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Another Perspective Steam Keygen Free Download



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## About This Game

Another Perspective is a puzzle platformer following the very confusing adventure / slow existential meltdown of someone looking for something that they don't remember.

This person(?) has the power to swap minds with what appears to be other versions of himself who all see the world in different ways. Where one pair of eyes sees a bottomless pit, another might not. Where one sees a locked door, another sees a key. To change perspective is to change reality!

Combining these "realities" allows him to progress - or to at least do something that resembles progress - however this new found power leaves him deeply confused. Who is he? Why does he have this super power that doesn't make any sense? If he's swapping between bodies which body is really his? Why does he keep having to pick up keys and unlock doors? Where is he going? Is he even going anywhere? Does he even exist? What is he looking for?

The answers to some, all and none of these questions will be probably definitely not be maybe found by playing the game.

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Title: Another Perspective  
Genre: Adventure, Indie  
Developer:  
ShaunJS  
Publisher:  
ShaunJS, Digerati Distribution  
Release Date: 8 Aug, 2014

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**Minimum:**

**OS:** Windows XP

**Processor:** 1.66 GHz

**Memory:** 1 GB RAM

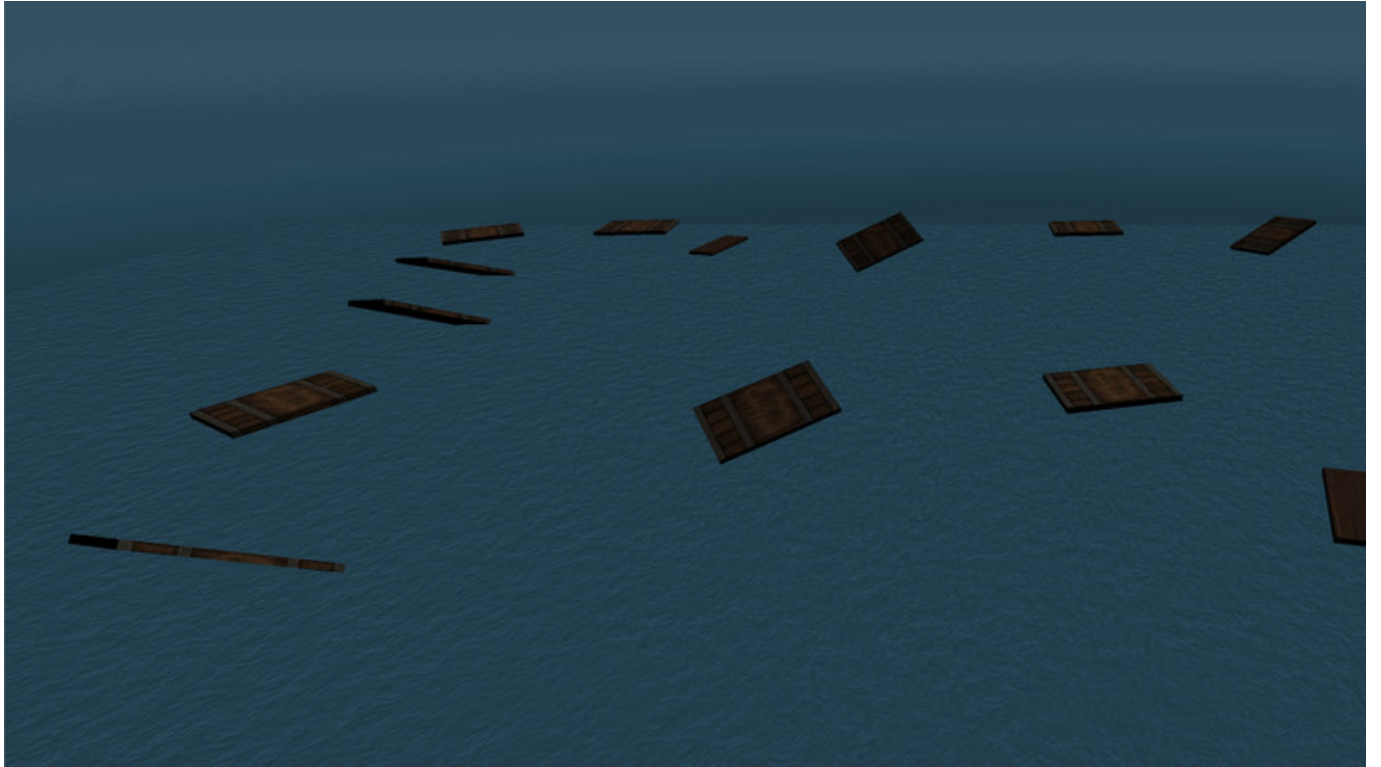
**Graphics:** 512MB VRAM

**DirectX:** Version 9.0

**Storage:** 10 MB available space

**Additional Notes:** Recommended to disable lighting and shadows on older machines.

English,Italian







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Epic dlc hopefully they will release the single car version soon. My worst regret with that game was... Buying it. DON'T BUY!!!!. There's so much to like about this game. Graphics and sound effects are good but i got really queasy with the 3rd person perspective - you're directly behind the little duck as you fly and that means clipping through terrain at chest height when your duck is near ground level. Yes, you can fly the duck 'remotely' but that's nowhere near as immersive.

There's nothing else i can criticize about this game and it's obviously not an issue for other reviewers but i refunded because of that issue alone.. Great game just the same as 15 years ago.. :) Picked it up for 0.50, totally worth. Still some little bugs but the game is cute overall :D. Three hours into the game and it's starting to get annoying. Some puzzles are much too easy, some don't seem at all logical and some are just tedious (the Skip button is becoming very useful), and basically you do stuff when you see there is something you can do, whether or not you understand why you're doing it. Also, one hidden object scene instructed me to pick an item I need to return to a gate when I had not even seen the gate in question yet. How are you supposed to pick the item? Clicking everything randomly, of course. I suppose I'll play this through, bit by bit, but I'm not expecting it to get any better. I cannot recommend this, so I'll have to vote No, although something in between would be more accurate.. V e r i \_ \_ T h i c c

