
Artisan: Going Home Again Download Utorrent Xbox 360



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About This Game



With weak memory and even weaker ankles, Ellie is ill suited to her job as a waitress, or anything else, as far as she can tell. When her parents decide to sell her childhood home, however, it seems her one chance to save it is to pursue an unlikely career in the only thing she's actually good at: Art.

Will she succeed? And, if she does, will success alone give her what she is actually searching for?

Features:

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- Make friends to help Ellie grow into a more confident person; live as an island to hone her skills as finely as possible; or try to find some balance between the two.
 - Familiar leveling, buff, and debuff systems carefully balanced to engage long standing RPG enthusiasts.
 - For VN fans, play as a purely interactive novel style stat builder with a selection of fun minigames.
 - Built in guidebook for those who are new to either of the genres, or who just want to refine their game and play at their own pace.
 - Over a dozen possible endings each shed a more complete light over the life and times of Ellie and her friends.
 - New game and new game plus features allow you to customize your replay experience.
 - More than 15 stat boosting outfits.
 - Unlockable image gallery.

Special Thanks:

Kristen Archer, voice of "Ellie" in game and promotions.

Mom and Dad, seriously, we love you both.

Title: Artisan: Going Home Again
Genre: Casual, Indie, RPG, Simulation
Developer:
Unseen Kingdom Studios
Publisher:
Unseen Kingdom Games
Release Date: 14 Sep, 2016

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Minimum:

