Twins Of The Pasture Activation Code [key Serial]

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About This Game

This is a story about twin sisters who live in the pasture.
Their parents ran away leaving a huge debt.
Two sisters have to pay back money in 120 days…

Kurore

The older sister of Aluka. She has black hair just like her father and her behaviour is invective and moody.She can't
communicate well outside her family.

Aluka

The younger sister of the twins, her hair is blonde same as her mother.
A kind girl and that is the reason why she is always being "bullied" by her sister.
She is popular in town opposite of her sister and takes gifts from people.

Charnes

The daughter of the mayor, the bully of the town. According to her personality, it's easy to see she don't have any friends. And at the most, she doesn't like twins.

Abouto this game

Features:

- Twin sisters are both playable characters.

- Unique Story for each character.

- Multiple ending

- Main story and side missions to play.

- Dynamic time system.

- Character voice include

Title: Twins of the Pasture
Genre: Adventure, Simulation
Developer:
Dieselmine
Publisher:
Dieselmine
Release Date: 19 Jul, 2017

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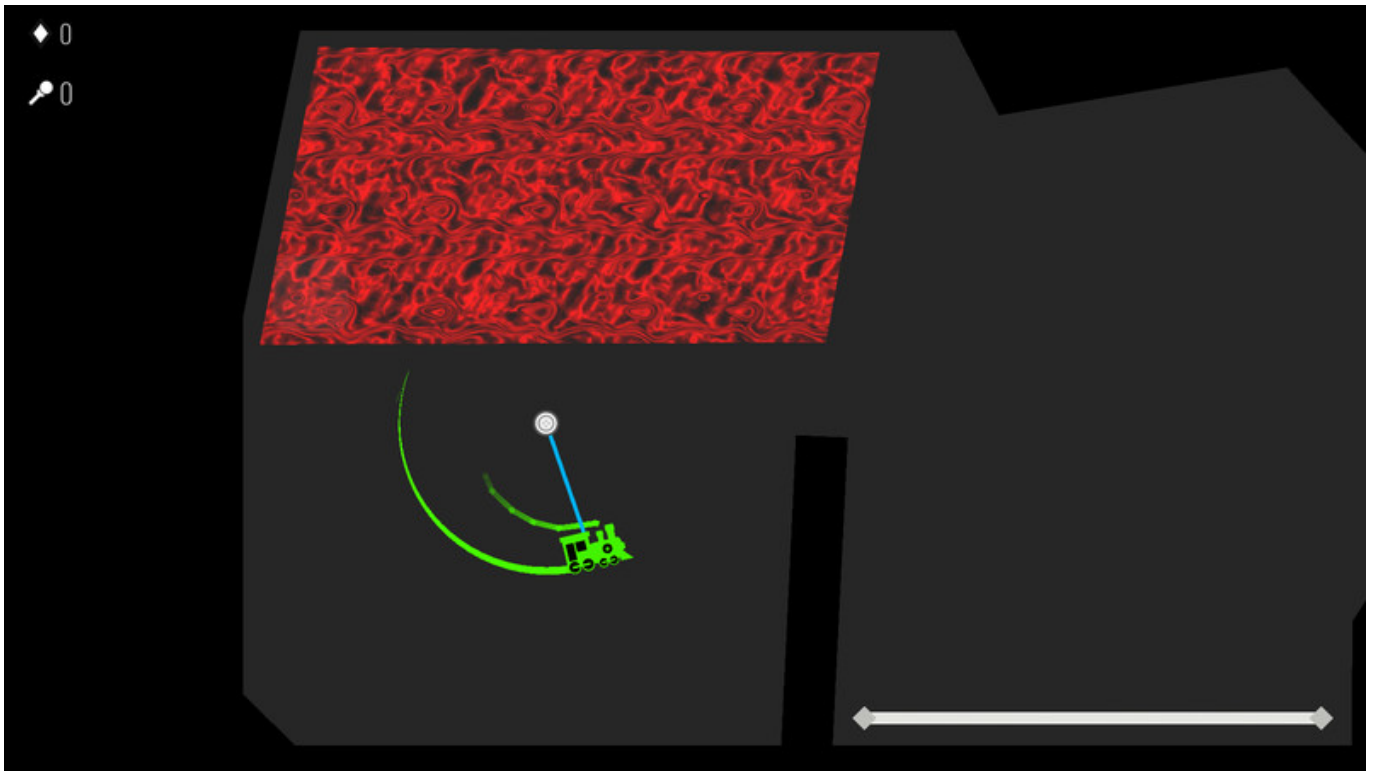
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Non-replayable, short playthrough. It's a fun game. Didn't get motion sickness. There are a few bugs, most fixed by going back to the main menu and then continuing your save file. 3 save slots for if you have friends who want to play without messing your game up.
Some things you just have to figure out yourself, but none of them are difficult to do so. Dying doesn't set you back too far, you only lose your suit's inventory and upgrades.
Well worth the price for the amount of enjoyment. I do wish it allowed 6DOF. Your body is set at one orientation.. A decent little action platformer. It's quite hard, but not crazy hard.
It doesn't do anything particularly new or exciting, but it's a solid game to play for a few hours.
Some reviews are complaining about the controls, I thought they were good once you got used to the quirks.

