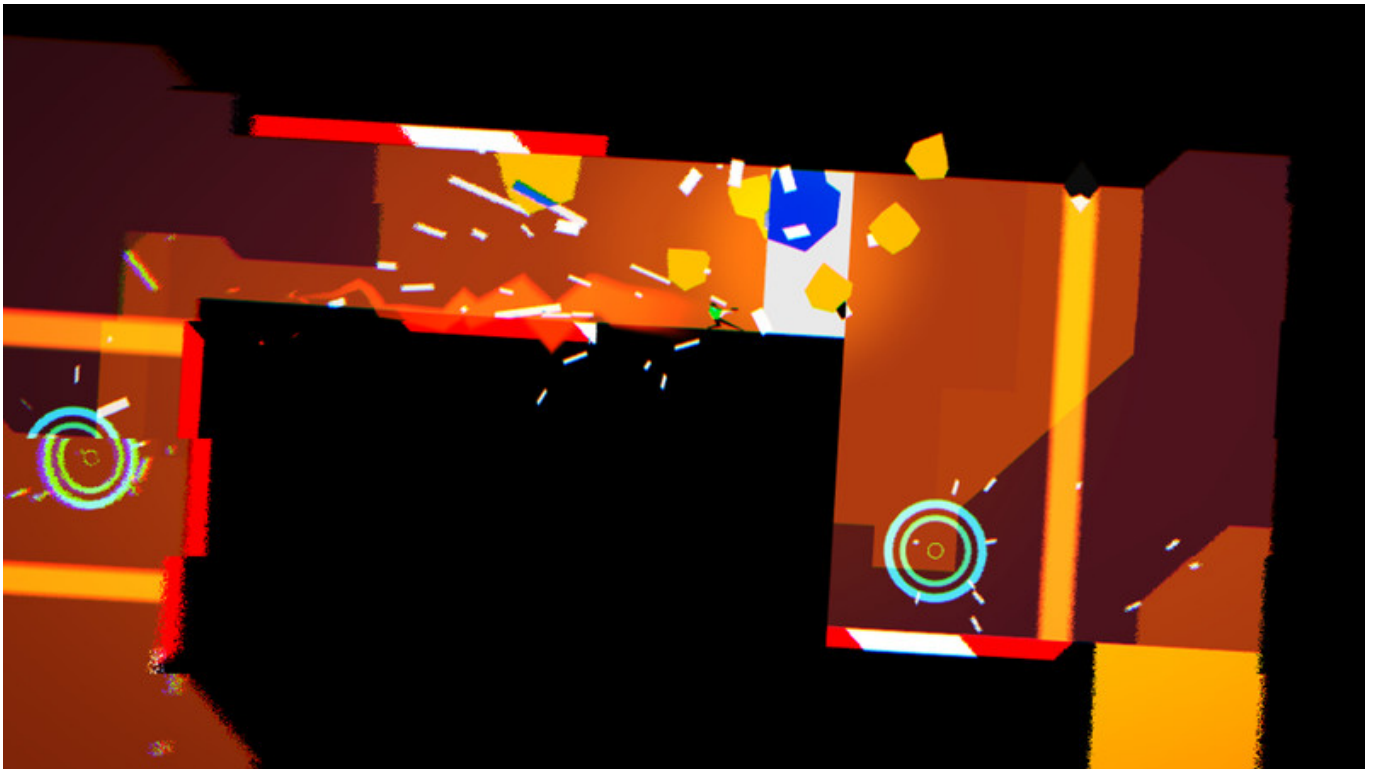

199X Activation Code Download



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About This Game

In 199X, you control Clara. That's the problem.

The doctors say she's delusional, but you both know that can't be true. The two of you need to explore Delilah, the town where Clara lives. You need to navigate her messy, personal relationships. Most of all, you need to find a cure. And beat the game.

199X is a 2-3 hour narrative adventure, split into seven playable days. It is written by Evan Tognotti, and features a full-length original soundtrack from acoustic weirdo Kearney.

Play 199X. Help you help herself.

