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## The Journey Down: Chapter Three Download Exe File



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## About This Game

In the jungles of the Underland, scattered remnants of an ancient culture speak of a great evil that dwells in the shadowy depths of the Kwayerumoshi caves. But even the darkest secrets of this lost age are about to be revealed by the brave actions of three unlikely heroes.

In the final chapter of The Journey Down, Bwana, Kito and Lina explore the vast reaches of the Underland and unravel its long-forgotten history. Their adventure comes to a bombastic conclusion when they learn the true nature of the Great Asili tree and the Armando Power Company.

*The Journey Down* is a classic point-and-click saga with an Afro-Caribbean vibe. Get ready to embark on an epic journey of brain-teasing adventure!

## Features

- \* A twisting tale of intriguing adventure
- \* Tons of handpainted environments
- \* An all original jazzy reggae soundtrack
  - \* A fully voiced cast
  - \* HD art and animations

<http://store.steampowered.com/app/220090/>

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Title: The Journey Down: Chapter Three

Genre: Adventure, Indie

Developer:

SkyGoblin

Publisher:

SkyGoblin

Release Date: 21 Sep, 2017

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English



**BALL CAP**  
Too bad you can't enjoy a baseball game without everyone freaking out.  
**+1 CAP**  
Cosmetic +50 bear Points  
E]:Collect



New Area: *Melgrow Creek.*  
ARMI FOREST MELGROW CREEK







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Such a great concept for a game, and such a terrible execution. Even if you're hooked by the idea of hacking the game while playing it, if you're looking for a game to enjoy, I would skip it.

It's got promise as a proof of concept, but there's just so much frustration over the actual gameplay that it sours the whole experience.

- Areas reset when you leave them, but unless you know exactly where you're going you'll end up backtracking a lot as the areas can be relatively large. This results in you having to perform the same tasks to solve the same puzzles to get through the same rooms over and over.
- But it quickly becomes obvious why the areas reset when you leave them: it's easy to inadvertently put yourself into an unwinnable state, at which point you either need to leave and re-enter the area, or use the reload game artifact you find. This includes all sorts of annoyances: doors locking when you're on the wrong side, ruining the scripted sequence, enemies being made immobile and invulnerable while blocking your path, objects being placed out of reach, or the game being made unwinnable because why would anyone design a game where a necessary action that can only be performed three times could also be undone?
- Regardless, this is the same reload game artifact which, once you get about halfway through, will often crash the game when you try to use it.
- The relatively large areas and lack of direction mean when you encounter a puzzle that you can't solve, you're unsure if it's because you're simply bad at puzzles, if you haven't found a necessary piece, or in some rare occurrences, if you didn't find a necessary piece all the way in the last chapter. The only way to find out is to look up a walkthrough on Youtube.

Again: great concept, incredibly frustrating to actually play.. The game has some potential, but there are a lot of bugs. Some of them crash the game, which can be particularly frustrating. The screen shake is headache inducing, and the whole game feels unfinished and unpolished.

The publisher just said they are going to fix some of the bugs and polish the game. If that happens, I'll review again. Right now, I wouldn't recommend it.. Fantastic online co-op twin stick. (that I play with mouse and keyboard). This game is great! Also here's a suggestion so say if you've completed the game you can delete the save file then start again because that means you can restart the missions that you may like or just relive the relaxation of VACATION ISLAND. The plastic flying disc originated as an improvised use of pie tin lids with one popular pie and cookie chain lending it's name to the generic term for the item (which we wont be mentioning here). In any case it's pretty certain that neither the early pioneers, the trade mark holders or participants in the ubiquitous college sport "Ultimate [redacted]" had realised the full potential of the flying disc as a versatile weapon.

XMPT games have stepped up and filled that gap, one part damaging projectile, one part deflective shield and one part useful item to trigger things the flying disc is used to it's full potential in the pixelart adventure. Using speed, agility and 3 circular pieces of plastic a range of heroes must defeat hordes of minions, and bosses for some reason that probably isn't important.

With a cool retro style, core mechanics somewhat reminiscent of speedball and a host of level specific special rules I'd recommend everyone to quit playing catch and start creating some kind of large weather patern of plastic circular things.. this is the kind of visual novels i play to pretend im the protagonist and make me feel like im loved. This is a solid port of one of the best 4X board games available; this port towers above the computer adaptation of Eclipse. Highly recommended for fans of Exodus specifically or strategic "eXplore, eXpand, eXploit, and eXterminate" (4X) games in general.. When I learned that this game was getting a digital release I knew I had to jump on it! I love the physical game and most people I play with LOVE it too, but it's sometimes hard to get a game going with people. It seems like it doesn't get played often enough on my game nights, but now I can play it solo anytime I have spare time! It took a little getting used to the interface but once I learned it, I got up and running and playing the game a lot. It doesn't seem like I can ever get an online game going because I work so early, but I'm okay taking on the Computer A.I. As long as I can get my Smash Up fix, I'm okay. While the list of factions is small now, they plan to release more and more of them so I'll keep playing and soon this game will explode with all of the content. While I do love the trash talking aspect you get from playing with friends, if you can't get a game going this is a fantastic substitute!. Large