Also the final boss battle is awesome!. It looks good and it shows what can be done on an indie budget with Unity, Adventure Creator, and some skill. But it is a pretty bad game. It makes no sense. You wander around in the dark with some murderer out to get you. If he sees you, you're dead. You can't hide; he'll get you. And he must have night-vision goggles. He can see you before you ever see him coming. And the only way to stop him is to find a couple of boots and give them to him??? WTF? How is anybody supposed to figure that out? Poor game design. Poor puzzle design. Great atmosphere. I'm sorry I wasted money on it though. Another game for the trash bin. Put the 3-5 bucks toward a decent horror game like Outlast or SOMA.. A very, very beautiful and sweet novel that depicts love and friendship at their purest forms (and even the problems that may come with those things...).

Amazing art, soothing soundtrack and heartfelt emotions and dialogue.
The story might seem slow at first, but as soon as it picks up, you won't want to leave the academy and the girls. Some moments of the novel might surprise you!

My only problem with this novel is that some puzzles require very specific knowledge of certain subjects (or sometimes you just can't understand the meaning of the questions). They probably do make sense on their own in the Japanese version.

The true ending got me even more attached to the characters!
I just can't wait to play the other novels of the series.
. Text chat and more social features for online please!
(Who is "sloppy steve bannon"?. This is a fantastic indie RPG that seemed like a breath of fresh air even compared to most big-budget RPGs I've played. The graphics are beautiful, with the pixel art and the background art matching up nicely. The battle mechanics are quite unique, and should appeal to anyone who likes seeing big numbers get bigger on screen while fighting. It's strategic, and calls for some timing practice, and highly rewarding until the end. The story is not spectacular, but drives the player along at a brisk enough pace to not get boring. And it is fairly well written as well.

Two things that make this game stand out, though, are the in-universe card game, and minimal grinding. The card game is

reminiscent of Final Fantasy VIII, but without the regional rule variations. There were stretches of the game where I thought, "well exploring caves and battling creatures is cool and all, but when do I get to play the card game again?"

At only one point did I feel like I needed to grind for levels, and that was for certain post-game content only. Everything else was entirely manageable after a few tries by utilising the game's character augmentation mechanics.

4/5, most certainly worth a evenings of play.

. It took me 3.3 hours to solve the mystery \/ get the achievement for that.

This game had its moments. It was very short, but money isn't a factor to me, so I don't measure value by dollar\/hour. It simulated the old PS1 graphics pretty well, and it got a bit intense towards the end, when the clock became a real factor and the music ramped up. The underlying sci-fi premise was a neat enough concept, and it was very cool when you saw yourself and the other player character as zombies.