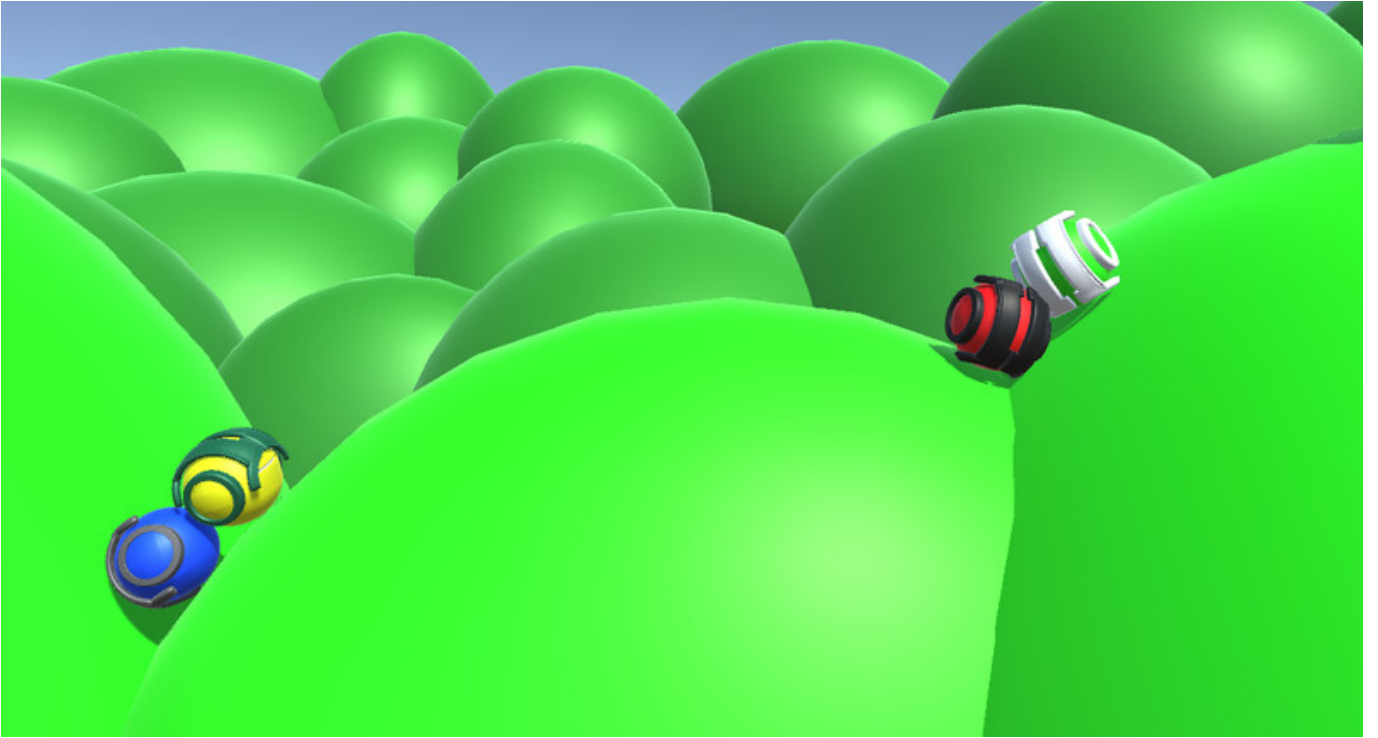
OS: Windows XP, Vista, 7, 8/8.1, 10

Processor: 1.0 Ghz

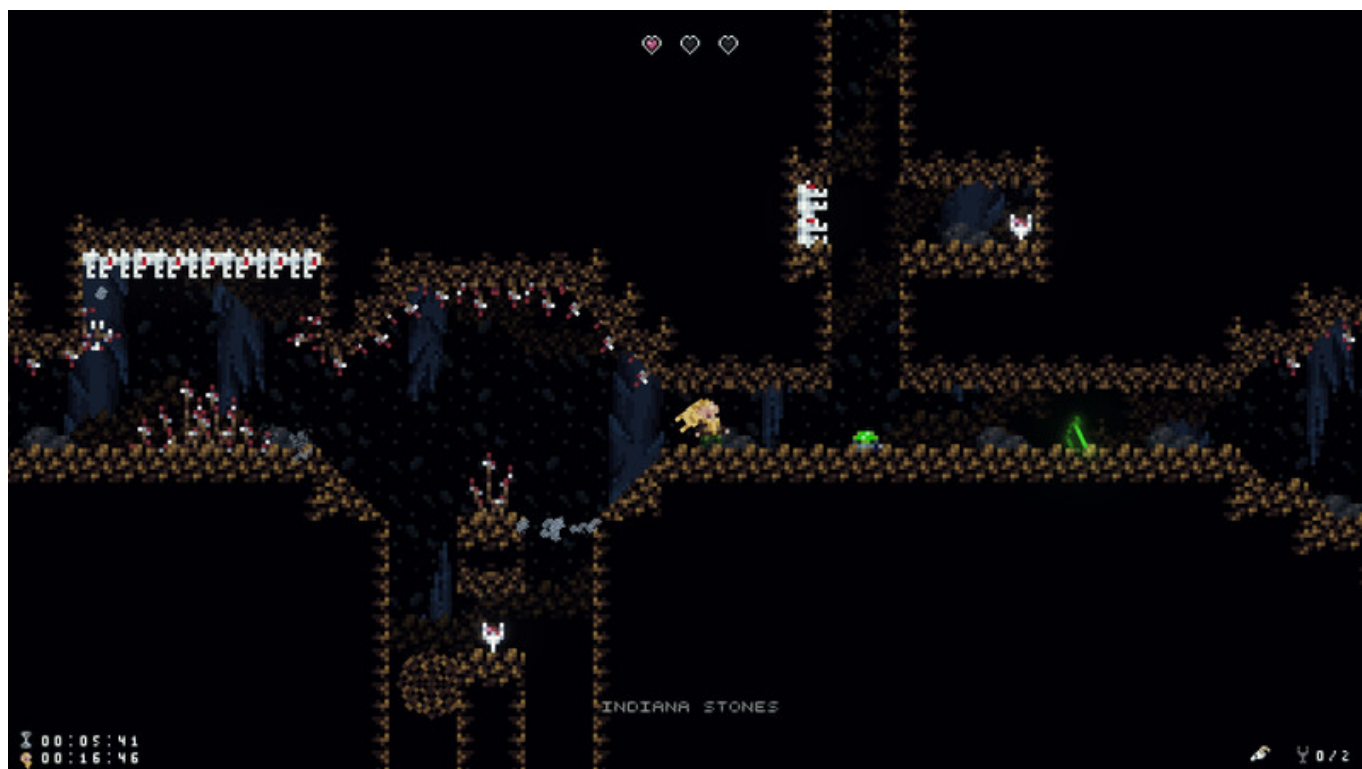
Memory: 256 MB RAM

Storage: 100 MB available space

English







An amazing enthralling story that can be played over and over and over and over (where was I, ow ya) again. But in all honesty, I can't recommend this game enough and also you could probably run it on a toaster so there's that.. This game is an extremely fun remake that i enjoy, not many people understand that there was once a 'Captain Forever'. I used to love that game, i played it every weekend and couldn't wait to get home from school to play it. There are so many good things in this game from Custom Ships to Randomly Generated enemies.

