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About This Game

The flute nose dynasty has been watching over Asposia for centuries on end. In secret, they fill the roly-poly world with light and life. Emil, a trader for odds and ends, has led all the Asposians astray, making them believe that the dynasty is in cahoots with dark forces. Seriously, who knows what this weird family is doing day in, day out? The only one who could stop evil Emil is the heir to the flute nose throne: Robert. He has been petrified for three years, though. With a huge dose of enthusiasm, but little to no idea what he's actually doing, he embarks on an adventure to find the legendary last wind monk. Of course, he has some great company: Peck, as loyal as he is flightless, and Laura, a rebel who certainly does fly, but only off the handle and who is Robert's love with a capital L, by the way. A final ray of hope is provided by the mysterious Mama Dola, who seems to know more about Robert's destiny than Robert himself...

Features

- Experience the fun and moving sequel to "The Inner World" (you don't need to know the first part!). Save the flute noses

from persecution and evil Emil!

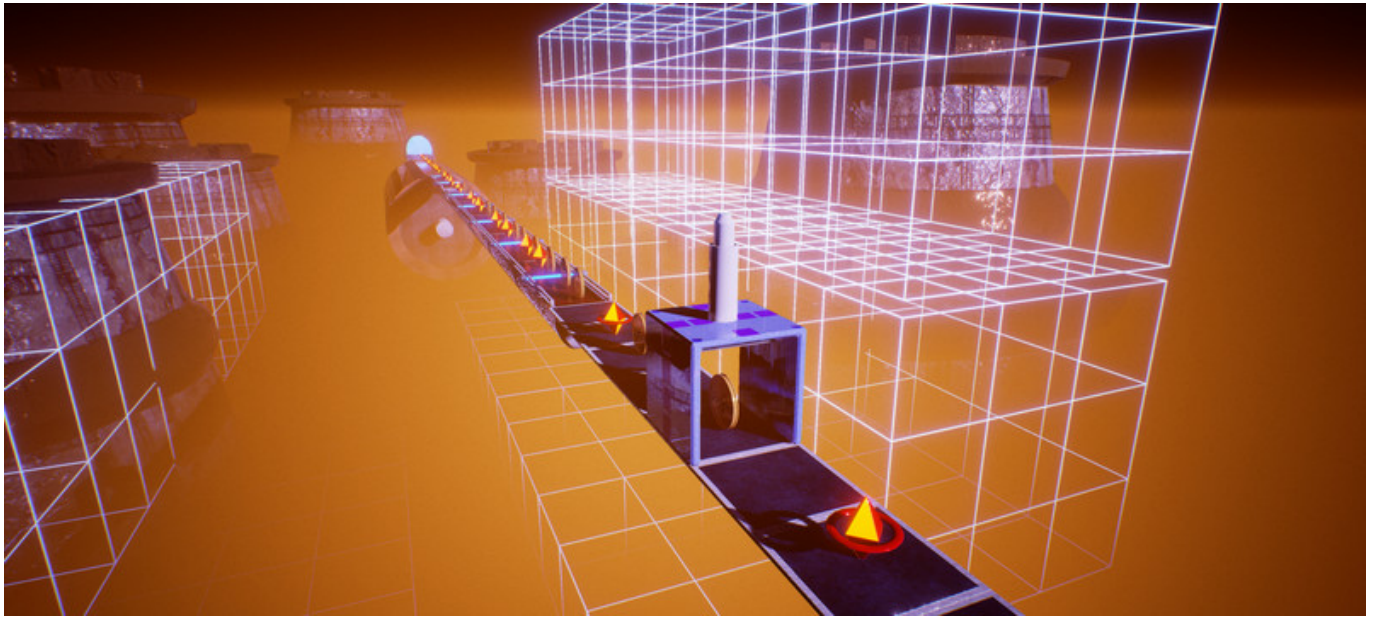
- Hours of fun brainteasers await you: find the last wind monk, cause trouble in a tumble mouse factory, play with Uncle Oboe for some toilet paper in prison, help a desperate Bingo-Pony become happy once again, bring the adorable baby gorf back home and save Asposia! Again!
- Navigate Robert and Laura, those charming Asposians, through the game. And now you can even operate the nutty pigeon, Peck.
- There are new sites for you to discover! Including the topsy-turvy airport “Asposia Central”, the quirky tumble mouse farmers and the mysterious Shovel Mountains.
- Practice new songs on your magic flute nose and activate ancient artefacts.
- Beautiful hand-drawn adventure for people quick on the draw.
- Hilarious dialogues in awesome sound quality.
- The Asposian puzzle help: Provides you with hints when you’re as clueless as Robert – completely spoiler-free of course.
- Available for most any operating system or console – except the Gameboy!

Title: The Inner World - The Last Wind Monk
Genre: Adventure, Indie
Developer:
Studio Fizbin
Publisher:
Headup Games, Kalypso Media Digital
Release Date: 20 Oct, 2017

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English,German,French,Italian,Russian,Simplified Chinese







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It's very impressive for me,a new dotaer. There are numerous great players all around the world,and this series of documentaries is closely related to those players' daily life,i hope each time when TI comes out, valve could make more videos for us,honestly!. I backed the ♥♥♥♥ out of this game a while back. I made friends buy it, i played it at home waiting for online to be added. We were promised 50+ maps and 60+ characters, and now they tell us that the game is cancelled because the devs can't handle the hate?

