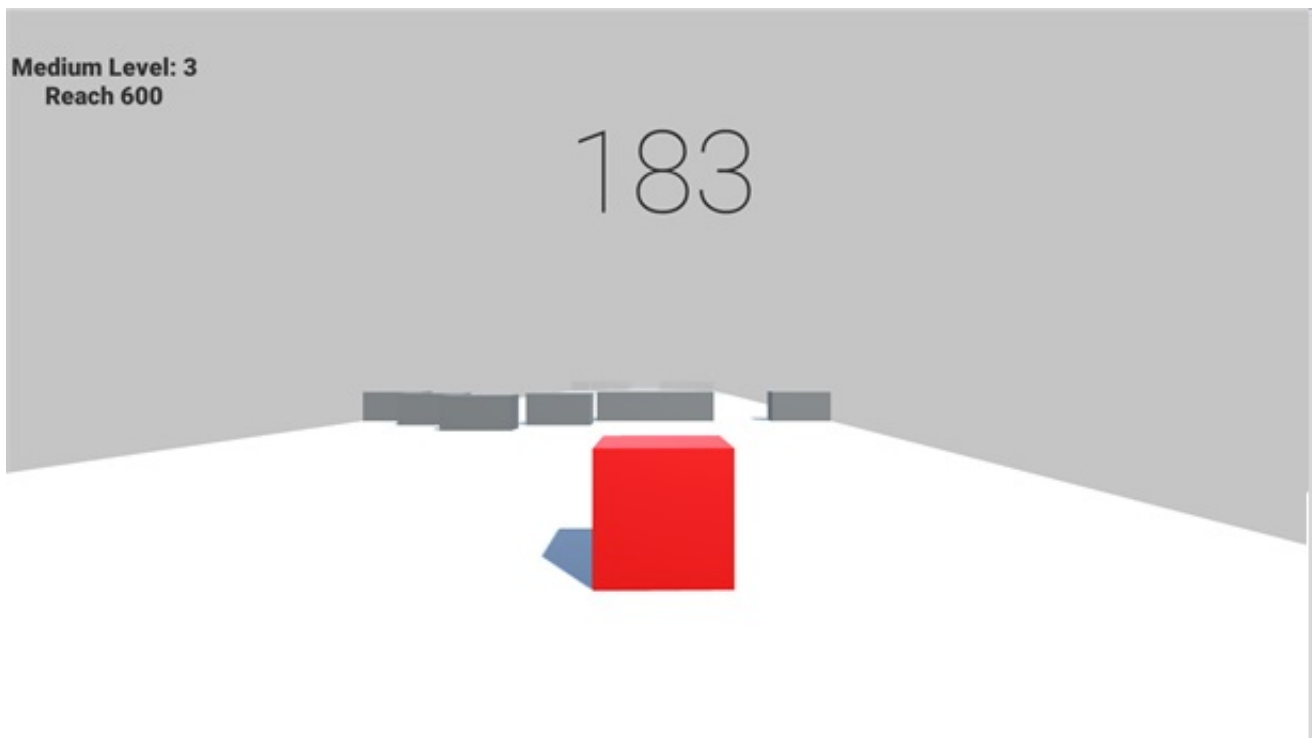

Goodbye Deponia Crack Cd



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About This Game

More chaos, more destruction, more Rufus. Not one, not two, but three Rufuses cause all kinds of crazy mayhem in the long-awaited adventure comedy Goodbye Deponia!

The Organon plans the destruction of Deponia, the lovely Goal has (once again) disappeared, and anti-hero Rufus just can't seem to stop getting in his own way.

All inventor and free spirit Rufus wanted to do was to get off the junkyard planet of Deponia and move to Elysium, the paradise orbiting Deponia as a spaceship reserved for the highest echelons of society. Goal, the ex-Elysian girl that Rufus has fallen head over heels for, still seems to be the key to his endeavor...and to the elevator that will get him to space. Finally, Rufus has come up with a seemingly perfect plan.

And yet, everything that could possibly go wrong suddenly does go wrong. Rufus finds himself (initially in disguise) on a highway cruiser amongst stern-faced officials of the Organon, while Goal goes missing. When Rufus stumbles upon a cloning machine, he believes to have found his way out. A clone copy is supposed to help him out of his predicament. But an "inexplicable" error causes complications and Goal slips from our hero's reach once again. Now, he has to solve three major problems: He needs to find Goal again, reach Elysium and prevent the destruction of the entire planet of Deponia by the hand of the Organon.

