
They Breathe Full Crack [Xforce]



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About This Game

CAN YOU SEE IT?

In the first game by The Working Parts, a lone frog descends into the depths of a flooded forest, not yet knowing the full extent of its tragedy. To survive in a brutal, oxygen-obsessed ecosystem, you must help it see the patterns and hidden truths that make up the rules of the forest - horrible as they may be.

They Breathe is a critically acclaimed indie gem risen from the depths of Xbox Live Indie Games. In thirty short minutes, the game leaves it up to you to figure out every part of its increasingly bizarre universe, in order to survive the onslaught of unexpected creatures and ultimately comprehend their true nature. No matter how your descent to the bottom of the forest takes shape, it is guaranteed to give you the chills without a single word of dialog.

Keep your eyes open, for there is darkness beneath the surface. And you're not at the bottom yet.

Features

- Surreal atmosphere
- No hand-holding
- Hand-drawn HD art

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- A story told through gameplay
 - "Making of" feature

What people say

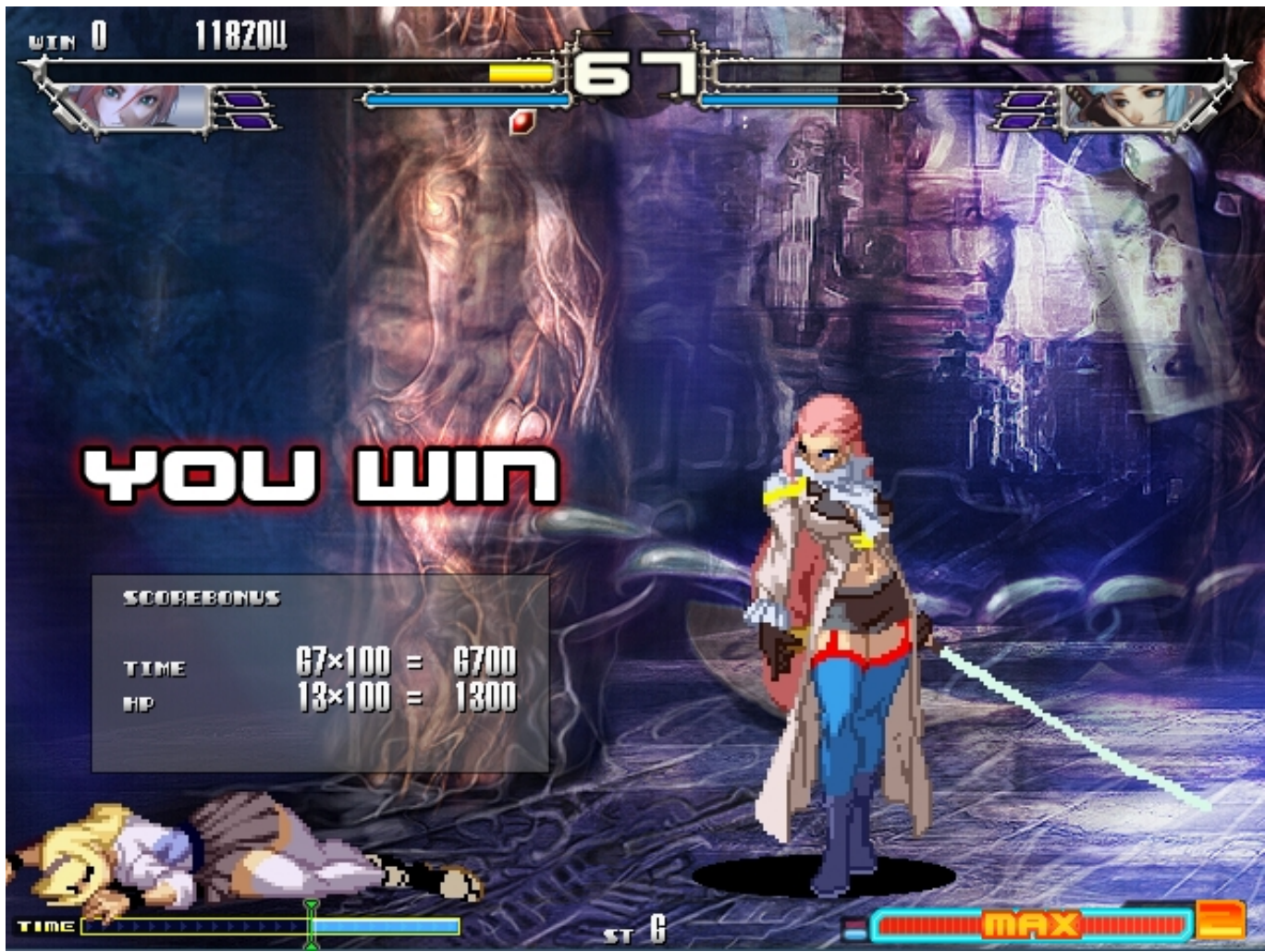
- This game is only 2\$, but I feel like this experience is scarring me for life - **Markiplier**
- "The scariest game on earth" - **GameGrumps**
- "I approached They Breathe as a game, but it ended as an experience" - [Whatsyourtagblog.com](https://whatsyourtagblog.com)
- "They Breathe is deceptively creepy [...] disturbing in all the right ways" - **Destructoid**
- "Some games evoke such a strange feeling that you can't help but be sucked in. They Breathe is one of those games." - **XBLIG Silver Award, NeoGAF**
- "The atmosphere that The Working Parts has managed to create is praiseworthy." - [Indiegamemag.com](https://indiegamemag.com)
- "a journey of discovery that is both rewarding and surprisingly horrifying" - **Plus10Damage**