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varied levels that doesn't rush you like many of the base game levels. If you are a completionist you can easily spend 10+ hours on the new campaign.. I was hoping for higher fidelity, I mean - the compressed result is probably what you hear in game so it doesn't matter that much, I guess I've just been spoiled by games like Planet Coaster, Crypt of the Necrodancer and the like that include FLAC files with the soundtrack download.

I feel like more went into producing this OST in terms of sound quality, the fact that we're not getting access to that is a bit of a disappointment. The game itself is fantastic and so is the music, I have all of the Advanced Wars Music as MP3 because that was produced for GameBoy Advanced / Nintendo DS which had a pretty low sample rate to begin with. Wargroove though, especially with the word groove in the title, used higher quality samples, production grade compression etc and now that's not available for purchase elsewhere.

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I'll keep this simple. This is an Early Access Game done correct. It is a solid built game with a simple and clean art style, enjoyable gameplay, challenging difficulty without being overbearing, and lots of hidden humor gems. Yes there are a few bugs; but I do mean only a few and they are not game breaking. 5 hours in and I am loving every second of the game, it murdered me once leaving my agency in shambles and I couldn't wait to go back for more.. Unfortunately. I find this game generic. Controls are a mess, the game itself seems to run in a clunky manner, and it's attempt at recreating the 90's style RPG is a bit off. At no point during gameplay did I feel engaged. The storyline isn't original, and there is little depth in what you are trying to accomplish. The reward system for "Missions" in this game makes it feel as if they broke away from attempting an action RPG and decided halfway through to attempt an arcade game. Many claim this game reminds them of Secret of Mana. However in my own opinion, had this game came out at the same time Secret of Mana had, I would still have chosen Secret of Mana. The art style did hit fairly close to target in trying to emulate the 16 bit era, however once again, depth and immersion are still a huge issue. The towns, the map, the lands feel all bland. Many of the areas in this game use a rather dull color palette, which to me personally is very unappealing. One of the big strengths in Secret of Mana, and even Zelda, aside from their gameplay and mechanics, was the color palettes and music used to really hit on target with the feeling you get from certain areas in the game. I commend W:R for attempting to recreate this feeling. But I suggest the developers go back and really spend a lot of time analyzing exactly what made those games of the 16 bit era classic.. I finished this today and quite different to what I am used to as most of the Hidden Object games I play you are guided by the hint button, in this one you are not like if someone escapes like professor will say he has gone from here but will not tell you what you are meant to do. In this game you do have to click and back track a bit and some puzzles can be challenging and a bit easier than Melissa K which had you moving objects and solving puzzles mostly. The live actors do a good job and you are kind of wondering who is good or bad and also has the dangers of radiation and interesting storyline different to other ones where your spouse or husband or child is kidnapped. I recommend getting this on sale as buying at full price may not be worth it and you can save some money in the process as well so give it a try if you can.. Puzzler World 2 is worse than Puzzler World 1.

- \* PW2 has one achievement bugged (see worldwide statistics)
- \* PW2 link-a-pix needs scrolling (very annoying) even when it's not bigger than the link-a-pix in PW1
- \* Reward animations take twice as long = twice as annoying, with mandatory wheel-spin and all
- \* 4 new puzzle types
- \* only British English (PW1 had American\British\4 other languages)
- \* same difficulty level (easy-medium)
- . As said in other reviews, the game is *\*very\** dated. No tool tips. If you alt-tab to view the manual, when you try and alt-tab back, the dosbox is no longer full screen (it comes out to about the size of a youtube video).

After more than about 10 minutes playing, the game starts to get jumpy.

It's good if you want to see what the older generation had to deal with when playing older style video games (up hill, both ways).