Three problems that only three Rufuses could solve – and thus, the luckless inventor decides to clone himself! This leads to crazy ramifications for the player: In Goodbye Deponia, the player occasionally needs to control all three Rufuses, using them to complete tasks together – despite Rufus stumbling over himself so often.

Goodbye Deponia is the epic conclusion to the Deponia trilogy and sequel to the best German game of 2013 (German Computer Game Awards).

The award-winning Deponia series comprises of three wacky tales of adventure from the junkyard planet Deponia. These classic point & click romps not only delight comedy fans and adventure veterans, but also newcomers to the genre. The humorous Deponia series impresses with beautiful, hand-drawn 2D comic graphics, sarcastic dialogues and plenty of black humor. It has received numerous press awards, among them the German Computer Game Award (Deutscher Computerspielpreis) and many other German developer awards.

Key Features

- A classic point & click adventure in a unique world, in the tradition of Douglas Adams, Terry Pratchett and Matt Groening
- From the makers of Memoria, Edna & Harvey: The Breakout, A New Beginning and Edna & Harvey: Harvey's New Eyes
- An epic conclusion to the iconic Deponia series
- Unique comic style with hand-drawn HD 2D graphics
- Cutscenes set to music with lovingly realized animations

Title: Goodbye Deponia
Genre: Adventure, Indie
Developer:
Daedalic Entertainment
Publisher:
Daedalic Entertainment
Release Date: 17 Oct, 2013

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Minimum:

OS: Windows Vista/7/8

Processor: 2.5 GHz Single Core Processor or 2 GHz Dual Core Processor

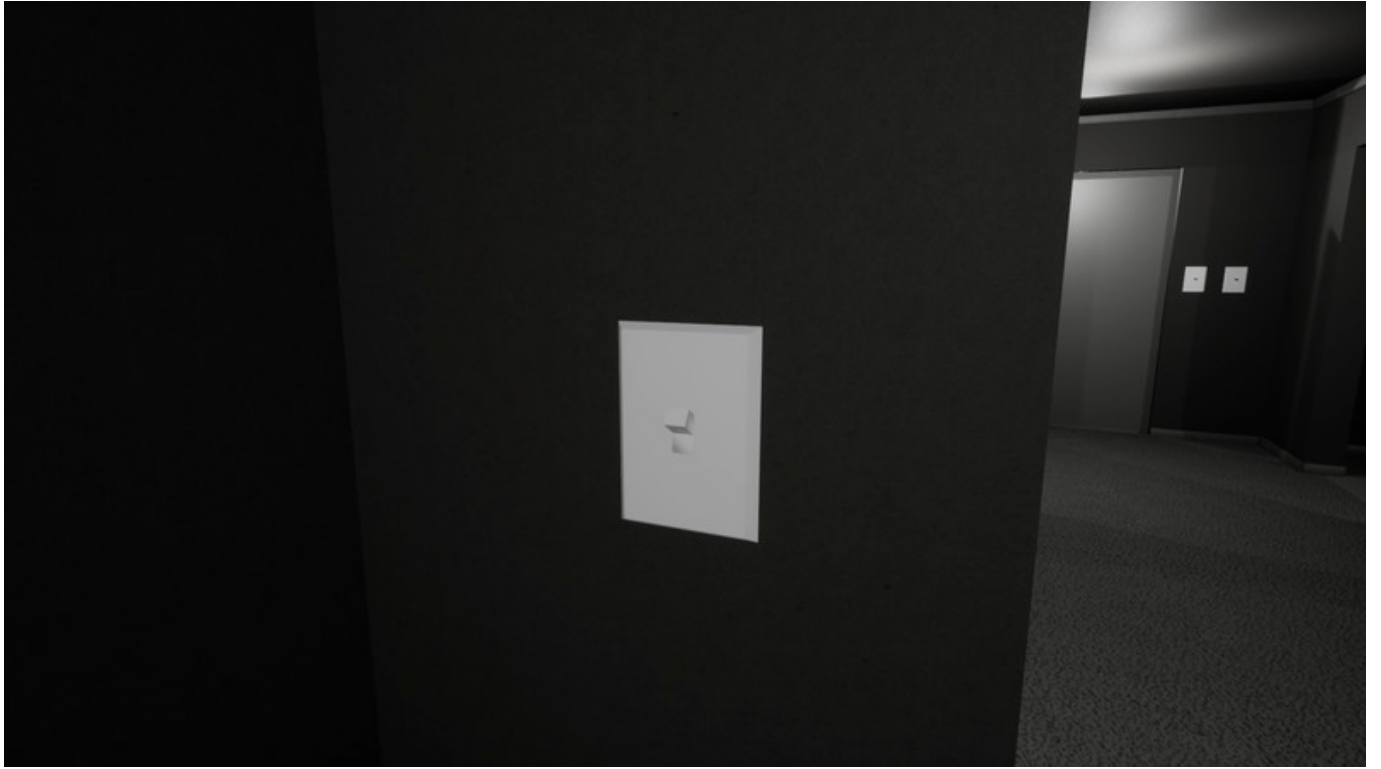
Memory: 2 GB RAM

Graphics: OpenGL 2.0 compatible with 256 MB RAM (Shared Memory is not recommended)

