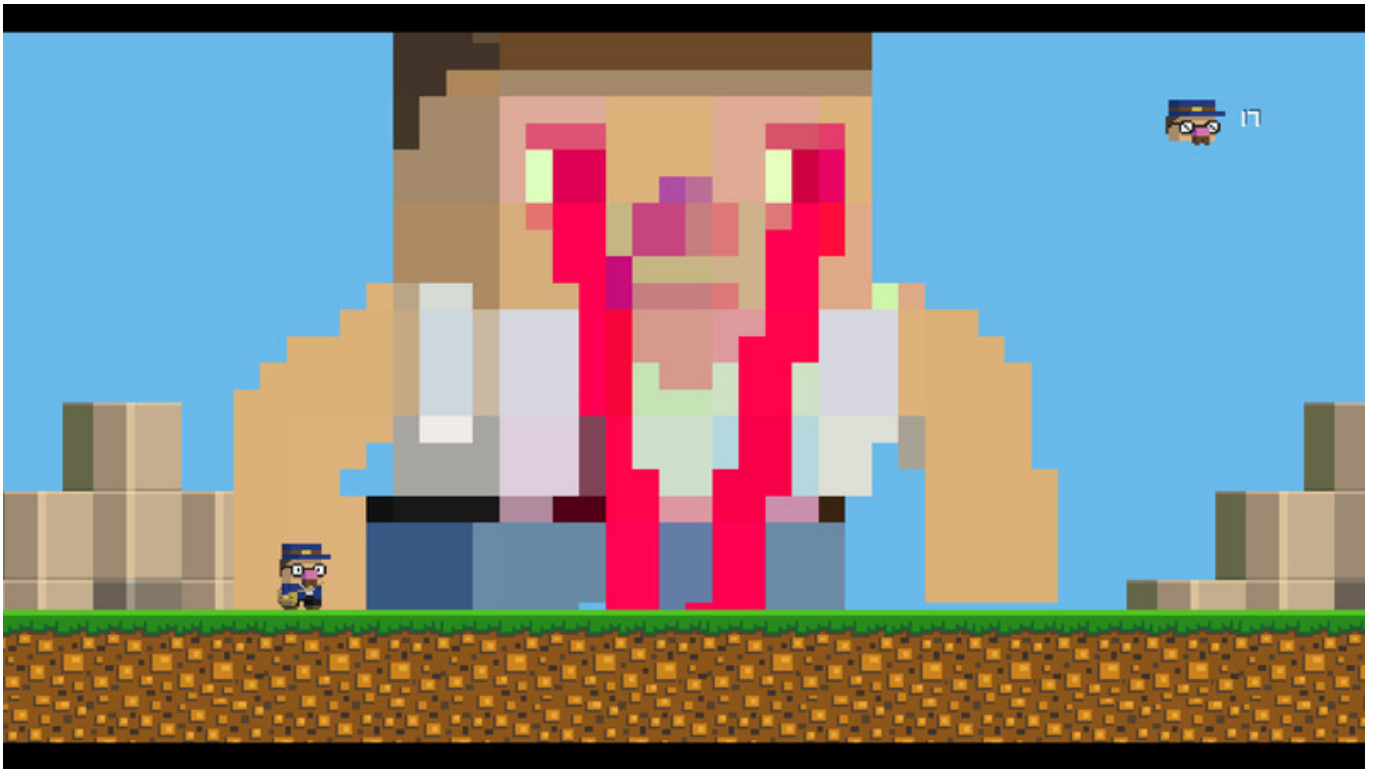

The Narrator Is A DICK Free Download [Torrent]



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About This Game

The Narrator is a ♥♥♥♥♥ is a challenging parody narration platformer. In this game the narrator is always trying to mess you up, or is he? He lies and cheats and tells jokes and its up to you as the Player to survive in this already dangerous land all the while a voice from above tries to ruin it all.... What a ♥♥♥♥♥!

