
Dyscourse Key Serial Number



Download -->-->--> <http://bit.ly/2SNSIQX>

About This Game

Dyscourse is an interactive choice-based narrative adventure game where you journey through a stylized world of choice and consequence. You play as Rita, an unfortunate art school grad turned barista, who is now stuck on a desert island with a crew of oddball travelers after a plane crash. That last choice you just made? It may end up being integral to your group's survival, or it may lead you down a path to murder and cannibalism!

Stories in Dyscourse are emergent, and choices made in the game directly tie to the survival or downfall of the group. As players get to know their fellow castaways and make critical and interpersonal decisions, drama dynamically unfolds, and your choices author your own unique story.

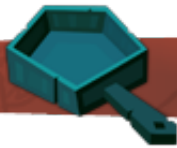
We've designed Dyscourse so that players will end up with vastly different stories forged from their choices - everyone's playthrough will have a unique story to tell. With over 120,000 words and many hours of replayable content, each playthrough allows players to explore more of the overall "story space" and learn more about the crash and their fellow survivors. There are no 'good' or 'bad' choices and endings to Dyscourse - how to best survive the island is a decision left up to the player. Choose wisely!



KICKSTARTER

Kickstarter!

Yes, it's true. Dyscourse is a Kickstarter success story! Thanks to over 2,000 backers, we hit our \$40,000 goal back in November of 2013.



SPECIAL EDITION

Special Edition!

We're offering a Special Edition of Dyscourse which includes:

- The 77-song Dyscourse soundtrack (Yes, 77 unique songs! We're crazy!)
- Dyscourse mid-development documentary video
- Digital art-book of the making of Dyscourse
- Dyscourse wallpaper



INDIE ISLAND

Indie Island!

Now available! Indie Island is a bonus story for Dyscourse that features 10 prominent indie game developers stuck on an island together. After a GDC-bound flight took a turn for the worse, these ill-fated indies must now survive together, for better or for worse.

Indie Island contains the likes of Tim Schafer (Double Fine), Edmund McMillen (Super Meat Boy), Phil Tibitoski (Octodad), Alexander Bruce (Antichamber), Ron Carmel (World of Goo), Robin Hunicke (Journey), Ichiro Lambe (Aaaaa!), Adam Saltsman (Canabalt), Will Stallwood (Auditorium), and Rami Ismail (Ridiculous Fishing).

Links

Visit the Dyscourse website: <http://www.dyscourse.com>

Visit Owlchemy Labs: <http://owlchemylabs.com>

Follow us on Facebook: <http://facebook.com/owlchemylabs>

Follow us on Twitter: <http://twitter.com/owlchemylabs>

Title: Dyscourse
Genre: Adventure, Casual, Indie, Simulation
Developer:
Owlchemy Labs
Publisher:
Owlchemy Labs
Release Date: 25 Mar, 2015

a09c17d780

English

FIND THE EXIT AND GO! ■

ENERGY 100 %
HEALTH 100 %
• PULSE GUN
• JUNESE THE CAT
760 XP 29 AMMO





I thought it was a story about a
cat called Jeff Goldblum?



dyscourse video game. dyscourse fan art. dyscourse endings. dyscourse download. dyscourse all endings. dyscourse gameplay. discourse ppt. dyscourse walkthrough. dyscourse how to save everyone. discourse app. dyscourse game characters. dyscourse game. dyscourse the game. dnys course iskcon. games like dyscourse. dyscourse good ending. dyscourse steam. discourse analysis. скачать dyscourse. dyscourse descargar. dyscourse save everyone. dyscourse achievements. dyscourse fuse box. dyscourse free download. discourse wiki. dyscourse tips. dyscourse best ending. discourse meaning

By no means a bad game, but not worth fifteen dollars for the amount of content. If it seems like your kind of game, wait for a sale.. A short choose-your-own-adventure type game with a interesting art style.

Pros:

Art direction and graphics are good for what they are
Story is decent - new aspects found after more playthroughs

Cons:

Very short
No strong desire to complete multiple playthroughs to see different outcomes
Some story arcs don't make the most sense and seem contrived. Possible spoiler: Poisonous gas magically formed in a cave with previous life in it and killed part of my party? WTF?