Storage: 3 GB available space

Additional Notes: Mouse

English, German, Russian, French, Polish, Italian







Passes itself off as a farm game, when in reality, it's a knockoff of something like zoo tycoon, but with domesticated farm animals. I've requested a refund.. I am better than Chief at this game and that is all that matters to me! Great stuff, keep making games I can smash Chief at, 1V1, great pick out long. Very good game for 2.00\$, definitely recommend it if you like parkour games.. Wonderful and relaxing way to pass the time. Great for folks that ain't got an hour to devote to gaming, but are simply looking for something to keep their mind busy for a few minutes. Challenging, yet not frustrating. All levels can be completed rather quickly, but escalating difficulty keeps it interesting.. needs a hentai pack. While the idea behind this game is quite appealing, the game itself is repetitive and boring.. Honestly I've only played with this a little, and it's been largely ignored since then. I had expected that you would get a new astrological reading daily, but when it appeared that wasn't the case, the game fell by the wayside. Hopefully the devs add more content. That said, I still recommend it because it is so well polished and nicely put together. It's quant and good for demoing.. Anarchy Online, it was a decent MMO at a time. One of the first big Sci-Fi MMOs out there. That being said, its extremely dated and low population now days. I would honestly only recommend the game to previous players for nostalgia. It does not have much for newcomers to enjoy compared to the more popular alternatives.. Cute casual puzzle game, not too difficult. Includes night mode as well, which is nice when you're playing in the dark late at night.

Great old school Ultima style rpg with decent music and story. Non linear exploration and minor story elements. Unique by modern standarts.

. This game has serious potential but has no online community. Adding bots would help but dont buy this game unless you have a friend or a group to play with. Classes are fun and creative but could use some tweaking.

. **WARNING:** If you read nothing else in this review, **QUIT THE GAME EVERY 10-15 MINUTES.** Any more play time and large items in your base will begin to disappear, including but not limited to: airlock doors, construction tables, entire room exteriors, oxygen regeneration, and power regeneration. Once lost, these items will not be retrieved after quitting the game. They are gone forever.

First off, I do enjoy this game.

- The mechanic of using your hands as a means of locomotion through the world never gets old.
- The base building aspect is great and serves well to give you a sense of accomplishment, for a short while.
- Different randomized spaceships, waiting for you to explore when you aren't suffocating or dying of malnurishment.

The sandbox is large and the toys are varied. However, the bugs in this game are so invasive that they cannot be ignored. Before the base construction update, the only issue I had to deal with were plants not growing or airlock doors thinking they are open (when they are not) and constantly leaking oxygen. Now that the base construction update is out, here are the new bugs I have seen:

~major~

- Glass covers can be placed side-to-side (if facing space station from airlock entrance) but cannot be placed front-to-back.
- Occassionally, the engineering room will disappear, leaving the equipment "floating" in space.
- Occassionally, engineering room equipment will disappear.
- Physical storage boxes will stop suspending the items placed within, allowing them to float outside of the storage box (and disappear)
- One construction table is required to create itself. If this disappears, a whole new engineering room will be required in order to progress.

~minor~

- construction table item counts do not update unless a new blueprint is selected
- In the hangar, Oxygen is 100% even if the connected rooms lack oxygen.

Last complaint, the HUD shows a red triangle when there is danger but there is no way to determine what danger the red triangle is trying to tell you about.

Hopefully after this update, the devs can focus on allowing longer play times without bugs creeping up. If so, I'll be happy to change my review.. Revolt type Rc Racer game that pretty much nails the fun of which it is aiming to emulate ... recommended for those with \$5 bucks to spare. The physics are far superior on this game to Revolt , the physics are its main selling point.. Being it's a new game, it flows pretty well. The load times for traveling isn't bad. The voice acting is a give or take but all in all hope to see this game flourish. Pros

1. Adds more cars to the game
2. Nurburbring and Nordschleife
3. Audi R8

Cons

1. It costs more than the base game (RACE 07).. they're so cute. Waste of money.

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