It was fun while it lasted. It is still fun, actually. For the actual price tag i think its kind of worth the content. But for those of us who payed full price and believed the lies, i think we deserve something better. Put your pants back on, ♥♥♥♥ the haters, prove them wrong. At least finish the damn online mode and if not a mediocre singleplayer mode should do for the current price. People bought it expecting a really good game, not a project abandoned by developers that can't hold up with the hate.

The game is good even on its actual state, really, really good. Its fun with friends, its fun to play, its great. But sadly, the promises and the developers make this great game into just a wasted idea. Get your♥♥♥♥♥♥together, devs.. keeping in mind that this product IS in early access still and things may have changed a lot when you read this. with that out of the way, what do i think of unbound? well... i like it. that being said its rather sparse feature wise as of now but if the developers keep going the way they are and continue supporting the program then i can see it holding its own in the budding VR modeling\sculpting market.

an important thing to note here is that this ISNT a game, its a tool. Tools are meant to do a job and given the neich this fits into it currently dosen't have much contest in my opinion.

so, should you get this? to awnser that you need to ask yourself 2 other questions first:

- 1) am i a sculpter? do i enjoy the process of sculpting, frustration and all?
- 2) am i interested in digital are but find working with a 2D screen unintuitive?

if your answer is yes to both then this program might work for you. that being said, always do your reaserch first to make sure this program is what you are after.. this game is NOT what i thought it would be. It is very low quality graphics and game play. nothing like being stuck with a virtual paper weight after purchase.. Really funny game, maybe a little rude towards the vegans and vegetarians XD. Very good game for the price. I would have liked it better if there were politics involved in the game, but it reminds me alot of Risk. There is no real development of countries economy, except by conquoring neutral regions and going to war with other countries. Like I said, for the budget, the game is excellent. Very fun. Can easily get addicted to it for hours.

cute little rogue-lite worth more than its price tag. if you like bullet hells then you will probably enjoy this one too. i really like this game. there is a lot of dialogue and i enjoyed it. This WW1 setting game is a lot different than traditional Visual Novels. and there is quite a twist at the end.

its a nice breath of fresh air from the other games ive VN games ive played in the past. this game focuses a lot about the struggles the main protag has and alot the others around it. its worth a buy.. I have to say.. I was expecting more.

The game seems to rely heavily on its aesthetic - and I'll grant it a pretty nice audioset and a beautiful world, at first glance, but.. that's it? I found myself feeling more "and..?" than intrigued.

Most of all, for a game that relies almost exclusively on its aesthetic.. why is it so jarringly broken? The gradient around the sword/shield in the combat UI? The background gradients? The tacky pop-up buttons that look totally out of place? Gradient on mouse clicks? The weird health stars that aren't pixel-art at all? If you're going for a style, by all means do so, but if your game is mostly just the look, sound, and aesthetic, well.. you gotta hammer that home.

The controls being entirely mouse-click based just felt kinda needlessly sluggish, and I was feeling punished for trying to explore around a bit. Nothing about the world immediately pulled me in, and while I may come back to it when I'm feeling in a more to play a game one-handed while my other hand props up my chin from almost-boredom, I'll give it another shot. Maybe there's more to it, but nobody wants to find the "more to it" if there's not "something to it" from the get go. :(This game has a very vast options of items, weapons and skills. You can manage your items and skills to create a good inventory. At the beginning, the learning curve it's well balance to novices and no expert gamers from this genre. When the game goes on, you learn how to organize and use your weapons in an intuitive way. It's hard to find a good game to play with friends. This isn't my favorite style of game to play alone, but I enjoyed playing it with coop and in multiplayer. Right now I'm starting to play solo RPG's games because Dungeon Crowley.. A very suprisingly fun point and click adventure game, probably because it takes some scenes, jokes, and puzzles from Secret of Monkey Island. Although, the plot is entirely different from Secret of Monkey Island, and the puzzles are a bit more creative than what Secret of Monkey Island had to offer. The artwork is creative, and very well done (someone in the art team seems to really like dogs) which adds a certain charm to the game, the music fits the game very well and has alot of variation. It also features surprisingly excellent well written voice acting. Overall the game has a certain unique charm to it, has ingame collectables that are used to unlock music tracks, concept art, and character stories, and is well worth a playthrough. Try the demo to see how you like it!. I did not like this game at all. I thouht it was a bit bland compared to the other Grand-Strategy games out there. However, some dedicated Europa Universalis players may enjoy the game due to its overwhelming similarities with Europa Universalis II. I may not be pairing the games correctly, but when I bought the game I was looking for something like Total War. I chose it because it was a more recent release of 2011, but the game grandly failed to graphically compare to most other current games of the genre. I played the game for about 45 minutes and maybe thats not enough for you but im just doing this to get a badge. [So.in](#) my opinion unless you LOVED Europa Universalis II, this is not the right game for you.

However, if you are graphically impaired, and this was the best choice for your low-end PC, I would highly recommend Imperial Glory.. spongy controls
bad level design
bad graphics

DO NOT BUY THIS! This is a nostalgic game for me as I put in countless hours back in the day. This and DF2 were also my early introductions to playing in clans online. Going back now it's still a fun shooter. There are some dated aspects that stand out like the pixelated blurry graphics, default arrow key movement, no weapon kickback, and the hovering scope on the right side of the screen rather than iron sights.

It was ahead of it's time in some ways. It's AI is on par with a lot of zombies/shooters games you see on steam, that is it's almost non existent. They also feature not one, but three playable female characters.

Pulling my knife towards my body in order to stab someone or hearing "Bravo is down" always warms my heart. Just revisiting where FPS have come from makes this worth picking up on a steam sale.

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