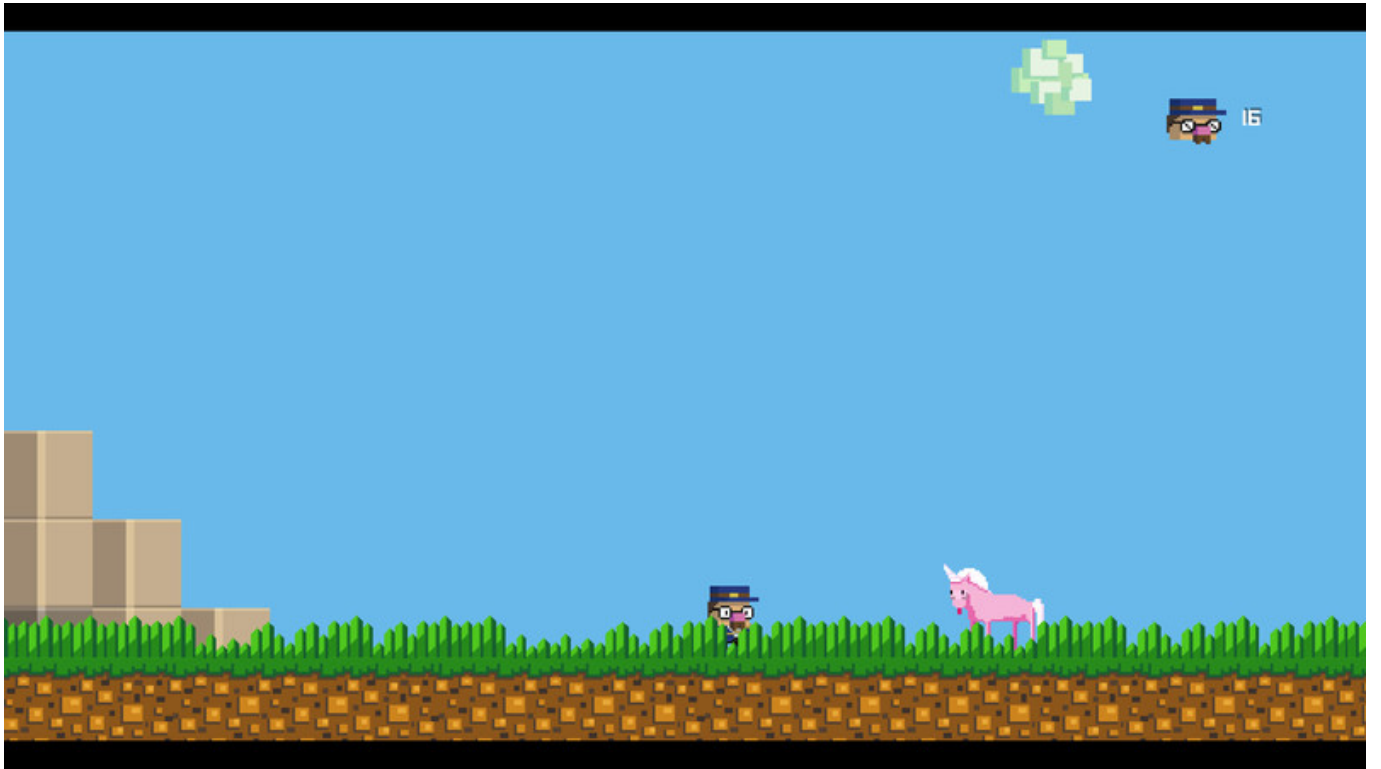
Key Features :