Overall: The game is too short and simple to be worth the \$14.99 asking price. The price for the deluxe edition would be crazy. Pick it up if it's half price or less. Otherwise, watch a let's play on youtube and you'll quickly see more money would be a waste.

Grade: C-. I absolutely LOVE this game! Every play through is so quick and concise, thus making it incredibly replayable. You play as Rita, one of the six survivors of an airplane crash, and getting stuck on an island forces you all to find ways to survive together.

What can I say? Each character is unique and nuanced, and there are tons of different things you can find out about them from subsequent playthroughs. I was pretty surprised by how much I didn't know a character until I went back and talked to them more, as well as get them to tag along for the daily task of survival. This could range from foraging for food, exploring the crash site for supplies, along with several ways to get off the island.

The combination of choices and outcomes seem almost limitless and you will find yourself wanting to explore the differences. And not all of them can be waited on, as there are some choices you need to make under a timer. These of course could mean life or death when your fellow survivors are about to be attacked by the island's wildlife. You'll be weighing your choices on what secret (if any) alliances you'd like to make with one or more survivors, and who to favour in your quest to survive.

What I love about the playthroughs I've done by now is wondering who to save and who to let go of. Sometimes I feel cynical and don't mind if someone dies, but then other times despite how inconvenient they can be, there are certain skills they possess that can help our group progress if I had only let that one person eat!!!

Anyways, I highly suggest this game at either full price or discounted. You can't go wrong with it. If you like choose your own adventure stories, this one has choices that matter and come up frequently!

Random sidenote: the soundtrack is BAWSS!!!. For CYOA lovers who loved reading every possibility. The games graphical style and aesthetic is its strongest asset, and there's some good elements of story telling here. But some of the CYOA elements don't work well with the main story, and character shifts will be off putting. Not a lot of gameplay, but that's not the game you would be buying if you picked it up.

+:

- Art style and different locations play off fabulously.
- Branching paths, a lot of different story elements
- The ability to rewind a day to try something new
- Some likeable characters, and good dialogue between the two.

-:

- Inconsistencies with story telling, in particular, with character trials and reacting reasonably to a situation given what they've gone through
- Rapid character changes at times don't make any sense.
- A lot of guesswork, think Maniac Mansion/Sam and Max type of logic at time.
- Lack of interaction, even for a CYOA there's little stuff you're actually doing.

In the end, a game to consider in terms of CYOA fans out there, but maybe to pick up on the cheap for those who don't need the experience right away.

For some more first impressions and gameplay footage: http://youtu.be/vclBv5I_e_kE. It was a surprisingly interesting adventure game with survival elements and grim humor. One of the details I liked the most is character voicing. Along with the soundtrack, the voices sounded quite condemned and therefore dramatic. I spent some time trying to imitate it. Another cool detail is that you see the consequences of your choices in the end (not just statistics as in some other choice games).. It's cute, but... that's about all I can say.

The gameplay is about an hour, but is intended for you to replay for different results. I've played through three times (and my sister played it half-way through once.) The thing is, the game lacks tension and can be really tedious-- especially after the first playthrough. The graphics are sweet, like a children's cartoon (not really my cup of tea, but not terrible). There are far too many points where you are waiting while nothing of value happens. Like waiting while your character passes out water to other characters-- no dialogue, no story building, not even something pretty to look at... just... waiting. Some of the dialogue is amusing, but not the majority.

If anything can be said for it though, (minus the first 15 minutes) the choices you make do actually change how the story is told and determine who lives and who dies. Unfortunately, I never felt strongly about any character or situation, so all the excitement that should have been present in making a choice was lost.

I guess the game is interesting, but not impressive and not exciting. If the game is ever on steep sale, maybe pick it, but for \$15....it's a hard pass.

Note: recent edit was done to fix spelling errors.

Dyscourse is a really different and interesting game, overall it's a solid game but has some flaws.