(\u0361\u00b0 \u035c\u0296 \u0361\u00b0). Lots of fun. And a bargain.... terrible route needs update with the following:

1: Electrification

2: GWR HST, Class 387, Class 165V1, 166, 153, 150V0, 150V1, 150V2, 150V9, 08, 800, 802, 57V6, Mark 3 Coaches, 158, Heathrow Connect Class 360 and Heathrow Express Class 332

3: Branch Lines to Heathrow Airport, West Ealing, Windsor & Eton Central, Marlow, Henley-on-Thames and extension to Cardiff Central, Penzance, Cheltenham Spa & the Reading-Taunton Line. A very short adventure game that has a Mighty Boosh style of humour, I've never seen it on sale, but I'd say it's worth the full price. Don't look at any videos or screenshots since it's so short -- everything will be a spoiler.



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Fun, good gameplay, \u2665\u2665\u2665\u2665ing difficult. 10/10 will break my keyboard again. Highly recommend playing this with an NES controller because you can.. I own about 95% of the Meridian 4 catalog, and picked up GT: Evil Heroes during that package. I later purchased GT2: Dungeons and Donuts during a sale.

## The Background

GT1 and GT2 share the premise of the player taking control of a moody sap (Drake) who overcomes personal challenges to become The Hero That Saves The World. The game is largely a parody of main-stream RPGs, with characters often throwing out asides and references to other games. The jokes are campy and are mostly of low-brow humor; some would say the designers are mocking how sexualized female characters are in other games, some would say the designers are part of the problem.

## Characters

Throughout the games, you get the opportunity to recruit new party members with different skillsets, for example:

Angelina: Healer

"The Semi-Divine Holy Avatar Himself": 2 handed swordsman.

Candy: Archer

Each character has a relatively well fleshed out back story, as there is a LOT of dialogue to read. In GT2 they have actual voice actors to play each character.

## Skills

In GT1, skills are tied to your player level. Your character has an additional skill titled "Obsession", which is kind of an automatic passive attack with unique abilities.

Ex: Holy Avatar's obsession is the ability to talk everyone everyone to sleep in a 3x3 radius. Including your party members.

In GT2, skills are tied to your "Talent Tree" (which is not very well explained).

When you max a bottom tier Talent, it unlocks your 3rd skill. A second tier talent unlocks your 4th skill, and a 5th tier talent unlocks your "ultimate".

Additionally, GT2 skills have a timer, so you can't use them every turn. Your Obsession meter (more like an ultimate meter), builds up to allow you to cast the Ultimate skill.

