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About This Game

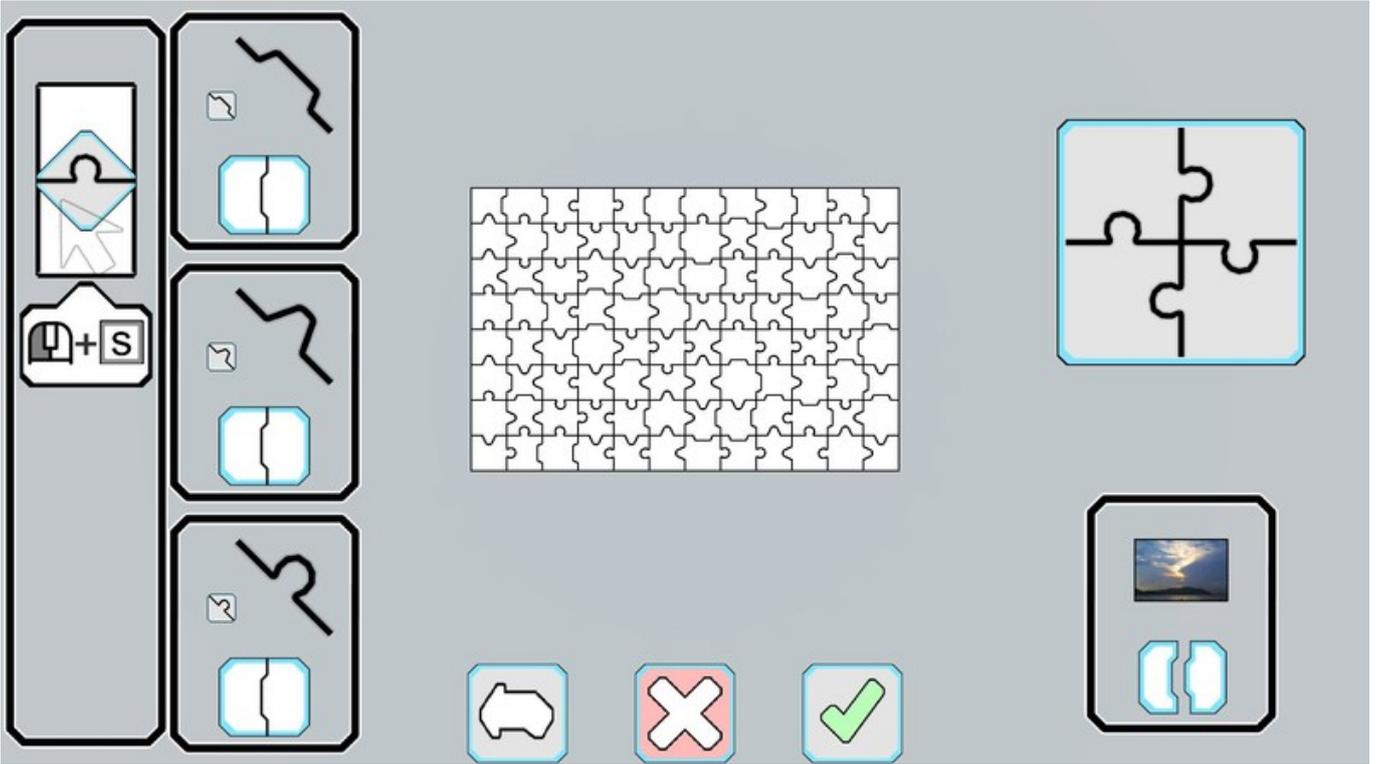
20something is an interactive fiction game. It's a candid and honest look at dating, relationships and navigating life as a man in his twenties, for whom interactions can provoke a little extra soul-searching. It's a semi-autobiographical tale of loneliness and dating in the big city which touches on life while struggling with autism and depression.

20something is an emotive piece of interactive fiction featuring multiple paths, numerous choices and illustrations by Ivan Ulyanov. The game has around 30 minutes of playable content and several high quality illustrations.

Title: 20something
Genre: Indie, RPG
Developer:
Jake Tucker
Publisher:
Jake Tucker
Release Date: 26 Jan, 2017

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English



三界歷
1053 年 30/12

冬季 普通月 晴朗

1200 G

職業需求	發布機構	面試條件
设计大师	设计师联合会	艺术 达到 500
漫画作者	遥远动漫杂志社	艺术 达到 600
诗文作者	AF文艺编辑社	艺术 达到 400
明星艺人	偶像制造经纪公司	温柔 达到 400

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变异桃

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Can someone add me. iv had fun with every thing in it so far :). Wow awesome - Frank Klepacki is a Legend! Its a very unique and interesting soundtrack and I give it a 10/10 - its even great to play with this music in other games as well.. it gud thank you. I'm really disappointed in this game. I have played all of the Fast food tycoon/ Pizza Connection games and this by far is the worst. It's buggy and seems unfinished. I preordered it because I just knew I HAD to have it and would be addicted like I was with the other games. Now I feel like I wasted my money. I really tried to give this game a chance but after 18 hours of play it just annoys me. :(Very interesting game.

