
Hippocampal: The White Sofa Download Link Pc



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About This Game

Hippocampal is a satiric contemplative game.

- Satiric because we are mocking the hero, game characters, movies, comic books and video games we liked. And also the ones you like. Basically everything that tells you to be what you do not want to be.
- Contemplative because you just have to walk through this world to understand how it works.

Story

You are an astronaut (M.kurt.C) taking some time off in orbit, enjoying your holidays, when suddenly from out of nowhere monsters crash into you and send you back to earth...

What are you going to do? Take revenge for this cosmic attack? Find ways to keep relaxing? Prevent those creatures from attacking earth? It all depends on the trauma of the crash, right?

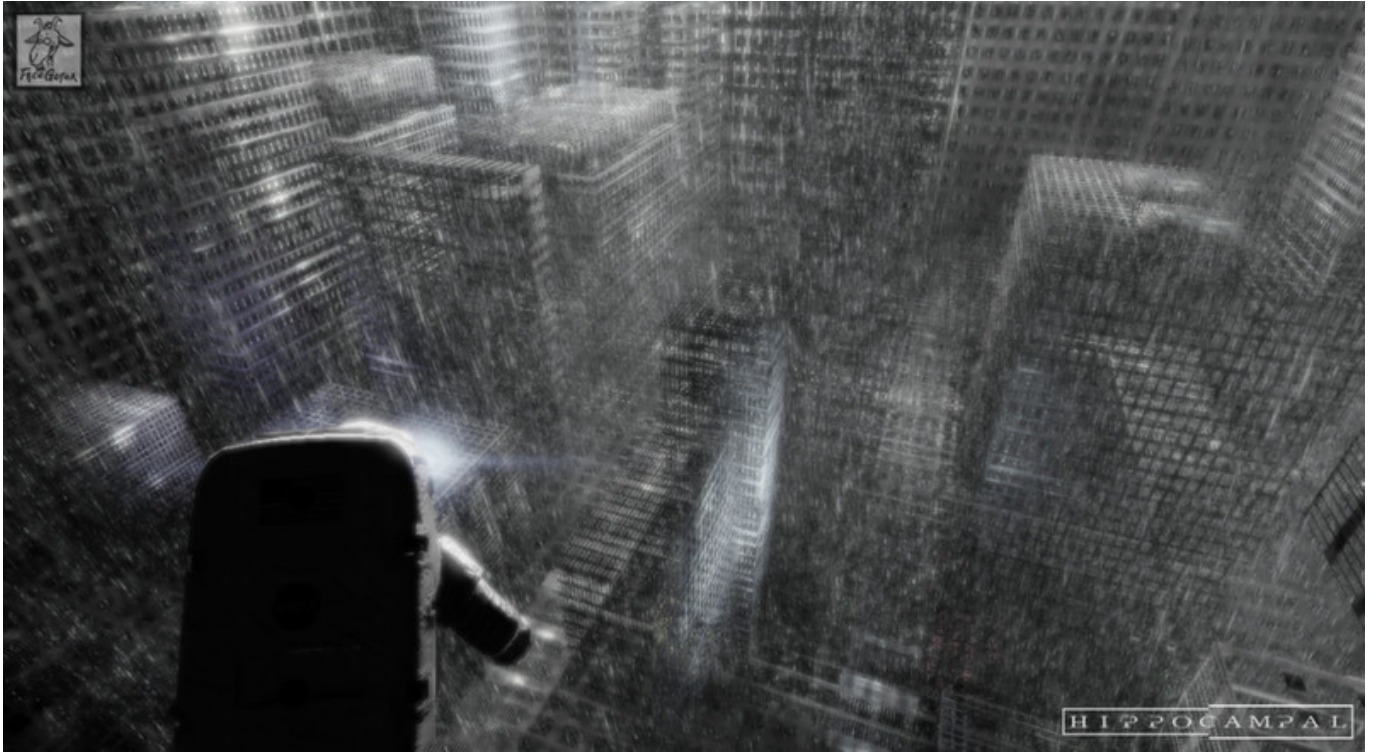
Title: Hippocampal: The White Sofa
Genre: Indie
Developer:
Freegamer
Publisher:
Strategy First
Release Date: 27 May, 2014

