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About This Game

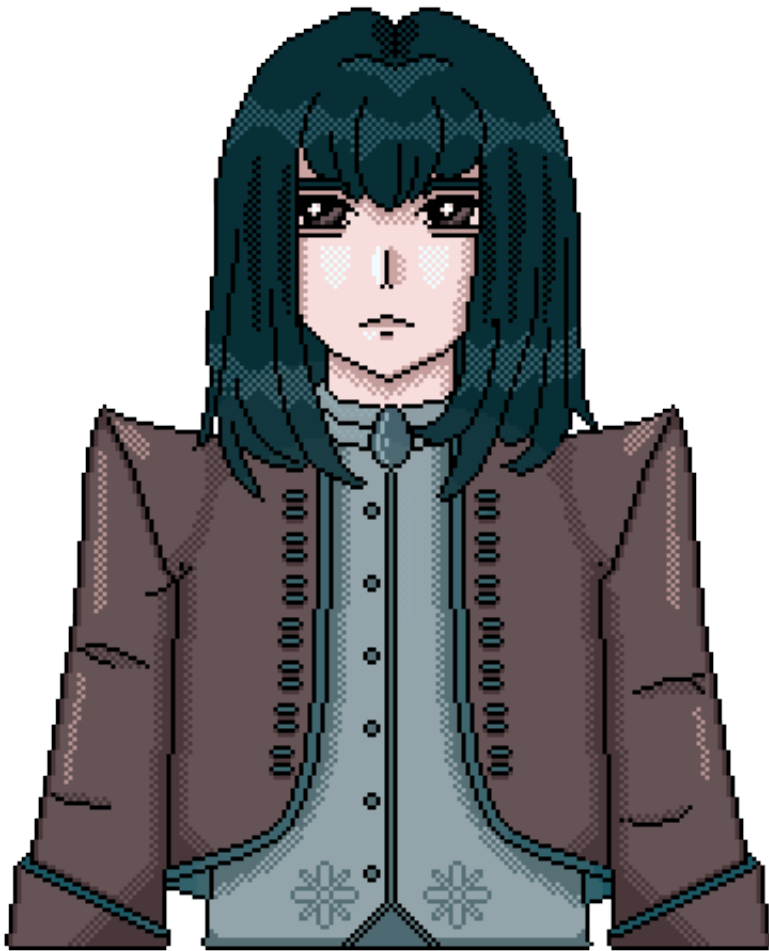
--OVERVIEW--

A visual novel short story inspired by the gorgeous pixel art of PC-98 games and a melodramatic story full of betrayal and crescendo. Follow Vassan, Eugenie and Memnon as they flee their home in search for a better tomorrow in this stylish visual novel!

