
BUDDY Free Download [pack]



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About This Game

BUDDY is a horror adventure based on a little girl Mary's story nightmare.

The protagonist of the game is a cat which tries to get out the girl of the world of fears and nightmares created by her. On the way he finds story's parts of girl's real-life which are closely bound up with nightmares from her childhood.

Features:

- Unique art style
- Unpredictable plot
- Atmospheric music
- Horror theme filled with mystery
- Three endings

Will you able to distinguish the real story from the girl's fantasy?

Controls:

Keyboard:

'Ctrl' - Pull/Push/Action

'W' or 'UP' - Jump

Gamepad:

A - Pull/Push/Action

X - Jump

Title: BUDDY
Genre: Adventure, Indie
Developer:
Hoshko
Publisher:
Hoshko
Release Date: 27 May, 2016

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English,French,Italian,German,Arabic,Bulgarian,Greek,Danish,Simplified Chinese,Traditional
Chinese,Korean,Norwegian,Dutch,Polish,Portuguese,Russian,Romanian,Thai,Turkish,Hungarian,Ukrainian,Finnish,Cz







Well, I don't like this game. Imho it is a perfect example of a game, artificially extended by long periods of annoying nothingness. The elevator scene is the worst - when you are waiting for a minute to finally get some action. Really, this game could be shorter - and way more dynamic and fun to play - without all those lonely strolls in the dusk. And yup, either it is bugged, or I missed something crucial - but I got stuck in the vents of a cinema, cause somehow lost the ability to use ladders...

So-o.. no Limbo killer this time, guys.. Well, I don't like this game. Imho it is a perfect example of a game, artificially extended by long periods of annoying nothingness. The elevator scene is the worst - when you are waiting for a minute to finally get some action. Really, this game could be shorter - and way more dynamic and fun to play - without all those lonely strolls in the dusk. And yup, either it is bugged, or I missed something crucial - but I got stuck in the vents of a cinema, cause somehow lost the ability to use ladders...

So-o.. no Limbo killer this time, guys.. Just finished the game and after all is said and done, I recommend it. Highly. I actually love this game. It's an acquired taste for sure; it's certainly not for everyone and not everyone will appreciate it. I'm someone who likes slow-burn horror/thrillers so I'm more than okay with tension build-up and story development taking some time. I know some people have complained about the long, tedious walks thrown in to cheat through gameplay time but I viewed those breaks as time taken to build tension, not knowing what the hell you're going to run into next. They're also appreciated when you've been battling through a specific level that's giving you grief.

I ADORE the artwork. If they had an etsy like Afterland I'd be all about it. That's what initially drew me in and I'm glad to have been reeled in by it. Yes, the mechanics are slow af.. but sometimes that was appreciated. I took issue toward the beginning when it appeared that the controls were finicky and the resulting action totally arbitrary but for me, I was willing to overlook that. It can be obnoxious having to redo the same level over and over again but for me, was a bit of a welcome challenge. There *are* jumpscare in this; some may view them as cheap. I cursed a few times; meh, it happens. TL;DR if you've already taken a look at the trailer and it sounds interesting to you, take a chance if it's on sale.. A nice and short story game with jump scares quite often. The story didnt seem to make any sense at the start because you were just a cat walking around, but an hour in it starts to make sense. The ending is good (depending on which one you get). I recommend if you like story or horror games!!. Eh, I like the art style and the concept, plus I'm getting intense Fran Bow/Broken Age/Bulb Boy vibes, It's just really clitchy. And the conroles are bad, WASD, exept W and SPACE don't work so you have to use the arrow keys. And the checkpoints could be better.

As I said, I REALLY like the concept and it has potential to be a great game, just not at the moment. :/. It has many technical problems. the worst issue I faced was saving. I passed many puzzles and when I died, the check point suddenly changed and I had to start from the begining of the stage. I don't konw if that was a glitch or not. In general, the game can't be played and the developers should fix these issues. Without fixing, it is impossible to complete this game.. Eh, I like the art style and the concept, plus I'm getting intense Fran Bow/Broken Age/Bulb Boy vibes, It's just really clitchy. And the conroles are bad, WASD, exept W and SPACE don't work so you have to use the arrow keys. And the checkpoints could be better.