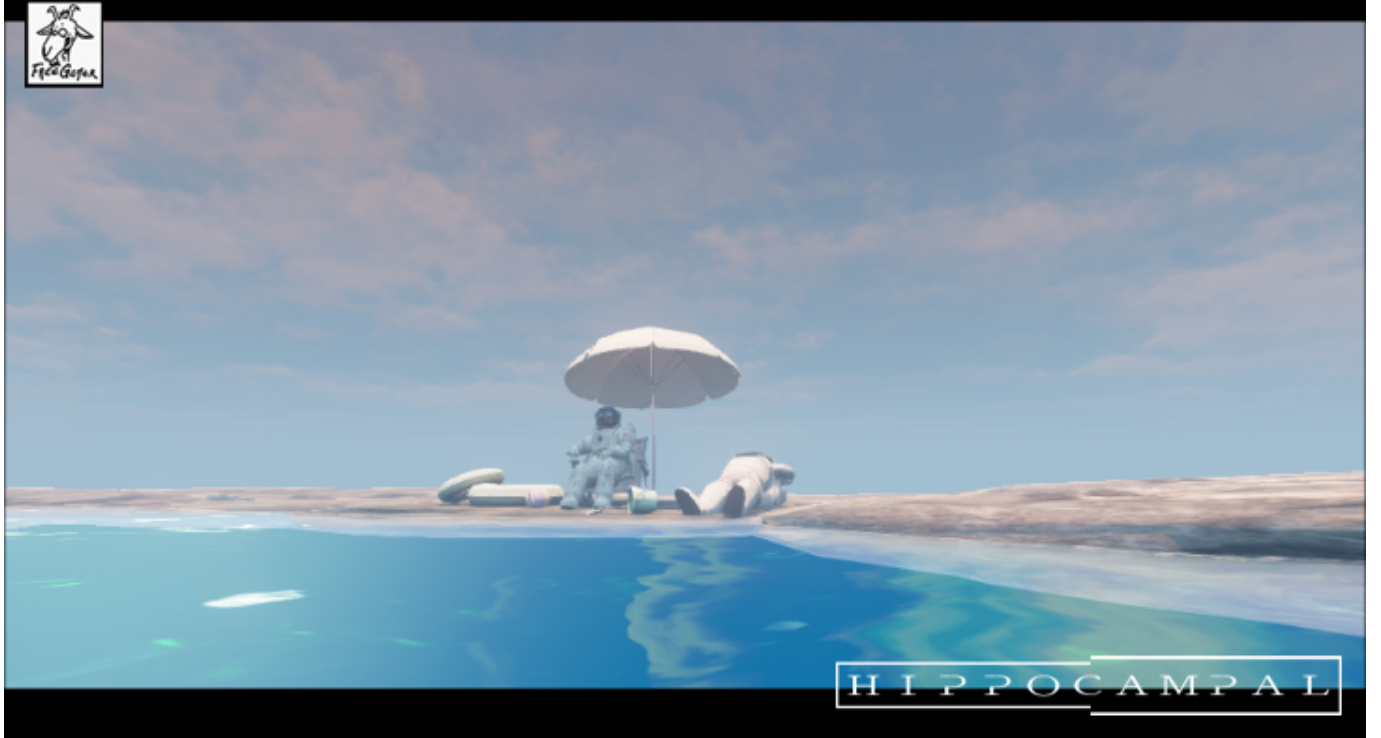
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English



HIPPOCAMPAL





It's slow, it's boring, it's not in any way funny or clever. Nor is it actually satiric or contemplative, despite what the developer claims.

The way it works is, you float extremely slowly through three confusing but dull maps, looking for the four special floating objects that are secreted here and there. The scenery around you is surreal, but not in an exciting, interesting or thought-provoking way. Just in an it's-confusing-to-figure-out-where-you're-supposed-to-go-because-game-design-principles-went-out-the-window-and-everything-looks-the-same-as-everything-else way. There are exactly three animated character models in the game and they get reused ad nauseum. There are maybe half that many textures for the floors, walls, and ceilings. If you 100% the game, you unlock three special endings which display those same three character models floating in different but equally unexciting ways and some scrolling text which says something about not being ashamed because we are all rebels. So, there. Now you know.

Seriously, don't bother. Not even for 50 cents. Go watch a Let's Play, since you'll experience the same depth of gameplay just watching it instead of playing it, and you can fastforward through the dull bits. (The whole game is the dull bits.). Nice try. But here's a thought: A game needs order and meaning to deliver apparent chaos and meaningless. You just made a 3D maze. Nothing to see here.. Where do i even start with this "game". The level design is awful, all of the walls and floors are some kind of bar texture which hurts your eyes and makes it hard to see anyway. The game doesn't make any sense at all, there are "enemies" on walls, ceilings and floors which can't seem to hurt you but i did find out that if you stand still in front of them they try to hit you. Also a feature i haven't seen mentioned in the other reviews is that this is literally moonbase alpha, by accident i hit a macro on my keyboard and all of a sudden i heard the well known moonbase alpha text to speech voice, if you press y you can bring up a chat, this allows you to say anything in text to speech with the exact same voice as moonbase alpha (JOHN MADDEN JOHN MADDEN JOHN MADDEN). Now i haven't played enough moonbase alpha to know whether this is literally the same game but with different levels, but it seems very similar. The camera also has some kind of smoothing effect or something which keeps the camera moving for a short period even after you've stopped moving the mouse. The developer says this game is two things in the description, satirical and contemplative. I really do fail to see how this game is satirical, it says "we are mocking the hero, game characters, movies, comic books and video games we liked.", not quite sure how the main character is mocked during the game (or atleast as far as i got up to) and i haven't seen a single reference up to now to game characters, movies, comic books or video games. They say that the game is contemplative because "you just have to walk through this world to understand how it works.", i don't understand how this "game" is contemplative at all. Unless i'm missing some kind of deeper meaning, flying around a maze of bars and collecting meaningless items is not contemplative. Overall this game is probably one of the worst "games" i've ever played, and i've played the slaughtering grounds...