WHAT PEOPLE ARE SAYING

"199X advertises itself as a 'game without mechanics,' which is probably because it is another crappy Steam Greenlight game made in RPG Maker. It is a 'lightly interactive' game (aka players basically press the arrow keys) and features a whopping one protagonist. Again, this is because this is a horrible excuse for a 'game' made using a horrible excuse for a 'game engine.' Not only that, but the developer of this game has the utter gall to charge for this couple hour 'interactive experience.' Although is (sic) is only \$2 US, it is still disgusting people are being charged for this crap." - Lusipurr.com

"There is also quite a bit of social justice in this game which makes parts feel a little bit like a (sic) 'educational game' or propaganda... don't expect any male characters to have any depth or role in the plot, it's all about the ladies and the male characters are there for window dressing." - **A Steam reviewer**

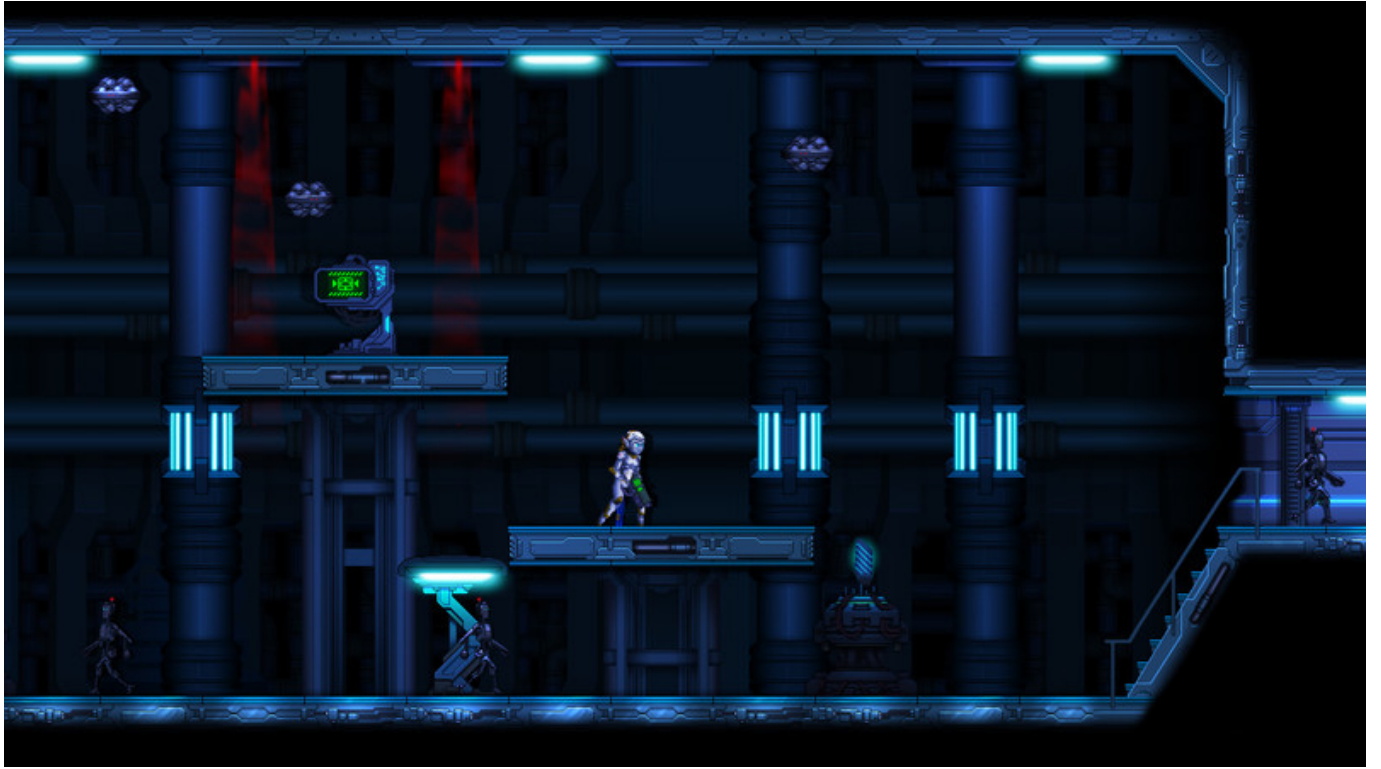
Title: 199X
Genre: Adventure, Indie
Developer:
Evan Tognotti
Publisher:
Evan Tognotti
Release Date: 11 Dec, 2014

b4d347fde0

English







Nice game overall. not very challenging, interesting story.. Most of the resources are good for just about any medieval-fantasy game. The character sprites are good for a semi-realistic looking work. Overall, it's a solid pack.. By far the weakest of the "Air Conflicts" series of games. The campaign is highly repetitive and the AI is little match for a child let alone an experienced flight sim buff. The graphics and aircraft damage are very well done, scenery looks quite nice. The real selling factor on this is the multiplayer which can be quite a bit of fun. Unfortunately, the community for it has dried up a bit with the release of subsequent titles, so you're better off buying those both for a better campaign and the larger online multiplayer community. The game's not terrible, but I just can't recommend a purchase given the draw backs and easily available alternatives.. For a free rpg maker it is very well made and I loved how cute it was! The artwork is simple and beautiful! This game really reminds me of Ib which is another rpg styled horror game! There wasn't much horror to this one, but still a very cute rpg! Plus it's free for those who are looking for something of this type of genre for little to nothing! I really loved this game and hope to see more from the developers! The storyline was quite enjoyable for what it was! This game might be too short for some, but i still definitely recommend it~!