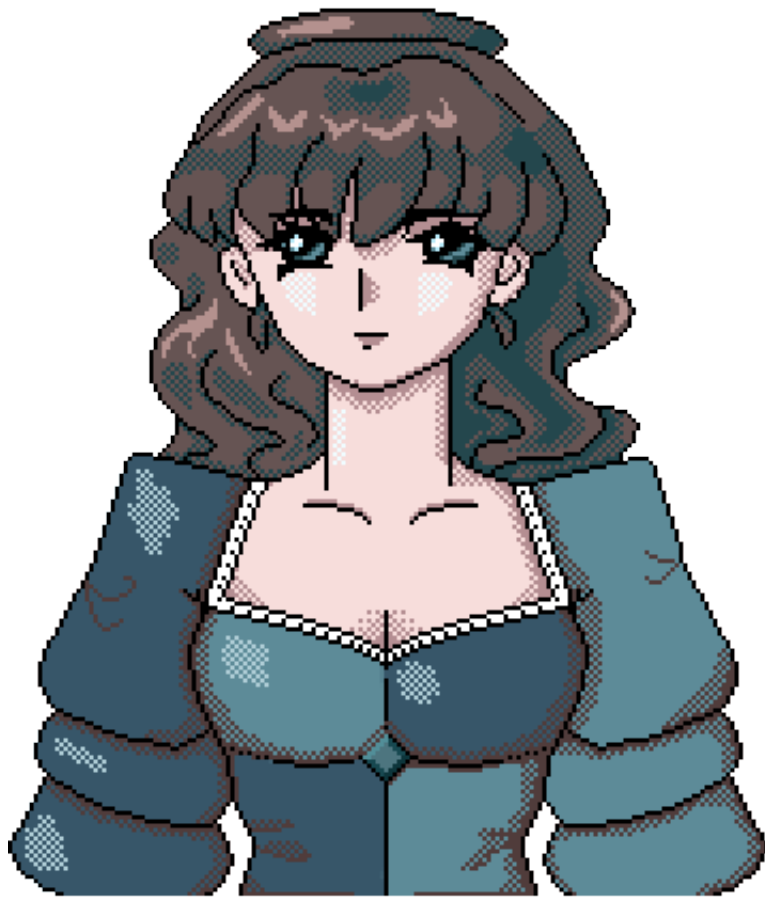
--STORY--

The royal city of Flayes has been under siege for months. The food is running out everywhere but the royal court. High society lives like there's no tomorrow, and for a reason. One night the walls protecting the city break down and Vassan, Eugenie and Memnon are forced to accept reality, their homeland is no more. High society has raised these people extremely selfish, but as they flee Flayes they are forced to change their ways. But is it possible to value kindness and life in a world where individual lives have little value?

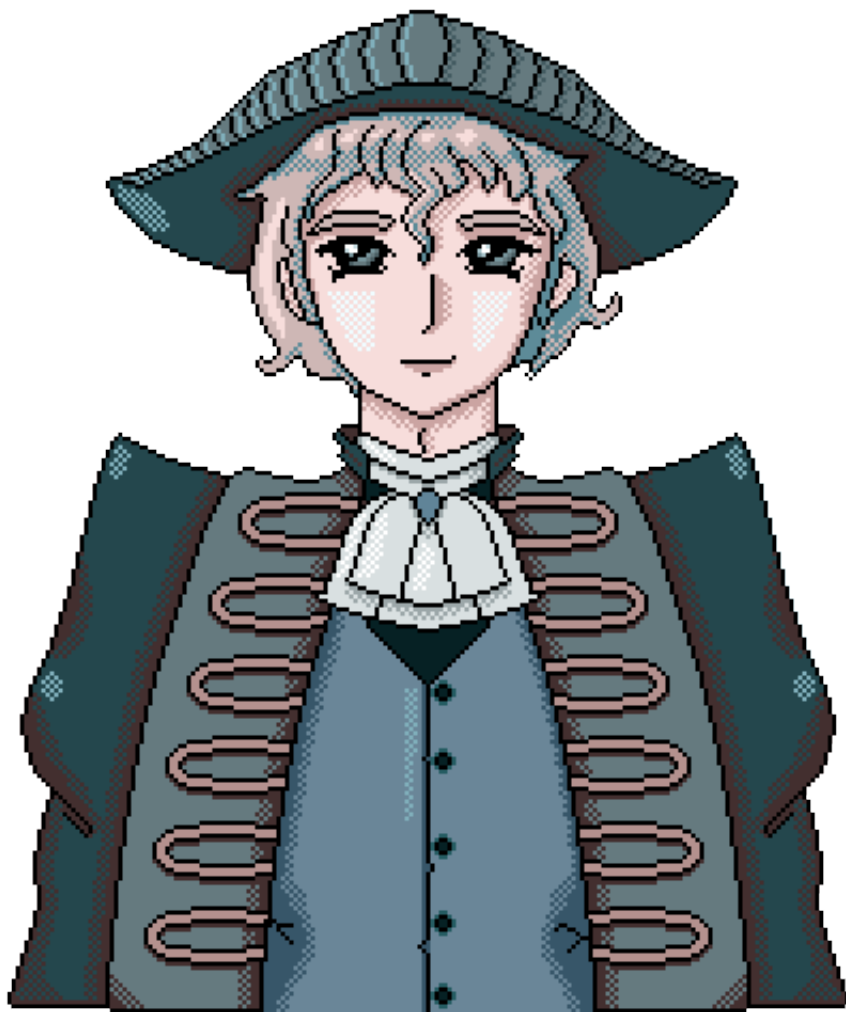
--CHARACTERS--



"No, I'm not having fun. Then again, when you're at war and everyone around you is pretending it's New Year's Eve, are you supposed to? I feel its my fate to be alone in party crowds, and in good company only when I'm alone with a book. Or my quill."



"It's not about the money, it's about being free. And that's a lot easier when you have money. Or are a man."



"Yes, life isn't much more than the lies we tell ourselves. The trick is pick a fun lie and tell it well."