The pros:

It's like if 'Lost' had choices that YOU choose (Similar to Life is Strange or The Walking Dead), the artwork and atmosphere is really well done. Every moment in the game I feel nervous and eerie and the amount of outcomes and choices are so heart-tearing. The characters are realistic and have their pros and cons, there is no one character that is perfect or evil.. which I love because they're not cliché. For instance one guy is super nice but is always paranoid and it gets annoying, one lady is kind but doesn't make the right choice and is a bit of a critic. The timer when you make choices also adds to the tension and is great, after every choice you instantly feel like you made the wrong one which was perfectly done. The variety of deaths are also really cool and it has an amazing amount of replay value, I want to replay it to get every single outcome.

The middle:

There is some stuff to say in the middle, the beginning is pretty abrupt and I'm not sure how I feel about it.. it doesn't pull you in the first five minutes of playing and takes awhile. The puzzles are generally simple which is a con and a pro, there was only one puzzle I struggled with and it was unique which was good, so the puzzles are unique but simple. I'm also mixed on the soundtrack, it was good but I feel like if the devs went a little further on the soundtrack it could have improved the game.

The cons:

I actually don't have a lot of cons, I wish they did voice acting instead of mumbling and exploring your area can be frustrating sometimes because the controls can make it awkward to move around. Sometimes the choices confuse me though, for instance I gave food to one lady one day and didn't give her food another day and then she died from starving.

Overall: Overall this game is solid, if you enjoy games about choices and point & clicks this is for you. I'd give it a solid 8/10.. this game is so stunning that I will even tell my worst enemies about it. I hope I have made it clear that I love this game and you should to because if you don't your mum will probably be very disappointed in you. It's cliché, but if you know Choose Your Own Adventure, you know this style of game. Done well, it can be really engaging, and provide a lot of replay value in going back and finding different outcomes.

Unfortunately, this one didn't really resonate with me. On a mechanical level, the game is fine, with frequent decisions (some timed) that appear to have a substantial impact on the narrative. It's the narrative itself I take issue with -- the characterization is very one-dimensional, with each character serving as a simple stereotype.

A bit of personality shorthand is fine for a short game, but these characters are mere caricatures, where every single line is a repeat of their one overriding personality trait. It makes the game farcical, which removes a lot of (well, all of) the weight from the decisions; when someone gets hurt or killed, it's difficult to sympathize when everything they've said to that point has been the same exaggerated characteristic over and over again. Couple this with humor that borders on slapstick and emotional responses that seem sociopathic and it's hard to take seriously.

To me, for a game like this to work, the decisions have to be something I care about -- the tension comes from wanting to make the correct decision. Unfortunately, the relative silliness on display here in combination with the flat characters means that ten minutes in the decisions start feeling fairly arbitrary as I click through for my ending.. You'll definitely like this game if you like choose your own adventure games, or just adventure games in general. Going through the story once hasn't taken me more than 2 hours, but don't let that make you think this game is small-- it's packed with tons of different paths to take in the storyline, with each path revealing a different part of the story. I found myself replaying to piece together the whole picture, favoring some characters over others to get new information out of them. If you find yourself having trouble committing to a long video game, or forgetting where you are in the game, Dyscourse might be a good match for you, as it was for me.

Additionally, the style of the game is beautiful and very quirky, and the colors are a nice balance of saturated and subdued. Very easy to look at for long periods of time if you find yourself playing for hours on end. Music adds a lot to the mood of each scene, and the writing is smart and charming. Pay close attention to what you read! And choose wisely. :)

Overall: Buy this game. Throw your money at it. Play it forever.

ALSO: There's a cute cat with fluffy ears in the game. Do it for the cat.. Dyscourse is a pretty cool game where you make decisions and carry your character and influence what other will do. Every decision affects what will happen. Many things are possible, one run is pretty short (1 hour for the first, and half an hour when you're used to it). What's fun about the game is trying to find some combinations, clues, and learn the story of every character. Of course there are 31 achievements for the lovers, some of them are pretty tricky to get.. Dyscourse is a bit unusual as a "decisions matter" style of adventure game because the unofficial tagline should be "MAKE ALL THE DECISIONS!!!!".

