Autumn Free Download [cheat]



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About This Game

More than a game, Autumn is a relaxing place for spiritual learning and growth with a soothing atmosphere.

In each game you play as a Spirit which depends on the natural world for its progress in life. As you help the world around you to thrive, you receive vital energy(Prana) in return. During the Autumn season, while the trees are shedding their leaves, orbs of Prana are released into the air, which you can absorb. Your own Prana can be utilized to help and change the world around you and to obtain spiritual teachings.

More than levels, puzzles or in-game progressions, Autumn's focus is on the growth of the player. Not the one in the game, but the one in the chair.

There are no time limits, no enemies to defeat, no goals to reach... except the ones you set for yourself. Relax, learn, grow... and enjoy Autumn.

Title: Autumn

Genre: Casual, Indie, Strategy

Developer: Nuno Donato Publisher: Nuno Donato

Release Date: 23 Sep, 2014

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Minimum:

OS: Windows 7

Processor: Dual-core processor

Memory: 2 GB RAM

Graphics: OpenGL compatible graphics card

Storage: 50 MB available space

English







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Absolutely Awesome!. a great game with the dankest of memes. Fun, fast, strategic arcade shooter that is incredible in solo or where it really shines, 4 player multi!!!. this would we a great game if it loaded for me it alawys crashes never worked once looks fun tho. This is 100% biased recommendation. I have been in love with the universe Ankama created since I first played dofus. Now that I made this clear I will focus on my experience with the video.

First of all before I could watch the video I spent hour trying to figure out how to switch to french dub. Really frustrating, so I will just briefly explain how to do it to those who are new to this whole "movie" thing on steam like me:

- -Open Library
- -Select Videos above your games list. (Usually it say Installed or just Games, and you click on it to get the drop menu)
- -There you will see "Ogrest" and "Ogrest La Legende". (The 2nd one is in french)

All this was done because english dub doesn't sound right to me, and I prefer the french one.

REVIEW: The movie is short and cute giving some background to Ogrest. Even if you are not familiar with the World of Twelve it will be a fun story. Animation is OK, although I don't know why they changed it and I do prefer the animation they used in Wakfu series. English sub is fine, I guess since I don't speak a word of french, but it does have few typos. I have seen some people complaining about the price and believing it should have been free, but honestly, even though it is not a masterpiece it is only 2,99 (1,49 sale) and it is a nice way to support developers and this whole movie thing on steam.

NOTE: If you find yourself enjoying "Ogrest" and wanting more, there are two excellent seasons of Wakfu Animated Series, and few games (Dofus, Wakfu(free on steam), and I do believe one more game for Xbox). Hey everybody, this game has finally made into it's "Remastered" Edition and let me tell you, it's still terrible. One thing I see thrown around is that the old version had a good plot, that's not true. The first version has a lot of the same problems I listed in my FIRST review of this visual novel. The characters are all just assembly line stereotypes or they have nothing to make them stand out from the others and they all just want to pull their knickers down for you as soon as they meet you. The sounds are at a bare minimum and they couldn't make the effort for shop doorbell sounds. Overall the "plot" is just an excuse to throw various sex scenes at you, there's little to no character in these people at all, it's just not worth your money. This visual novel is a great example of what I think of the studio who made this game: Dharker Studios. Overall their visual novels are incredibly manipulative and lazy, preying on the market of horny guys or girls with their overly "enthusiastic" character art. (Which basically means their breasts are the size of a bus.) With little to no story and rushed, forced sex scenes that are obviously there not because it fits, but to make money. DO NOT BUY THIS GAME!

My old list of problems I still think is relevant:

- 1. The characters, events and dialogue in this game are not good AT ALL whatsoever. There's this big emotional moment in this game having to do with a certain character's health condition and it's only focused on once and is not emotional AT ALL! The characters just accept this and carry on with their daily lives not giving a CRAP about someone's very serious health condition.
- 2. No matter what you do each of the girls will come to you in a specific order and ask you to screw them. You still get a choice, but even if you avoid them the whole game they still come to you claiming they "love you" and that they want to screw you and be in bed with you... WHY! To make the donators happy? That's no excuse!