--MUSIC--

"Harp" --- Jordy Hake

"Snowfall" --- Joseph Gilbert / Kistol

"Seashore Peace Ambiance" --- Philippe Groarke

"The Desert of Dreams" --- TheMysticBard

"Spelunker`s Anthem" --- TheMysticBard

"Terror/Thriller Improvisation" --- Marcelo Fernandez

"RPG - The Graveyard" --- HitCtrl

"Blackmoor Tides" --- Matthew Pablo

Title: The Great Voyage - Visual Novel

Genre: Adventure, Casual, Indie

Developer:

Ladybug Games

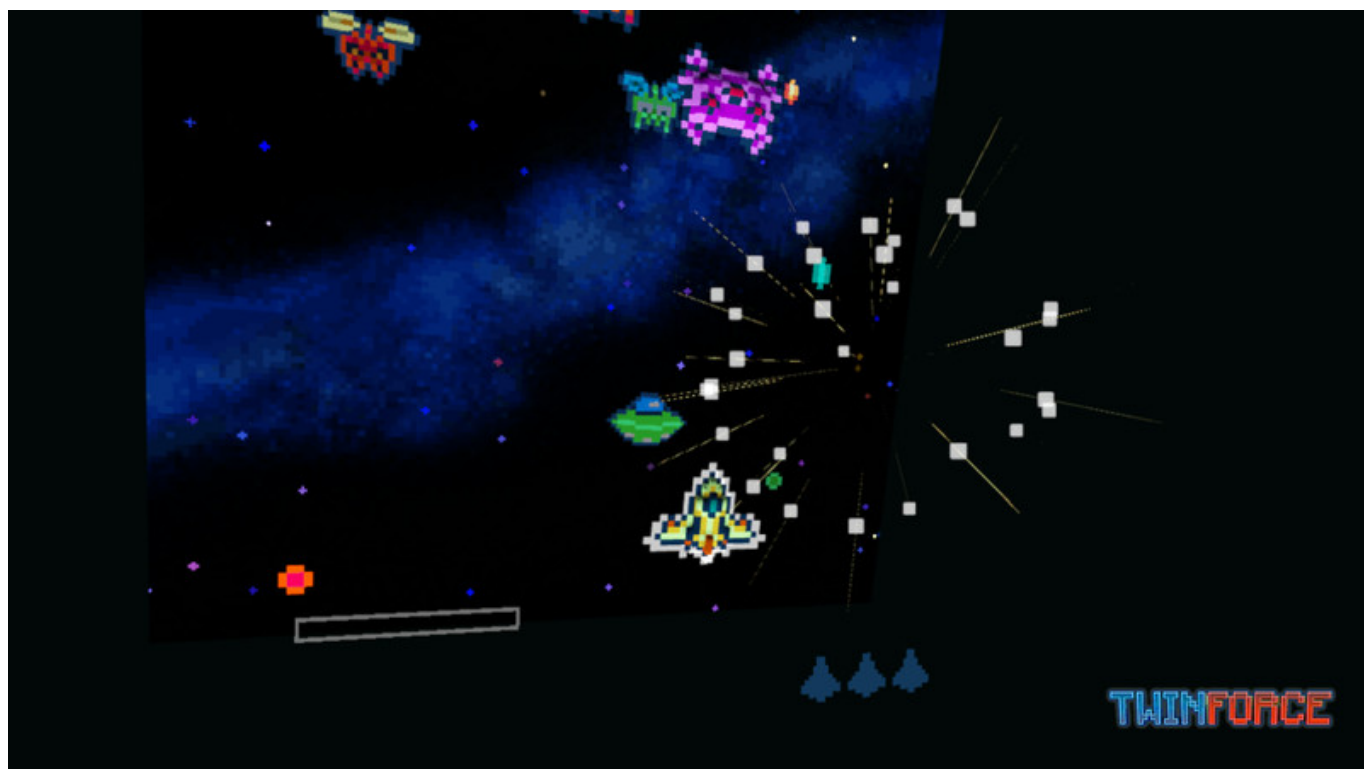
Publisher:

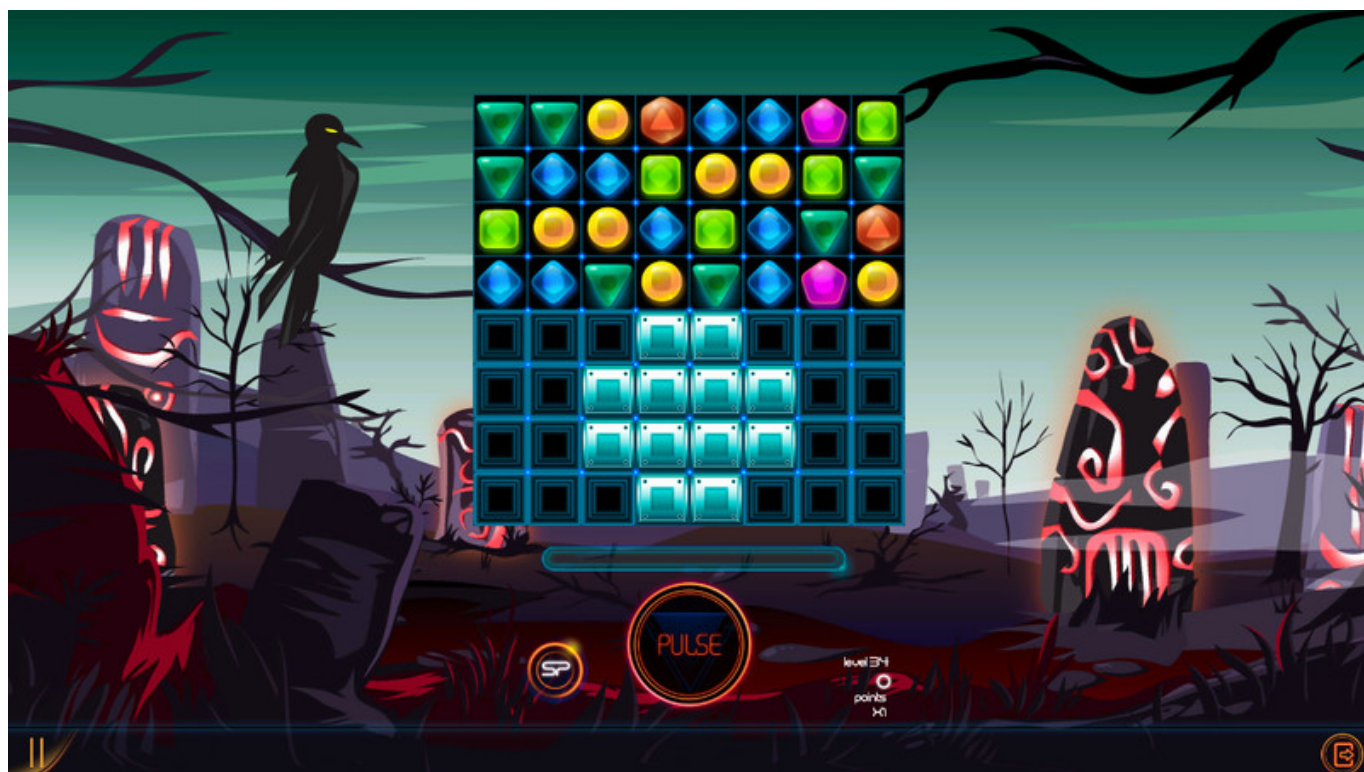
Black Poodle Entertainment

Release Date: 16 Sep, 2018

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English







This is the douchiest of moves: only by buying DLC you can have AI bots and so some skirmish mode. This should be added as free patch. I would understand if original game had any kind of proper campaign, but it doesn't so you're stuck with boring singleplayer. Really, this is the greediest thing to do.. Dear Infinity Ward V Activision,

Please release Call of Duty: Modern Warfare (2019) on steam where all my friends and 90 million monthly active users are playing their games at, and I'll change this review to positive. Thank you. It's ok. But everything is just so haphazard. For example:

- Some graphics have layered PSD versions, some don't.

- Some graphics look painstakingly illustrated, while others look crude and slapdash.

- Some animation sequences are poorly named, causing most programs to display them in the wrong order when importing.

- The folder structure is all over the place. Want some rocky ground? No problem, just go to \\jungle scene & platform\\rocksor..... mini packs\\spaceforce\\terrainor..... \\landbuilderor..... who knows where else. Searching won't always help, because not all files are named helpfully.

- The pack is all over the place stylistically - pixelart, painterly, cartoony, 3D render, etc. - yet chances are that no one style is represented enough to really be useful for a whole game.

Because of the haphazard nature of the pack, and the uneven quality of the graphics, this isn't really suitable for anything more than a backup library that you dip into infrequently, for placeholders or starting points. That's all I personally needed it for, so it's done its job, and I'm reasonably satisfied.

However, for what it is, it's definitely overpriced. I feels very "quantity over quality", yet the quantity of graphics isn't even that great. At this price, I can't really recommend it.. Not bad for the price, not more then an app for your iphone or tablet, but fun. I like the tones of socialism in the game. Fun to see how the people require the gov to fix everything and do nothing on their own. Sort of like how America is becomming.. This game actually makes me feel like I'm commanding a battle... like in Ender's Game, where you're disconnected from the action but commanding from within a virtualized environment. This is hands down the most playable VR game I've found. The gameplay is great, the controls make sense, the strategy is engaging.