You awake from a plane wreck on a remote island and quickly come across a group of survivors. You need to choose "wisely" to help the group survive, but once you complete the game you gain access to a day rewind option which will allow you to attempt pushing the story down different branches until you are literally pushing other survivors down branches just to see if they will fall and die because why not? This really is the main point of the game, and it's fun for a while but I got to a point where I was satisfied that I'd seen everything I wanted to see. According to the achievements list I've only seen 41% of all possible story events, but it just seems like it would be punishing to attempt to unlock every minor event. I'd rather put Dyscourse down while I still feel like it was a refreshingly unique game rather than grind my way through every possible arc just so that I can say I saw it all.

6 out of 10, it wasn't a total plane wreck (\u0361\u00b0 \u035c\u0296 \u0361\u00b0). Dyscourse is my newest favorite choose-your-own adventure game. I thoroughly enjoyed combing through each path to unlock the variations of each possible ending. I found myself often looking back in time at least 2 or 3 times per playthrough to find out what went wrong. With that said, a lot can go wrong (and that's a good thing). Small details matter in this game especially if you want to aim for 100% of the achievements. I also want to note that the art style is very easy on the eyes. The characters dialogue is also well-written. Personally, Steve was my favorite out of the group with his bleak outlook on life and his trusty stapler.

If you want something to compare it to, I'd say it is like a slightly longer and more evolved 'Monster Loves You'. I definitely recommend this game for those who enjoy adventure games. Even if you don't normally play adventure games, this is actually a good starting point for the genre.. It's difficult to be sniffy about Dyscourse. It's frank in its intentions, makes few pretensions above its station and manages to be sweet, but not saccharine.

The premise is of a garden variety \u2013 an amalgam of Lost and Lord of the Flies, played by the cast of an American sitcom reading a script heavily workshoped by indie game developers. It's not as funny as it might be, but it manages to eke enough out of its cookie-cutter characters to raise its replay value.

This is essential, since a single, successful playthrough of the story is likely to take well under an hour. Giving more attention to individual characters who may otherwise die or retain their carefully teased secrets \u2013 your time is sensibly rationed from day to day \u2013 is one incentive to hit the restart button at the end of an adventure. Another is to explore alternative options for your survival or escape from the island, and this ends up being the more rewarding. Characters respond differently to different situations, and the game was still managing to surprise me with new and often progressively uglier scenarios as I peered further into the depths of the island.

Admittedly these depths are fairly shallow. Do not expect ground-shaking revelations or profound plot, but rather the gradual disclosure of additional, neat set pieces, with pleasingly varied outcomes depending on the characters that remain in your party. Whether or not this is likely to hold your attention as you wade through the early scenes of the adventure each time will differ from player to player. However, the addition of a 'day rewind' feature after you've played through the story once, allowing you to reset to any given day on your current adventure, will please those wanting to test out different permutations of the plot mechanics and achievement hoovers alike,

Ultimately, if you enjoy choice-based adventures you're unlikely to be disappointed with Dyscourse. If it's not on sale the price is perhaps on the high side \u2013 having clocked four hours of gameplay I doubt I'll go back for more. But the simple and lovingly created art style is really worthy of commendation, however one-dimensional the characters often are.

An addendum \u2013 while it is largely confined to the scripting of one character and some painfully dull extra content (really, do not play this), Dyscourse suffers from a syndrome that manifests when game developers talk so much about game development that they convince themselves it would be interesting to add myopic industry chatter into their game. I hope I can speak for all lovers of story-based games when I say that we'd much rather they spent their time on intelligent writing and refrained from indulging in self-satisfaction of this order.. A fun little game with a lot of replayability. Not much to say really,

you're stranded on an island you have to get off with as few deaths as possible. It's like Until Dawn, but cuter.

[kashibox Vol.2 Free Download \[key\]](#)
[Biodigital rar Free Download](#)
[Project Temporality Download\] \[portable edition\]](#)
[Please, Don t Touch Anything \[cheat\]](#)
[CHOP download setup](#)
[RTS Commander: Smash the Rebels download for pc \[Patch\]](#)
[Feist Game plus Soundtrack Torrent Download \[Patch\]](#)
[Cyberia Activation Code \[Torrent\]](#)
[Version 3.0 Beta - Including Controller Support Ativador download \[key serial\]](#)
[HIT crack activation code download](#)