- 3. There are NO SOUNDS FOR SHOP DOORBELLS! Come on, no sounds for shop doorbells? There's no sounds for any common noises or actions that you could easily just get.
- 4.The dialogue is forced, rushed and a bit sloppy, it never feels like an actual conversation it just feels awkward and unreal as these conversations are so non-emotional and quick there's hardly any time for the characters to describe themselves well. Topping it off with spelling errors like "conffused" or "dokter"
- 5. I don't feel any emotion to ANY of the events or characters described because the game forces them along like they are NOTHING!
- 6. The characters are all one note wonders and are not complex at all.. hey im back and the bug was fix and this game is better then ever :D and i recommed people caused people don't have a open mind. No many words, just a real nice game. That makes you feel good while playing.

Relex and play get your head clean and forget the world outside...... Awesome addition to an already great variety of bikes and classes AND tracks!

Most addictive masochistic gameplay!. NEVER BUY THIS GAME

THE PRICE WENT UP FROM ABOUT 2-5\$ TO THIS VVVVV br>ITS SUCKS HORRIBLE GAMEPLAY AND EVERYTHING. The computer port to put your explosives in. The dynamite jack.. I can admire abstraction and minimalism in games when it's done well, and while parts of this game craft cool, immersive surreal effects, the puzzle design I find very offputting. Due to its (supposedly) very brief playtime, lack of any kind of save option, and its rapidly declining quality from start to finish, I have gone from being initially super interested in what this game was presenting to not even wanting to bother completing it and finding it hard to recommend to others.

Although "Walking Simulator" isn't in the game's description or tags, that is how I would categorize this game. At first I was stoked to be playing this game with its "trippy" \(\) surreal \(\) ominous \(\) abstract \(\) hallucinatory environments and effects, but it quickly became obvious the game was going to provide very little beyond the most mundane of puzzles.

The game is surreal at times and can have strange, immersive effects. Unfortunately they seem to become more sparse and cheap as the game goes on, from strange alternate dimensions in an apartment building to very bland 'cube-looking' V generic puzzles.

I will briefly describe 3 (ofr the maybe 6?) subsequent environments the player encounters. The first section I began to feel like the game was bogus included a very obnoxious "screen-wobbling" V "disoriented" effect which didn't relent until the player had finished a puzzle which consisted of simply pressing E on some shapes until the player rotated them to be parallel to some black shapes in another area. The next area consists of walking up a generic-looking, winding staircase, which is little more than just some blocks leading around in a spiral until you get to the top, all the while with strange metal-creaking sound effects taking place. As you ascend the staircase, you're supposed to push a few buttons V screens on your way up which makes water begin to fill the bottom of this area and you must walk your way up the stairs (there is no sprint, only your one plodding pace) before it fills up all the way or you happen to fall off and start again at the bottom of this bland room. The 3rd section (immediately after the previous "water" section) includes more 'restart-forcing' water in a similar spiral type layout, where if the player slips off at all they start the section over again. At the center of this spiral however are 12 rune-like devices the player must then go up to and press E to rotate to match a display at the start of the area. Sure, I guess 'pressing the interact button to rotate Icon ABCDEFGHIJKL and making sure they match the image V display at the front of the area' is a "puzzle" and all but why make the player do it 12 times over and over instead of just a handful when none of them bring anything new to the table?

Unfortunately and perhaps game-breakingly to some degree, it appears according to the forums there is no save system, which seems to plague many other walking simulators, forcing the player to restart long segments if you happen to turn the game off before you've completed its brief play time.

Most of the puzzles in the game are little more than "looking at some graphic that shows the pattern \lor sequence you need to walk over to and input at a separate station by sitting there and holding E until it rotates to the proper one to match the graphic" You could have an equal amount of fun bashing your stereo until it emits some kind of shrill static or warbling noise, buying a combination lock, and rotating its numbers a few times to unlock it.. great game for 3\$

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