0V10. Make sure you pick up some LSD before you play this game, so that it makes more sense... if there is any.. Honestly, the game is a mess in every aspect. It's even torturous to play because of how poorly it runs and how poorly it controls. If the gameplay was more fluid I would only be left bewildered (although not in a good way), because this game is \u2665\u2665\u2665\u2665ing strange. In a pointless sort of strange. What am I doing, what is this mess on my screen, why is there now a rave going on, wtf was that thing... why seahorse, why have you done this to me, why. Sadly though, simply moving around the world is a struggle. It would be difficult to get from point A to point B, if thats all you were doing. But you are expected to explore a very confusing world, that can at times appear as though someone ate an entire bag of pixels and proceeded to vomit them haphazardly around my screen.

I can't recommend to this to anyone, at all, ever. Not even as a joke.. Very interesting game.. What is really going on? Why am i spending my free time on this? The real question is... can you keep your sanity with the cringe worthy sound effects after you reach one the checkpoints?

If you have absolutely nothing else to do .. give this a try. I finished it and it still makes very little sense at all.. Maybe you'll figure it out?. Are you a masochist who likes torturing himself by ever so slowly wandering through indistinguishable hallways while nothing of interest happens ? then this is the game for you.

Bought it for about 1\u20ac. the developer describes it as "satire". Clearly the developer has no idea what the word satire means. The "humour" in this game, and that's me being generous, is best described as "omg lol i'm so random look how funny guys". I'm thinking the game presents itself as more intelligent than it actually is. It's a game that prides itself on being something that it is not.

The controls (of which there wasn't even an option to rebind them !) were clunky and imprecise and the constant sway of the camera were nauseating to say the least. The slow movement speed of the player character was just plain frustrating.

Gave up after roughly 20 minutes, it was more than i could bear.

Distilled meaningless cryptic bull'.

Inflict it on your enemies, annoying siblings, and that one friend that owes you money.

You might get some fun out of giving it to someone as a joke, just don't buy it with the intention of enjoying it yourself.. I read the bad reviews, I thought I had an idea of what was going to happen in this game, "I just wander around n' look at weird\u2665\u2665\u2665\u2665\u2665 good deal". But I was very horribly wrong. You just slowly meander through a maze of god awful disgusting indistinguishable textures while the exact same character model is placed everywhere. I unknowingly flew over the invisible walls on the second map and couldn't make it back in to another stupid piece of\u2665\u2665\u2665\u2665\u2665 maze. And the noises... God damn the \u2665\u2665\u2665\u2665ing constant barrage of annoying sounds. I never felt so robbed over 25 cents in my life.... Very immersive experience that wont leave you asking for more. I thought it would be funny and deliver a few genuine WTF moments. But unfortunately it is poorly created and the WTF moments seem incredibly forced. Could not stand the movement enough to continue playing.. I knew this was a very abstract, low-budget, conceptual game before booting it up, and can appreciate brief, minimalistic gaming experiences. Unfortunately the effects and scenes \u2665 levels this game generates to navigate are pretty bland and the immersion is lost as you drift down boring corridors with what look like Silent Hill Monster Spacemen floating about and twitching in the background. The game does very little to make the player interested in navigating to the next scene, with the same few models doing a different twitching animation in the corner of some dark area which might say have RED lighting instead of GREEN lighting in the previous corridor \u2665 corner. While I wouldn't say it's a horrible experience I'd just say it's more of a waste of time than anything and not very memorable or affective to any player investment or emotion.. I had a nosebleed before playing. After playing, I realized the nosebleed was far more interesting than this game.

I regret buying it, even on sale.. I consider myself open to game-as-art. The issue with this game is that it lacks any coherence or execution. While making a "WTF worthy" game might be interesting for half a second, with no core discernable message the whole experience falls flat.

Level design is horrible, requiring the player to trial and error there way through to various objectives- In fact I would liken the level design to the worst parts of classic adventure games: half an hour of "is this where I need to go? No? Repeat".

Sound design may actually be worse than level design. I can put up with poorly designed levels as long as the soundtrack\u2665scape is decent enough. Sadly, that was not the case. The game features no music (save for the few seconds of relief after completing a checkpoint worthy event) and the sound effects of "busy city center" and "bugged out generic jetpack noises" can only be listened to on continuous repeat for a maximum of five minutes before you feel like committing ear-seppuku in front of your monitor.

To sum up:

Concept is bad, level design is bad, sound design is bad, and now my ears breath their last breaths with honor intact.

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