However, there are a ton of problems with it - so many that it is barely a game. So, I had to give it a negative rating in the end.

The number one issue is content. There is barely any content in this game. There are 4 enemy types - zombies, crawlers, rats, and bats - and then a "boss" type, all extremely primitive in design with nothing really going for them other than following the player. There's not a lot of room variety and you will often see the same handful of rooms several times in one play-through. There are only 3 guns, a knife, and proximity mines for weapons (from what I could find). There is hardly an intro and barely an ending scene and no cinematics or other story-related scenes for the rest of the game (story is executed through notes and it is very bare-bones). Overall, the lack of content is so severe that this alone makes it barely a game, and more of a pre-alpha demo.

I found certain aspects of the mechanics terrible. I didn't like that there was no quick turn and that pretty often enemies were positioned so that they could get cheap shots in on you when the camera perspective changed. The camera perspective didn't work very well in larger rooms; from one angle, you'd see an enemy, but at another angle the enemy would vanish, even if that new angle still showed the same space in the room. When you get hit, for some reason your character faces the enemy sometimes, and enemies damage you just by walking into them, so very often you were prone to getting hit multiple times due to the game's archaic tank controls. The menu was a bit awkward to navigate because of the sloppy design. Also, I REALLY would have liked to be able to hide certain elements of the UI, namely the XP and fatigue meters over your head.

Room design needs improvement. Most rooms are overly large and empty. They don't have to be so spacious. They should also look a lot better - even if he is attempting to simulate PS1 graphics, the old Resident Evil games had far more detailed environments. This game felt somewhere between Resident Evil 1 and the original Alone in the Dark, which gave it a nice vibe at times, but overall it just feels cheap. And, while I understand that procedural generation is a key part of this game's replayability, I am not a huge fan of it - there needs to be a lot of pre-generated content and more stunning set pieces in the mix for me to enjoy it for longer periods, because otherwise the level design feels scattered, lazy, and repetitive. One of the best aspects of the old Resident Evil games was their stunning set pieces and hand-crafted angles which this game completely lacks due to procedural generation.

Also, this game needed proofreading \/ proper editing. The text in the game is riddled with typos and it is very clear the developer is not a native English speaker. There's not much text in the game overall, so this probably could have been done using a freelancer and a shoestring budget. The presentation of the game was weak to begin with, and the poorly written notes made it even worse. And like Jim Sterling points out, the name Vaccine doesn't really make sense - that's not how vaccines work.

That said, I would love to see the developer continue using this engine that he created to create a sequel that has far more content, more enemies, better combat, more puzzles, and is just more of a real, full game. I would definitely play it. The game has something going for it, but it needs way more fine tuning first. Only play this game if you absolutely need to play a new game that is mechanically similar to Resident Evil 1, regardless of how thin those similarities are.

I love hidden object games, and have played enough of them to know what a good one is like. While this game has some potential, there is a lot of room for improvement.

Pros: Story line is pretty decent.

Cons: Each time you explore an area, you use energy, and a large amount of it. You either have to wait several hours for it to replenish or spend money to buy more. The amount of time you are given to explore an area is only 1 minute. This is not enough time to find hidden objects, especially if the graphics aren't that great. If you are zoomed out of a picture, they graphics are nice, but when you zoom in to locate a hard to find object, the graphics become pixelated and somewhat distorted. Also, when you find a chest, you only have a very limited amount of time to solve a puzzle to open it.

Overall: Game play time is limited and you almost feel rushed to complete puzzles and hidden object areas.. Classic game. worth getting if its on sale. Very cute game.
The color palette reminds me of Megazeux.
. Get it cheap. It was not the worst game I've played but marred by too many mistakes.