Starting with all skills and specializing them in a spellbook is a very good aspect.

Difficulties system is a real challenge.. Considering the \$1 I paid for it, Hamilton's Great Adventure isn't a bad little puzzle game. It's charming, it has nice graphics and the puzzles are pretty straight forward. The gameplay consists of traversing a map from point A to point B, while dealing with things such as switches, conveyors, gates, etc. that limit your movement. Your tools to deal with this are limited to add to the challenge. That's really all there is to it!

So like I said, it's simple but it's not bad for a cheap little time waster. Especially if you got a 90% off coupon from badge crafting. The controls can be infuriating at times; Hamilton doesn't turn as responsibly as you'd like him to sometimes which leads to restarts of levels for stupid reasons. Given time though, you can adjust to these mechanics issues and still make for a nice way to kill 10 minutes at a time.

They're attempting some kind of story to go along with Hamilton's little adventure here, but considering he and his granddaughter speak in grunts and coo's, I uh...could care less about that.

A couple caveats to state before I get into the review:

- I only bought into Stellaris at the end of 2018 due to my policy of avoiding Paradox games for the first couple years
- I've been playing grand strategy/PDS games for nearly fifteen years
- My love for this developer/publisher crashed following their IPO
Stellaris is a glorious game constructed on top of an incapable relic in the Clausewitz engine. This is like Splinter Cell running on Unreal 2 in 2013, new MMOs using Unreal 3 in 2019+, or Star Citizen built on CryEngine. I'm sure there are many reasons why a studio would do this (lack of updated knowledge, lower licensing fees, unwillingness to delay release) but these are all excuses used to deprive the end user from the best possible experience in exchange for their money. It's lazy. I was amazed by Clausewitz when I ran EU3 for the first time, but it's so far beyond outdated that it's insulting.

Detouring for a moment, Stellaris is almost everything I want in a space strategy game. I can build on planets, I can build in space, I can design my own ships, I can wage interstellar war, create vassal empires, enslave xeno filth, invade planets with a massive army or bombard it into dust, and I can use any of thousands of mods to tweak the experience to my liking. Shortcomings, in my opinion, are threefold: 1) Ship/building upgrades are pretty much always linear, 2) diplomacy is seriously lacking, 3) I'm really tired of the my space games relying on "space lanes" to get around. It's about time for a laneless mechanic.

But this engine is garbage. Without fail, when I close in on 2300 (ie, 100 years played -- Stellaris' time ticks are one day each) the game becomes virtually unplayable. Calling my PC "outdated" would be an everlasting compliment to its dusty bones, but the problem doesn't lie there. My FPS is fine. It's the engine itself that buckles under its own inability to calculate things. For example, resources are ticked on a monthly basis, but Stellaris keeps track of them in a daily schedule. Why? Who knows! As I said before I've been playing this genre for a long time and I'm used to late-game slowdown, but nothing has ever approached the incompetence of Stellaris in this manner. It's unironically unplayable.

It would be weird for a negative review of a PDS game not to mention their predatory DLC system, so I'll just say that I hate it and I hate them for it. Ever since their IPO they've become more and more greedy and I truly despise them for it. Remember HoI3 and Vicky 2's expansions? Massive game-changing feature dumps. Now we get \$20 trash that a single experienced modder could churn out in a week, unpaid. "Don't like it? Don't buy it!" Sure, kiddo.

In conclusion, Stellaris is lazy. The game design is 95% fantastic but all that goes to waste because of Clausewitz. I guess Paradox just needs fast cash to pay for their bloated roster of 400+ employees, but it's honestly disgusting. Unless you're running this in a warehouse packed with IBM mainframes just give it a pass.. Fun game that is well worth the price. If your looking for something deep your in the wrong place but if your looking for something to pick up and play for 10 minutes this is it.

. 60 puzzles, 126 achievements, 63 minutes playtime for completion. 0.69€ is a fair prize for that value. Serves well as a break filler!. Would be nice if there was a single piece of documentation on how to mod this game. playing version 0.9.7 was fun. Its a really well done game that will be fun to play with friends.

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