so hopefully they'll update that soon.

Like most games of this type length will vary a lot depending on your skills and experience, it could go from 30' per room to 1 hour or even more if you get stuck and don't want to use any hints. There are three very different rooms so the game offers great value and length, it's a high quality escape room game so if you like the genre you can't go wrong with it.

Developers are also open to suggestions and very quick when it comes to fixing any problems or doubts you might have which is always a big plus.

I had a great time with this, very recommended.

. I don't recommend VR with this one as you can get motion sickness very easily.

Very relaxing, beautiful game with a pretty story to go with in my opinion. The controls and the whole idea of the game is very simple, you just go around bringing color and life back to the worlds. I liked the diversity, and how all of the worlds are very different with different seasons.

Actually hoped it would be a lot longer.. Maybe with even more different worlds than just 4. But the sizes of those are good enough.

Definitely recommending this to everyone who just want to sit back and enjoy beautiful music and easy, relaxing gameplay.. On my PC its very buggy, the screen strobos green and makes the game virtually unplayable. I've checked online for solutions and updated my graphics card drivers but I can't seem to make this problem go away. Other than that the game seems very solid.. You could do a lot better for \$12

It looks quite nice, but it's extremely repetitive and gets boring fast. Pick it up if it's on sale; it's not worth the \$12 otherwise.. Considering the fact that I have no problems waiting for a 50-75% discount on AAA games, I think the price is a little high - even with the 20% off. 20-25,-€ yes, not higher than that. But price is always a personal thing.

To the game:

Graphics are bad, no kidding, they are bad - really bad - as are the animations...

Sound follows the graphics... not synchronized, just random sound.

Having said that, the gameplay itself is really really good. You want to micro manage all - this game has it. You want to macro manage the war and let the AI do all the micro management - this game has it. I have only played for about an hour. Reason was the price tag and I wanted to refund. I am going to consider buying it at a later time. I loved all the litte details (Riders running off to deliver and receive orders or support requests. Requesting reenforcements at a certain flank might be granted by your higher generals and suddenly there is a battalion helping out, all the different uniforms and flags,...).

Learning and mastering this game is challenging. But if you do, it will be extremely rewarding and you will feel as if you actually deserved that victory (or loss).

Do not expect a good looking game for some fast action. You need to bring time and even more time. I would say, if you love Hearts of Iron and all the other games of that kind, you should have a feeling if that game is for you. Man, if the graphics wold have been a little better, I could actually see myself paying the current price...

Contra + Multijump = Jet Gunner. Bought it for one Buck, definitely worth it :) ... you need this if you want to play act 6! The rest is just goodies...helpful and shiny goodies!. I liked this game it worked well good graphics.... until vr mode was disabled...I will purchase this game again if the vr mode is returned because I think it has a lot of potential... Like the first, a very generic tower defense game with very limited tower options, and no real upgrade depth at all.

Only both with this if you have already cleared out the long list of much better games including both Defense Grids, Sol Survivor and Kingdom rush.

Even most lazy mobile ports have more depth than this.

Refund requested on both.. This is a long and detailed casual point-and-click adventure with lots of hidden-object scenes and puzzles, but it is hampered by technical problems.

First, I and many other people could not get it to run in full-screen mode. Depending on your resolution, it could mean that the game appears naturally as a tiny little window. The way to fix this is to change your desktop resolution: an awkward and annoying workaround. This might make most people pass on this game.

It also crashed on me a few times. This was easily solvable by restarting the game: it continued from exactly the same place.

For those who stay, prepared to have issues with pixel hunting: you sometimes need to click at the exact right tiny little place for an action to register. This is frustrating, because it might appear to you that you did not solve the puzzle correctly, when in fact you were correct.

If you can stomach those problems, you will be rewarded with beautiful graphics and complex gameplay. The story itself isn't very special, but it takes you through two very different settings, almost feeling like two different games, and features some memorable characters and animations. The voice acting is, as usual for this genre, mediocre.. Music is fantastic

Readme is not in english.

opens in note pad with scrambled letters for all except titles of songs and all rights reserved copyright.

Part For giving credit and if its usable for private or commercial use is unreadable.

hence I can not put any of this in my game as I do not know my liabilities.

(update) dev just emailed me that english readme was added.

would highly recommend as music is great> changing to recommended.

This will be one of my first reviews, however I felt compelled to write something about this product. I **want** to recommend this game, but I think I am unable to do so in good conscience. I do not have a lot of hours in the game, but I would like to go over the starter experience as this is one of the more important aspects of a game when trying to earn customers.

First, the tutorial was good. It was short and to the point, which was nice as I got to get in to the actual game rather quickly. I believe that this is a strong point as 30 minute tutorials are quite boring.

Upon leaving the tutorial area I was quickly killed. Older players camping the new player spawn. This is a problem and often a big turn off for new players. In fact the majority of my first two hours playing the game was spent being camped by veteran players, or when I did get away being killed by players while trying to earn sigils to gain skills.

I see a lot of potential for this game as I love many aspects about it, at least from what I have read, and the little bit that I have seen. The new player experience is going to need to be modified if they wish to retain players. I am more than willing to put money down on a game like this, but as usual these games are often riddled with a toxic community that only wants to grief and not actually fight on a remotely even playing field.

When the Veteran player was confronted about this behavior and what it does to keeping players he simply stated that the game was already dead and that no one was going to stay anyway. This is a very poor way to represent a community, and I really hope the developers take some time to look at why retention rates are so low.. I was dubious when I saw the price, I mean how could anything good be this cheap?

Then I played the game. It is fantastic. It plays smoothly, isn't the buggy horror show that the recent X-series games have been,

and scratches that itch perfectly. The game is easy to get into, not too "grindy", and generally is a very pleasant (if slightly addictive) game that I feel is great value for money.

It is nice to play a game for once where I felt that I got a great deal.

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