Title: They Breathe
Genre: Action, Adventure, Indie
Developer:
The Working Parts
Publisher:
The Working Parts
Release Date: 23 May, 2014

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English







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SPOILERS AHOY, CAP'N!

Just finished the first game yesterday, and finally finished the second game today after I STARTED it yesterday. This second installment was a whole helluva' lot longer than the first, and much more refined... and much more boobs.

Okay, realltalk for a second? Boobs aside, I love this game, it was a really, really good visual novel and I enjoyed that it had lots of choices presented to the player so this time around I felt more in control of what was taking place in the story (though to be fair, I did test some choices and they play out the same way regardless, but with different effects down the line of the differing girls opinions of you).

I liked that this game was much, MUCH longer than the first one, I think I was only a quarter of the way through it when I started to worry it was going to end, about half way through it I was surprised it HADN'T ended, and for the rest of the time I was so enthralled by the story that I forgot to give a sh*t about how long the game was, which is exactly how a game like this should make me feel, I hate it when a visual novel feels like a drag. Before you think it, no, just because there are overly voluptuous women in this game doesn't mean i'm giving it a free pass, there are plenty of other visual novels out there with the exact same thing but that are unspeakably boring and feel like you're reading a text book rather than experiencing some fantastical adventure.

This game manages to hold the player's attention well by alternating between the current plot, the protagonist's personal struggle and memories, the last game's plot, the protagonist's relationship with the girls he works with, and all of this sprinkled with explanations by any of the given characters, namely the Protagonist's Grandfather, Tensai. Tensai serves as a nice anchor to keep the player grounded in that 'reality' still exists within the fantasy aspect of the game, giving it a better sense of believability, especially when they start spouting legit scientific lingo that, 98% of the time actually makes enough sense that it gets your brain humming about the legitimacy of what they just proposed, in reference to aspects of real-life science, which is fun, and again serves as a reminder that the game's universe isn't something derived exclusively from fantasy; it's easy to say "The Quildiderino causes a Fliogiggy affect which prevents our Wavavik from functioning" and leave it at that, no explanation needed, the player has no way of calling into question what any of that means, and what's more it totally isolates the player from having any sense of relation to the protagonist or story at hand.

Okay, i'm getting a bit off track, here's the TL;DR.

Pros:

- The Player is given many chances to make a choice which either impacts directly how the story will play out, or the player's relationship with any of the given "romanceable" girls in the story.
- The writing is surprisingly good, if sometimes repetative (looking at you, Tessa).

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- The art is very well done, though I think it could have done with more variety in terms of expressions available.
 - The protagonist is likeable, and not a complete (key word "complete") numbnuts like most other protagonists.
 - The plot is pretty goddamned rad, and really gets you thinking if you allow it to.
 - The Boobs. They do something. For one thing, yes it's attractive, but for another, they don't act like their size doesn't have real-life properties, as in, the girls actually make mention of the fact that they hurt their back and shoulders orrr that they can negatively affect their center of gravity when trying to fight.
#justgirlthingsnoseriouslyifeelforyouguysspleasedontthrowoutyourbacksrealwomen
 - There's an actual sense of conflict between Tensai (the Protag's Grandfather) and Tensai's assistant, Michelle (formerly a hero-turned-villain-turned-hero from the first game) and the distrust Tensai has for Michelle, as well as the two's vehement disagreement as to whether their actions will negatively or positively affect time as a whole, if at all, gives a feeling of weight and impending repercussions for one or the other's actions.
 - The game feels long, but it isn't a drag to play. It mastered the hard-to-master feeling that most games can't give me, especially Visual Novels. The feeling of loving the game, and wanting it to last, feeling like the game is about to end because it feels like you've progressed really far, forgetting about worrying whether the game is about to end, and enjoying it to the last second.