I would personally and in my opinion give this game a 10/10! I highly recommend that people do play or at least try out the game! It's pretty good for any age really.. Completed the game getting 3 bars for each level in about 9 hours.

Even getting 3 gold bars (the max) for each level there is no way of getting all the upgrades. You can only unlock about half which is very frustrating. It left me feeling like they only compled building half a game. Hopefully they will add more levels in a future upgrade. Maybe if this was a free brower game this would be acctable but when you purchase a game you expect to be able to unlock all the upgrades.. Uhm, sorry no but it just feels... contrived. Being edgy for edgyness sake is just not enough. Unless that's your thing. I won't make a refund, since it's so cheap, but I wouldn't mind having spent time on something else.. These weapons are only good for the first 10 minutes of the game, youll easly come by better weapons extremely quickly

This is a Great loco to have on Train Sim. This is probably my favorit loco in Train Sim at the moment :). I like this game. However it has some very irritating issues.

Firstly, it is unclear exactly which choices use or will raise specific stats, more bothersome it isn't clear what each stat does. The most opaque of these is Influence, at this point I've played through the game four times and have only managed to raise it above 1 once (I got it to 2 by the end of the game.) Now like I said I'm not entirely sure what this stat does, I seemed to be able to influence people sometimes and not other times, was that because of other stats? Would I have been more successful with higher influence? No clue.

Others are pretty cut and dry, Combat makes you fight better, Ritual lets you use magic like effects, Survival and Sensitivity are less clear. Quick thinking I have no idea about. Restraint is an interesting one that has a cool narrative idea behind it but doesn't seem to do much. Basically it seems like it is almost a currency, built up through actions that you can use to push against the influence of your god if you want or need to. Neat idea, but it only came up once in 4 playthroughs. The problem even with the clear cut ones is, it's unclear what will improve them and the writing can imply due to its mythic nature that you are quite powerful but then you get a less favourable result, and it's only through trial and error that you realize that there even was a better result.

This means that when you're going through the game it can be a little obscure what is influencing what, making choices harder.

Story wise, the game is really interesting. It combines mythic storytelling with a sort of loss of the old ways rise of the new conflict. This is mostly well explored, but could be further developed. The romances are not a huge part of the story but are present and interesting, like most things in a questing story they are only rest stops on your characters journey. I like the ideas, but partially due to the mythic storytelling and the obscuring of the stats influence it can be difficult to know what your end goal should be or how to get there. Even when you figure that out, you are left feeling like there is something you missed. The setting is interesting if somewhat vague, the characters each have their own voice even if we don't spend much time with them. I will say that there were some parts that felt really effective and I wish this was a longer more involved game so I could play around with it more. Any time you want to spend more time in a games world is a good thing. Some of the decisions feel a little irrelevant, but this again is mostly because it's tough to know how influential your stats are when making them. An example was, I was named leader of a group, but when I tried to assert my leadership they just ignored me. I wasn't sure which stat I was using to manipulate the situation except that it wasn't Combat.

The last issue is a technical one, there was an instance where a choice I made at the end wasn't reflected. This wasn't due to the writing as it referenced the possibility of my making the choice but said I didn't. This can happen when these games first launch but considering these games are entirely hinging on their story having scenes not trigger can be a let down. All in all I like the game but these issues should be ironed out and if the author makes these kinds of games in the future they should include a tooltip or page that explains the stats and what they do.

7/10 an update that addresses these issues would make this game pretty great. I'd also be down for a sequel.. An interesting management of rogue likes. This game won't be for everyone, as the confusing UI and needed micromanagement plays a big part of it, and it's difficult even for roguelikes.

However, character customization is a big key and allows for a lot of customization, and offers an interesting art style. Really, the class customization is the big draw here.

It's something to get if you're really struggling to find a good rogue like, to at least try out.

Some initial first impressions here: <https://www.youtube.com/watch?v=m-ail1D9mv4>. [I highly recommend this game for anyone that likes building or strategy type games. A very nice game with tricky puzzles. The graphics are not the newest but its still a game which can be very enjoyable because of the story. In addition you must save your game with small breaks because of the lack of autosave and of game over situations \(fire in the woods or the stealth part\) where you must load the last save you made. Because of this issue I had lots of replays because I forgot to save my game and I had to replay 3 hours of the game again.. Better than battlefield v](https://www.youtube.com/watch?v=m-ail1D9mv4)

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