NOW I WANT online multiplayer. ALSO, I really want to be able to rotate the view when I pinch the controlers to resize. Instead of just resizing, let me rotate the entire battlefield aroundVupside down so that it feels more 3D.. Probably the best Genesis era Sonic game. It's simply a must-have, if you didn't buy it any of the other 3 billion times it was put in a collection, may an omnipotent being who may or may not exist have mercy on your hypothetical soul.

Seriously, if you haven't played this yet do it. Right now. Right there, click it and buy. I'll be waiting.

This game tells a very simple, somewhat childish story, interspersed with often easy, sometimes frustrating puzzles. The gameplay isn't consistent, and the story isn't interesting enough to be worth the time and effort, little as it takes.. this game is too hard, i can't even pass level 1. Very beautiful and detailed animation and lot of info for astro enthusiasts. :). Pretty fun game overall, plenty of ship choices and gun upgrades to keep it interesting and trying new ones each game. Controls were a little confusing in the beginning but once working it out, it all flowed on pretty nicely from there. The recent updates to the game have made it much more user friendly and a bit easier to begin now with shields and more on screen view. Looking ahead to the future of this game I'm looking forward to some pvp action with\Against from friends. It has a ladder board with all players that have ever done a game so its really fun to try and beat your own record and everyone else that has every played it.

I definitly recommened this game for something to play in your down time and to try and reach the top of the point ladder board!. Once you enter this game, you are forced to watch an interlude and you are not able to open the menu(you are not even told about the keyboard settings), change the sound level(they are very noisy on default), man this is 2019, how can a game be made like that? I just want to change the game into windowed mode and lower the sound then enjoy it!. Game got stuck before even getting as far as the welcome screen - I could hear the audio for the intro playing normally, but the actual screen was frozen on a white background with a black loading circle. Had to hit alt+tab a few times before the screen displayed the welcome screen, but there it froze once again - no fuctioning cursor, no ability to click anything, just a frozen image of the welcome screen. Had to let it run stuck there so that Steam would actually let me leave a review, otherwise my count on the game would have probably been at less than a minute.

Would love to play, if this bug could be fixed somehow. I've tried uninstalling & reinstalling the game several times, and every single time I try to open it, it just does the exact same thing.. This simulator is the result of someone watching the first 5 mins of *Unstoppable* and deciding to make a game about it in Unity. And no, there is no Denzel Washington in this game.

The only positive thing I really have to say is that it runs fast on Max settings and boots in seconds. It is also only 300mb meaning uninstalling it is easy. That concludes all the positive things I have to say.

*The game's trailer does not lie, there are "Technical defects" and "Weathering" (To my brain as it wonders how the F*** this got on steam). The Train you are given can move forwards and back on the same section of track and you can switch the points to the Rib tracks (I don't know, im not a train person!). Thats It.*

You also have Barry the Magical Mechanic at your disposal who can fix tracks with his mind. Just click the Defect and Barry will fix the issues, In a jiffy. His job is pretty easy all things considered, as the defects all appear in the same spot. Furthermore, The Questionable Cargo Transporter Company That Shall Not Be Named Because Copyright Inc (TQCTCTSNBNBC inc) convieniently leaves all of its cargo in the same spot each time. Every mission is the same bar one where the train catches fire and even that mission was made easy thanks to Barry (Who is also immune to fire). Every mission follows the same pattern:

1. Go to cargo by Spamming the "S" key
2. Use the cargo manager to violently smash the Trains together in the hope that they will blend.
3. Go to designated Track by switching the points and Spamming the "W" Key
4. ???
5. Profit!
6. Please refer to step one

td;dr

In short, this game is like being forced to watch the intro of Thomas the Tank Engine over and over again at full volume. Right now its 80p on sale so if you want a few laughs, go ahead and buy it. Otherwise, steer clear of this game.

And finally, my favorite quotes:

" [...]Dink *Dink* *Dink* *Dink* *Dink* *Dink* *Dink* *Dink* *Dink* [...] " -Barry*

"Graphics: Easy" - The game launcher

"To reverse, hold the reverse key." - The help menu

"[Infernal Noises]" - A random Badger that stole Barry's hammer and set my train on fire.. This makes my ears happy. 10\10

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