Cons:

- As said, there could have been a better variety of art, but more specifically a greater range of expressions for the respective girl's default art (as in, the most common art you see in all the screenshots when they're engaged in dialogue), 'cuz some of the expressions the girls wore during certain situations seemed pretty out of place.
- There are some parts that are a BIT weird, like, weirder than just some ballooning bazongas. Kinda' bordering on fetishy in terms of physical growth.
- Despite the wide variety of choices, I do wish that they felt more chunky. In other words, my particular path I chose, and the girl I decided to romance, it didn't feel assss... Climactic, no pun intended. It felt like the girl I chose wasn't given the same priority as the more obvious cast of girls that you also had the choice of getting close to, but that remains to be seen when I go back to see if the story's finale is at all more satisfying in terms of the whole 'happily-ever-after' shtick when I try another girl's route. Yeah, I like 'happily-ever-after' stuff as well as 'BOOOOOOOOOBS' stuff, i'm a connoisseur of cringe.

Anywho, I think the pros outweigh the cons really. I honestly recommend the game whether you're in it for the aesthetics, or whether you're in it for the story, and I sincerely hope there's yet another sequel.. This is technically a "match-3" title, but it's of the vein where you need to click 3+ connected pieces of a type to destroy them all, not "three in a row = destroyed". The problem is... well, this is the beginning of a series. And like any first game in one of these casual titles, it's rough in a lot of ways. (See: Bejeweled, 7 Wonders, etc.)

Specifically, the biggest problem comes in how powerups and board-shapes work*. This title does not have the "there will always be a viable move" code of a Bejeweled 2+, or the constantly-refilling powerups of a 7 Wonders. Your powerups straight up only recharge when you break adjacent icons of that powerup. and it takes... 5? 6? per powerup to recharge it. But they only appear on certain levels! So if you use a powerup, you're placing a bet you won't need it at all until the next board that has that icon on it. They don't appear on all stages.

The board shapes, on the other hand, come down to this: when new pieces fall in, they only fall from the "top" of the screen on most boards. (Some really strangely shaped ones break this rule.) BUT. It's not a permanent "refill the board, if a piece breaks, you get new ones" thing like most other titles. If there's debris in the way, or you didn't destroy a piece with a clear "path" to the

top of the screen, nothing new falls. This, combined with the "no guaranteed matches" I mentioned above, means you WILL have to restart some levels if the RNG doesn't play nice. It can make unwinnable, unalterable states.

I bought all three games in the series at once, and am moving onto SM2 after writing this. I hope that the game was improved between sequels. This one has aged terribly, make it a last resort.

* I am playing on "Hard" out of two difficulties, Easy and Hard. If this is different on Easy, please, use that mode instead.. Its a small game. Seems like the kind of things that should be free or available in a flash version. Kinda dissapointed I paid for it once I found out how quickly it got old.. Can't add people, can't join a game, nothing works.. Mounting your friends at Thanksgiving Dinner is not a good idea.

This holiday season avoid meaningfull conversation and eye contact by pulling out your slimy green pals!

Sure to turn a boring family dinner into a ribbiting e-sport event!

Frog Climbers delivers the same QWOPy gameplay and ragdoll physics as MYF but without all the helicopter sausage and offended family members.

Only the lonely mini-review for antisocialites and introverts:

Just beat the daily challenge and I felt like an olympian gold metal winner.

. Such a masterpiece! It may be short but it's totally worth a shot!

10/10 I would replay it millions of times. Frustrating and confusing interface, very bad controls. Awful lack of feedback to my actions. Not worth my time.

EDIT:

Those 0.2 hours felt much longer and did not show any promise of improvement. There are games with clunky UIs that are fun to come to grips with (such as Dwarf Fortress for instance), but Deadly Days just didn't bring that fun to me.

Later edit:

Good luck to anyone leaving a bad review on this game.... Plexarium is similar to the capture the flag genre.

You're given the task to gather all the hidden fuel containers.

Each level is a randomly generated maze with multiple floors.