The ultimate skills in GT2 are actually pretty useful, with one of them doing massive AOE damage which is needed later in the game when there are seriously 20 monsters in a room.

## The Problems

The camera is terrible. It frequently locks onto random locations, and you have to reset the Follow toggle to return to your character. You might even feel sick from it. The Bloom doesn't help either, and may be part of the problem in inducing motion sickness in players. There is extreme camera smoothing in both games.

Characters frequently get stuck. If I have a party member that stands in a doorway, and I try to talk to a NPC outside of that door way, I cannot pass through. My character will choose to run into the party member, and constantly try to move past. The controls are locked and I cannot disable the "queuing" of the talk command. To fix this I had to use the cheat console to teleport Drake to the NPC. This happened at least 30 or 40 times.

In GT1 there is a major gamebreaking glitch where the Holy Avatar would be completely disabled during a battle. The battle round timer would still be enabled, and you would be stuck in an infinite loop. This required a reload of an earlier save file to fix.

In GT2 the quest journal offers only Italicized and Normal text views. It is unclear if a quest is Completed, In Progress, or Not Completable. That last detail is interesting, there are at least 5 quests in GT2 that if completed, disable your ability to complete other quests. Some of my quests that were "completed" still remained in the journal, while some that were incomplete just disappeared.

GT2 lacks progression logic. Finding your next mission requires you to talk to just about every NPC to figure out what you're doing next. The need to do so is not tracked in the quest log. There is also no notification that informs you to talk to a NPC. If you surf the Steam or Gamefaqs forums, many players ask "WTH do I do next?" And the answer is usually "Talk to everyone". This was not as big of a problem in GT1 as the maps were not as large.

## Final Comments

I eventually used the cheats "goto\god\healall" to complete both games. "Healall" resets the movement tracker so you can move from one end of a map to the opposite end in one turn. This made progressing through the (really boring and tedious) fights much quicker. Even then, it still took about 10 hours to finish GT2 because of all the walking and talking you're required

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to do. I would estimate that GT2 would take over 30 hours without cheating. And let me tell you the 10 second ending is not worth the effort[1].

Humblebrag: This post here is more comprehensive than anything you'll find online. Nobody wants to write a walkthrough or a guide for these games because GT sucks. If you're stuck on a mission\quest, leave a post and I'll see if I remember how I did it.. Beautiful chapter. Especially after Chapter 2, which was, all in all, a big letdown. Chapter 3 has a lovely, funny story with beautiful scenes and perfect voice-acting (as always). I had to play this in one sitting, so enthralled with the story was I. Loved it.. Image & Form Games did it again. the game is a Diamond...i love it since it released for nintendo and i waited for it to release on pc too. Graphics are colorful and cute,music is what it must be for the game, characters are awesome and very artistic as the other games. i turned on my pc and bough it without second thought. 10\10 for me.. Best oldscool game! Recomend!!! 5h gameplay. Oh boy, when I saw the intro cinematic I knew this would be a good time. They take the stupid story so serious, but I couldn't stop laughing all the time. I actually thought the game would be total\u2665\u2665\u2665\u2665\u2665 but other than the gunplay it was pretty decent. The parkour parts were actually kinda fun and the game had some Zelda-like puzzles at some points. The steampunk visuals mostly didn't really look good, they rather looked kinda ridiculous especially with the females and their\u2665\u2665\u2665\u2665\u2665popping out from all sides of the outfits. The voice acting also was hilariously bad wich made it even more comical.

This game is a true messterpiece and I can recommend it to everyone with the right kind of humor.. A wonderful, simplistic little party game.. easy to learn - hard to master.. it's like toribash light, it doesn't take ages to learn, just click and drag the body part and the timer goes down as you drag.

However.. there are a few cons which are present, but it might just be that they are not present YET..

\* No replays.

This is not just a game about winning, it's a game of wits and doing nice moves, even if they don't make you win. A replay at the end of each combat is a MUST for the future!

\* No sound or graphics settings.

Given I've only played this game for a very short while, I might just not have found them yet.. but the main menu only has "start" or "quit".. you can still use alt + enter to enter \ exit fullscreen though.

Conclusion?

For 3\u20ac - it's a must have! Since it's, to me, not only about winning.. you don't really need a friend to play it with all the time, even though it's even better with a friend.. I'll let you know after the coming weekend! ;-)

so..

To be continued...



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