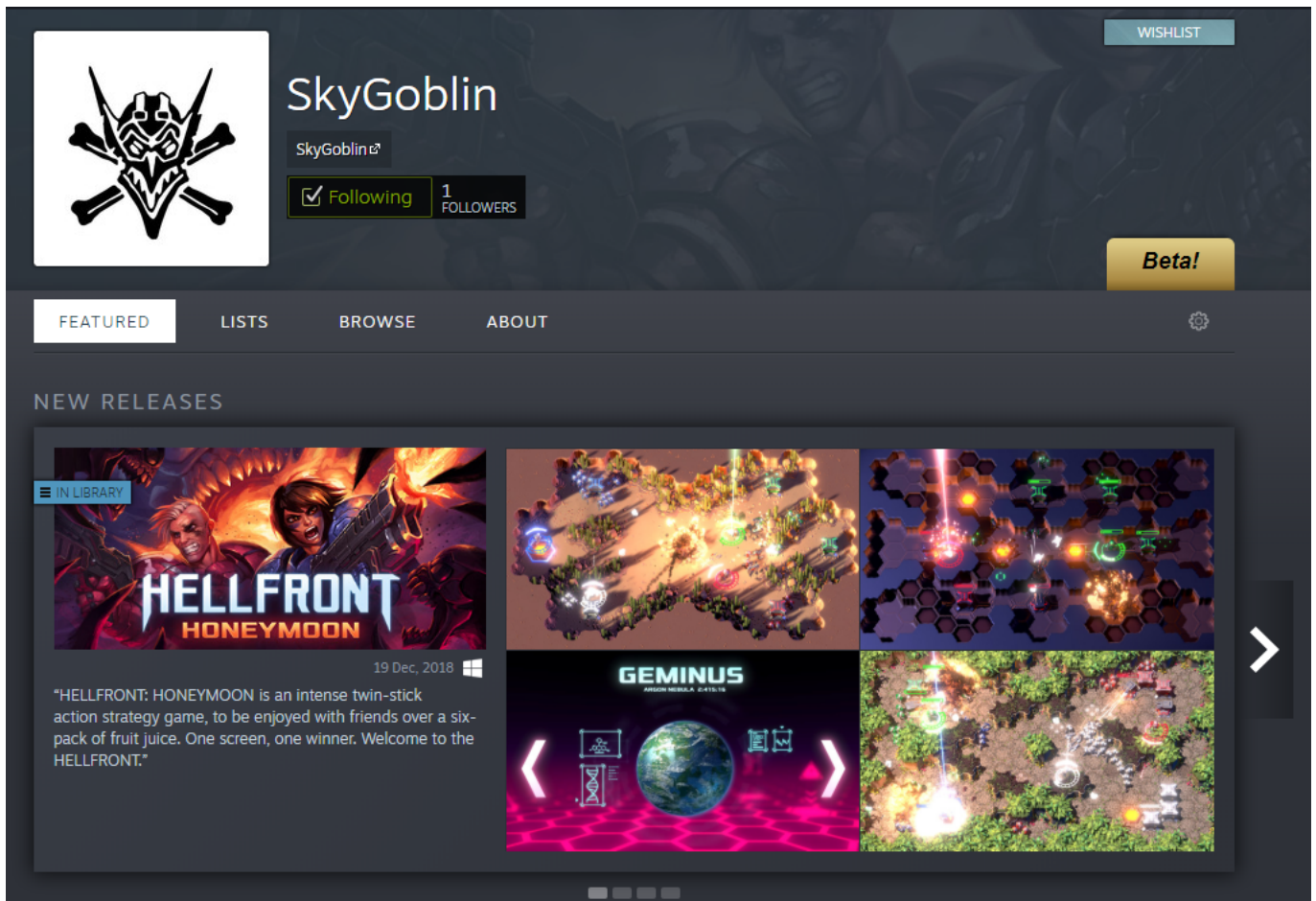
I can't comment to the quality of the story\quests\etc - the game itself is pretty much unplayable.. This is a Mahjong game with some type of story with it.

I did not follow the story and instead just tried to solve the puzzles which is really fun.

It isn't very expensive for the experience that you get,however I wouldn't pay the steam price for it.

**SkyGoblin has a dev page!:**





## Dear Pointers & Clickers!

We have finally put up a Steam dev page for our little studio. It's not much to look at, but we are very proud of it nonetheless.

What it's mainly good for is that you can click **Follow** so that you'll be notified when we release a new game or if we have some fun/stupid news to share with you.

At the time of writing we have 1 Followers :)

Anyways, here it is in all its glory: [Steam Developer: SkyGoblin](#)

Happy gaming everyone and THANKS for all the support!

- The SkyGoblins. **JD3 Wins Best Graphics at the 2017 Aggie Awards!**:

Hey guys,

Chapter Three of The Journey Down won "Best Graphics" at the 2017 Aggie Awards! We're so proud we can barely keep it in! Also the soundtrack won reader's choice for Best Music. :D

In other news, the German localization of JD3 is finally online, together with some long awaited bug fixes! So bitte get your Deutsche groove on and give it a go. :)

This version has been in beta for quite a while, but should you run into any new nasty issues despite this, please let us know. Oh and when doing so, please share your OS and general system specs.

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Thanks!

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