PRO'S

- Custom Ships
- Leveling system
- Ability to upgrade
- Money
- STILL IN EARLY ACCESS :D
- Even when you get absolutely destroyed, if you still have your core you have a chance.
- Varying areas that get more difficult as you progress, Slightly like The binding of isaac.

CON'S

- You can go from being an absolute boss in one second.

Thats all!

Probably worth more like \$10, but if you have \$15 and this is the deciding review, Buy it like hell!. A neat little game.. Good thing is, you can get 100% achievements under 2 hours and return it. Bad thing is, you won't get cards... and the fact, I wrote a game like this on my 2nd semester :(. Edit 05V04V2015

After listening to them for a while, they've kinda grown on me. Yeah, they're alright. The original is still better though.. games legit, im gonna start getting mroe of these story book products in the future.. Absolutely love the works of Niffilas Nygren. I first became acquainted with his work by playing Knytt and then Knytt Stories. Saira is a highly polished version of that same ambientVexploratory gameplay that made those games so enjoyable.

Love, love, love this game. Just wish it had another story to play through.

Claybook... what can I say...

A recreation of my childhood game setting- The Neverhood, Claybook is a world made of clay, and you are the main character! Which means you control the different shapes (ball, cylinder, square and much more) in the game, tell them where to go in order to "stamp" objects, eat chocolate, carve through clay walls and so on.

The game's physics and graphics are on spot, its just like you are inside a world of clay, and the satisfactory of making progress and achieving better scores reminds me of these "Satisfying Videos" on youtube.

Overall: 7/10 - no online benefits.

For gameplay and first impression:

<https://www.youtube.com/watch?v=Aozy-So4szY>. I really wanted to like this game. Halloween-themed Point&Click? What could possibly go wrong?

Well, while the story is nothing special but acceptable the game dynamics made me quit playing this game. It's annoying and buggy from the beginning but after some time I encountered a bug I wasn't able to work around. Reloading etc. didn't help either.

Didn't start anew, just quit the game.. i have downloaded this pack and no dlc keys. Today, thanks to Virtual Telescope, I could travel to the Moon.

I have been all my life dreaming with walking on the Moon myself, but I never thought of becoming an astronaut, so it seemed like something I could never do.

I cried, a lot. I can only say thank you.

Feelings aside, I think you could improve the control system, and maybe choosing visiting other planets when discovering them on the sky, instead of having to write their names on the "tablet" we have on our hands.

But still, for being a early access game, it is reaaaaally good. Thank you guys, truly.. Please ignore any of the feedback telling you the game is to hard, this could be corrected by adding difficulty settings. This game will probably include these in a later update. As an early access this game a very strong release, it is a real strategic challenge, The core concept of the game is outstanding, I'm a train goof and Ive wanted something like this for ages, I'm so glad you done this properly! Please Please Please add more train selection. The game is enjoyable to learn, fun to play, and the tech trees are well thought out, the maps are decent and the cities varying needs keep the game interesting.

Things i hope change: The UI could be improved with a few animated gears (its a little boring). The game play needs to be much less linear (more contract selection). There are also a few game breaking bugs to fix (like the monthly tax coming out daily). Also the days are far to short. would also be nice to see a day and night cycle.. [My full review can be found here.](#)[www.the-backlog.net]

Strawberry Vinegar follows the story of young Sakuraba Rie, a girl who has her life upturned after a demon shows up that will reap her soul if she doesn't feed this demon food. For the next week (6 days, because weeks don't have 7 days in Hell), Licia will be living with Rie and her family, and yes - there will be lots of food.

Strawberry Vinegar is one of my favourite VN's I've read, despite how hungry it made me. The artwork is extremely charming, and the characters are very likeable. There are 6 endings to aim for in the game, and each is sure to make your mouth water with how much food you are shown. I did find some minor odd spelling issues (such as "parents" in place of "patients"), but they didn't detract from the story too much.

I highly suggest this game to anyone who loves food and/or good stories. There is some hint of female love, especially in some of the endings, but considering for the bulk of the game Rie and Licia are 9, don't expect much.

Disclaimer: I was provided a key by the publisher for review purposes.. interesting rpg made with rpg maker. usually all these games have a similar looks, as they are based on a same platform, developing software; but a story is different every time you see something developed with RPGmaker.

this time you'll be playing for a EXORCIST:

do you know how to find out if theres a demon in a kid or its just a lie?

do you know what to do after you already face a demon?

lots of different interiors, demons, latin language, whole town of characters and a cheap price.

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