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Honestly, I just spent two days time playing this game. So I guess let's start with the good:

It's fine as far as horror, great jump scares and they did well with their audio to keep you on edge, but not scary enough to give you a panic attack or anything.

That's it though. That's all the good.

The bad:

The game starts with two options: Play the game, or exit the game.

They give you no tutorial, no information on what you're about to go into, no goal of the game, you just start playing. Okay, fine. Until the point where you don't even know IF there's a save, let alone how to do so (M doesn't work, P doesn't work, ESC only provides the options of OH GUESS WHAT - PLAY or EXIT), and then something in the game either doesn't work or glitches.

I got to a point where after the woods I was in some vents, and of course you can't get out of the vents from the way you came, only to find the way forward and out, however it wouldn't let me go down the ladder - the only way to move forward. Therefore, I was stuck, I couldn't do anything, I was hoping that maybe since there's no save that it would be autosaving - I was wrong. I had to close the game and hope that it would fix itself when I came back in. I started it back up and boom - everything I had done (again, for TWO DAYS - because NO SAVE means I had to keep it running even when I had to run errands or sleep) was gone. I am so annoyed and beyond peeved. I'll probably never pick this game up again, and I recommend that unless you have the time to pick it up from start-to-finish in one sitting, you don't waste your time or money.. Not recommended.

It does pain me to say this as this game does have a lot of potential. However, it is plagued by bad controls and outright broken game mechanics that make it unplayable unless you have a TON of patience. I am all for games that are hard. But a game should never be hard because the mechanics do not work properly. This game was clearly not tested well enough. I tried playing for roughly two hours before giving up.. I'm quite disappointed by this game. The art style is very cute and the story seemed interesting, but the game is just lacking in so much.

Firstly, the controls are never explained. There isn't even a menu or settings to check them in. On top of that, the controls can be fickle and don't always work the way they should, which caused a lot of unnecessary deaths or repetition.

Aside from the controls being unclear, it's often unclear where you need to go or what you need to do. I'm all for hard puzzles, but it should at least be clear what the puzzle is. Constantly taking shots in the dark because it's unclear what you're supposed to be doing, or even what you can/can't do in the game, doesn't make for good puzzles.

The atmosphere is seriously lacking. If you're going to have the player walk for long patches where nothing happens, the atmosphere has to be good enough to make up for it, and this just isn't. There isn't any music and the sounds that are there don't do much. Unfortunate considering the visuals are actually great.

Long story short: It's more of a chore getting through this game than a pleasure. When it's not boring it's frustrating, and although it does have it's redeeming qualities, it's not worth the work to get the rewards.. I am glad that is not pixelart! Now a good drawing in platformer games is a rarity.

I was pleasantly impressed by BUDDY.

. EDIT:

If you're on a first date, or reading a book, or any situation in which you're experiencing something\someone new - first impressions are everything. Perhaps others might have had a more favorable view of the game, but for me: nothing was exciting enough about it to continue playing.

I found the gameplay to be clunky, the events to be predictable, and the puzzles to be counterintuitive. Maybe as the game progresses it'll get better, but I was very disappointed by everything that I met in those 30 minutes.

I'm going to probably give the game another hour or so and see if my impressions are different, and if so I'll update my review, but I didn't feel or see anything that hooked me into wanting to play the game any further. That's pretty telling if a game doesn't make you -want- to play more.

ORIGINAL

Art style: 9/10; this was one area the game was great.

Gameplay: 6/10; clunky and not well explained.

Puzzles: 2/10; either they were obnoxiously predictable or unbearably hard.

Jumpscares: 2/10; I didn't find a single one that wasn't predictable. Humorously so.

Overall score: 3/10; I wanted to like this game. It missed the ball. Missed it bad.

I don't ever write reviews. Ever. This game, though... I had high hopes. Like really high hopes. I wanted this game to be great. I thought it was going to be the perfect mix of Psychology, jumpscares, and puzzles. Instead, all I was met with was disappointment.

I even have a YouTube channel where I play games and discuss the Psychology behind them, and this game missed the mark. Bad.

Here's some first impressions and reaction (I didn't even get to talking about Psychology!)

Note: I played further than the video, I just stopped recording. It was that bad.

<https://youtu.be/VgAyT7yjpaS0>. Its a cute little "Horror" Platformer :) i like the art style and the puzzles so far :)

Check out some gameplay:

<https://youtu.be/5b8HwohcLiE>

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