But be careful, there are many spiders roaming the ship.

And they can attack from a short distance.. Fun game. Dosen't take a long time to download, Good if you are bored and wanna play a fun game this is the one

Great Game! I really liked the exploration aspect of the game and the atmosphere was very immersive. Thanks for adding the teleportation option, it seems like you guys are really listening to the users! Keep up the great work and I'm looking forward to play Trespass Episode 2!. 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.

. It's a good and addicting game, the only thing it doesn't have is an exit button :D. Stay away from this crap. Seriously. You will think it's good because it's cheap and it's pretty and because fighting inner demons with the power of imaginary friends and a massive ego sounds like a good idea. It's not.

Problem 1: Text. Walls and walls of pointless text. NPCs will tell you about your own character in a way that clashes horrendously with the character you have been creating. The narrator will describe beautiful landscapes to you for 5 - 10 minutes at a time, while you're looking at a beautiful, handpainted picture of said landscape. Some battles require you to follow instructions that are unclear, incomplete (but incredibly purple!) and not logged anywhere.

Problem 2: Animation. Too long. No sprint option. Poorly designed map. Repetitive locations. Overly long fade-ins and fade-outs. JUST LET ME PLAY ALREADY.

Problem 3: Sound. While the music fits this game perfectly, the narrator was driving me insane. His performance, like everything else in the game, was far too slow. And having a male narrator read out poorly written text that can't decide whether it's talking TO and AS the female protagonist was just plain confusing. And there are no sound effects. Not for walking, not for different environments, not even for the HUD. Which brings me to...

Problem 4: Bugs. The game will freeze regularly. Often during round 50 of a battle during which the save feature is disabled. Sometimes just before or after screen transitions or cutscenes. And in a game this slow, you can never tell when the game actually froze and when it's just being leg-chewingly slow.

Problem 5: The writing. Oh my god, the writing. The writers seem to operate on Tell, Don't Show, Then Tell Again. And Again For Emphasis. And Again Because Otherwise The Game Would Be Over In Half The Time. There is zero character consistency. Dialogue options are extremely restrictive. When you get a rare moment of narrative freedom the game pretends you followed whatever option the writers liked best. The 'humorous' dialogue options come across as psychotic. Every single female NPC can be insulted - allegedly they talk too much. The 'shut up' option for male NPCs that were too creepy was missing entirely. The writers are so full of themselves that they give you this disapproving 'Are you sure you want to skip the intro?' message every single time you start up the game.

Problem 6: Winter Voices: What Do The Devs Want Me To Do? This applies to every single aspect of the game. Trying to navigate from one area of your village to an adjacent one? Too bad, you need to go via the marketplace. Trying to navigate from one area of a different village with the same layout to an adjacent one? Yep, no problem, just head over there. Don't feel like solving riddles? Have fun with those unskippable battles that require ridiculously specific solutions. Looking forward to fleshing out your character via dialogue options? Any choice other than 'sniffing shy mentally 4 year old' is ignored or patronised by the game.

Problem 7 (SPOILER Ep 3): The sexual assault scene on the boat. Out of character for everyone and the godawful writing made me hate my companion ('I will beat up this person you've enjoyed flirting with for the past few days, but will stare blankly into nothingness after the resident drunk assaulted you twice.'). Of course the game was written by French males, so it has to have at

least one sexual assault on a woman.

Problem 8: I think the crow wants to romance me.. 1. Started the game.

2. Had epileptic seizure.

3. Worst 20 minutes in gaming history.. Pros:

+ Good clean graphics

+ Good character design

+ Humor

+ Power-up system and money system

+ Good music

Cons:

- Basic moves

- No impact to the moves (weak feeling when punching enemies and throws)

- Unsatisfying sound FX

- No jumping & running

- Repetitive

- Time limit

- Short boards

- Too easy, enemies die fast

- Auto-aiming: your character moves to the enemy automatically

- Options are limited in menu: No screen options and difficulty setting

It's just an average Beat'em-up game. It's not bad, but it doesn't stand out compared to others. It looks fresh and clean on the outside, but it is repetitive and gets boring for me. It's a little better in Co-op play. I can see that it would be a good time waster to play on a phone, but for a PC or console game, it needs to be a lot more. One of the disappointing aspects of the game is the impact of hits and throws. I feel like I'm punching or tossing feathers, so it doesn't feel satisfying. You'll get power-ups and special moves during the game, but it didn't change the feeling for me. The appearance of the game is great, it just needs to be more innovative and have more impact when playing.

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