ARGH! So frustrating! These HO games need a proof reader!
I kept getting clues for things that didn't match which objects I needed.
Spanner is a wrench is always fine but when is a Trumpet a L-bend pipe? Darts > dartboard key > monkey wrench etc.
The worst was when it happened twice in a row: A key that is actually a spanner and a spanner that's actually a key!

On the plus side, I did learn some new words like ampule and petard.

To make it even worse, clicks would often not register on HO scenes. At least there was no penalties....

There were a lot of the usual annoyances that you have to put up with in these kind of games:
HO scenes appearing out of nowhere - but at least they're located on the map
Having items in the scene\/location but not the ones the game wants you to have.
Having to use an item once sometimes but multiple when the game chooses.
Non-specific or slightly incorrect clues (bow > violin bow, cog not a gear) etc.

The story actually intrigued me but it was handled poorly. It had the potential to be a decent (albeit cliche) horror story.. Please buy this man's game. Please.. RPGMaker stuff. WARNING: If you just get a black screen on startup, you might be tempted to put "-screen-fullscreen 0" in the launch options to force it into windowed mode. DON'T DO THIS! It will delete your save files for some incomprehensible reason! Instead, you need to press enter, wait for the sound to finish, press down twice, then enter to go to options, wait for the sound, then press down and enter to switch to windowed mode. After that, you can switch back to fullscreen mode and it will work normally. If you remember to switch it back to windowed mode before you exit. I could poke around in the game settings file to try and switch it to windowed mode, but I'm afraid of what it might do if it detects that...

Once you get past that bug, it's a fun, simple platformer with nice pixel graphics and above average music.. Personally I'm not a fan of item-crafting-based games. My draw to this game was a potential for a deep scientific element combined with imagination as to what life would be like on Mars. There certainly is an imaginative element to the game, there is understanding of fields of science involved in the processes of crafting items, but it is shallow and lost in the monotony of collecting/buying items and combining them in a game that feels like a Mars version of Minecraft. Basicially, A+B=C, X+Y=Z, Z+C=G, G+B+B= F, just a bunch of basic algebra.

Again, I'm not a fan of the genre so feel free to disagree with my credibility. I thought it'd be more about the science.

I understand that the game is still under development and that the creators have goals for a more immersive experience. However, at its current state and based on my experience with the item-crafting genre, there is nothing more that I suspect they will do besides add more crafting opportunities, module designs, a bigger map; none of which will keep me interested long enough to wait for their updates.. Easily dismissed as a 2D-Portal copycat (funfact: it sorta is, but bear with me), and though lacking in many aspects, it might still be sort of a fun game.

Yes, it has the same mechanics as Portal, and yes, it is 2D, but it is not only that. You have the space-wraping portal, but also the

- rotation portal which changes the direction of the gravity
- shrinking\/growing portal
- time-wrapping portal

The combination these different portals give raise to a myriad of possibilities for endless headache. Whenever you face a new puzzle, however, you might still be unable to solve it: you might need to revisit that puzzle in the future. For this reason, the game gives you the choice of spending some "power orbs" in order to reveal if you can solve a specific puzzle or not.

Which then brings the cons of the game. The map is huge and let me tell you, not fun to navigate at all. Curisouly enough, the game is rather short: I have the feeling that if the puzzles would be presented linearly in their solveable sequence, this game would have been *even shorter. Also I felt like there could be more puzzles combining the portals, and the ending felt "lazy". Also, this game screams for a little bit of a story in a comic\/sarcastic tone, but there is *nothing*, be warned.*

The puzzles are solid, enjoyable and not overly frustrating but also nothing ingenious. Achievements are fine, except for "That's the way to do it" which cannot be obtained in Linux. If you don't support the achievement in a supported platform, please, remove the achievement, that didn't even need to be said. Otherwise the game gave me no headache in Linux.

So as a puzzle game, this is a good (short) game. It could have been more, but that's all that it is. It might be enough.