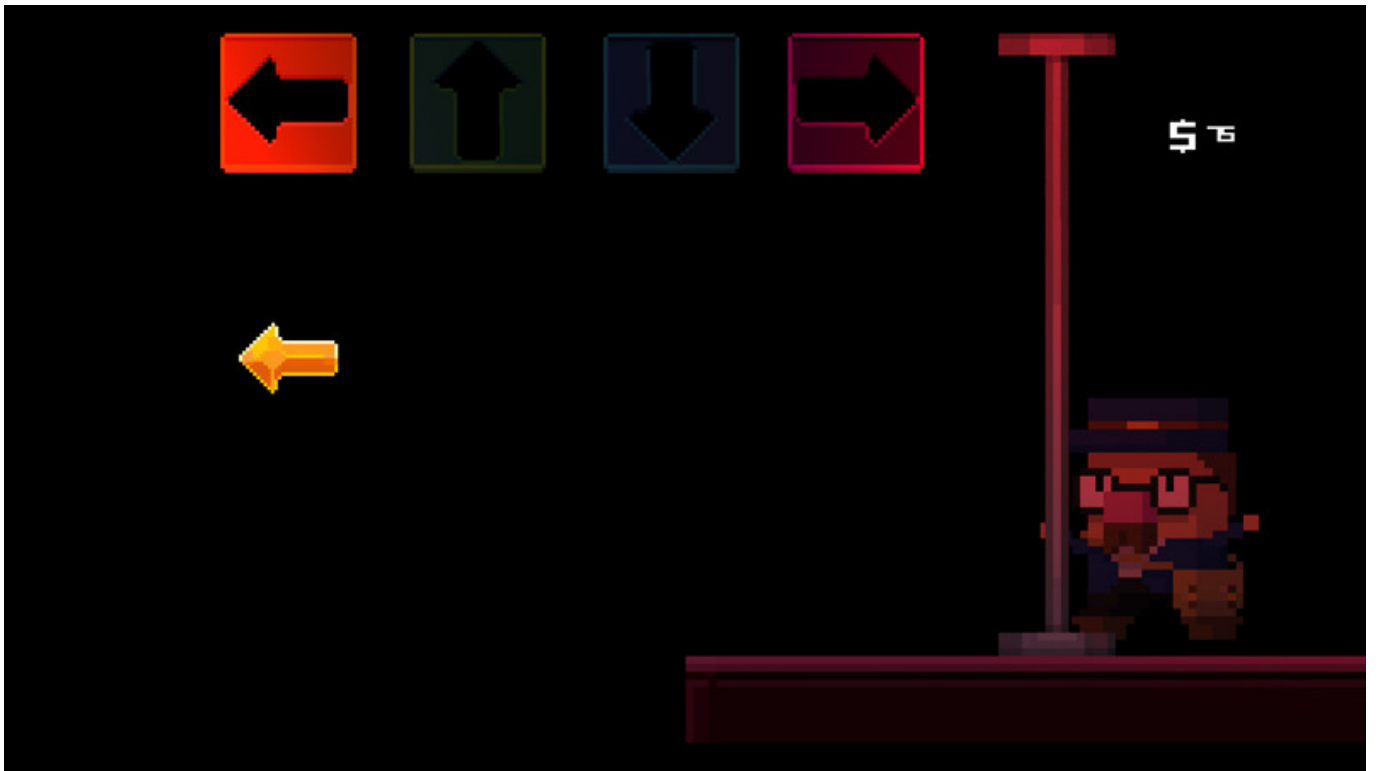
- Comedy Based Challenging 2D Platformer
- Fully Narrated
- A Cavalcade of Crazy Characters
- Traps, Pitfalls, and Unfair Deaths Galore.
- Full Controller Support
- Steam Achievements
- Steam Trading Cards

Title: The Narrator Is a DICK
Genre: Adventure, Indie
Developer:
Adam DeLease
Publisher:
Adam DeLease
Release Date: 14 Jun, 2016

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English







really fun but an annoying game.. I was laughing the whole time. Who cares if he's a\u2665\u2665\u2665\u2665\u2665\u2665to be honest.. This game is extremely hard. Probably the hardest single player game I have played on steam. The narrator is really annoying and he will\u2665\u2665\u2665\u2665\u2665\u2665you off. I was really salty when I couldn't beat the first level after 20 minutes, but I just couldn't stop playing because in all honesty it is a fun game. I wish the narrator didn't repeat the same thing over and over and the beginning of most levels, but after all, he is supposed to be a\u2665\u2665\u2665\u2665\u2665\u2665 All in all though, I do recommend this game and even though it makes me want to kill myself it is really fun.. Surprise! You're Dead! That's what the theme of the game is. You travel along as the little postman and the enviroment surprise kills you with traps, then you reset and you then can avoid the trap. Then five feet later you get killed by another trap. This goes on forever. You walk, die, repeat. The narration is kinda funny but the games core is just boring. The game's jump also is auto jump. Like a bouncing ball. ugh. One hit deaths, repetitive play, postman on a jumping stick, no thanks.. I've always been a fan of "cruel" platformers, Iwannabetheguy, Iwannabetheboshi, Erye's Action, etc. But this one is frankly boring, uninspired, and the platforming isn't very interesting.. It reminds me of Kaizo Mario. So you play a game where someone comments all your stuff while you are trying to complete the levels. When you die over and over, this guy starts to sing about how bad you are.

Price might be high but it's okay I guess.

Ten out of ten for me.. *The Narrator Is a\u2665\u2665\u2665\u2665\u2665\u2665* [sic] proclaims itself to be a "comedy-based, challenging 2D platformer" that is "fully narrated". In some (admittedly reaching) sense, this is true. But it is only just true. *The comedy is not funny, the challenge is not clever, and the narration is not interesting.*

The first thing I saw when I started up this game is a "Made with Unity Personal Edition" splash screen. This is not, in itself, a horrendous thing, but more often than not is indicative of mediocrity. Still, I am committed to the premise, and carry on.

The second thing I saw was a heavily cropped fullscreen window on a different monitor (I have a dual-screen setup on Linux). I could make it to the options, but several options, including windowed mode, were inaccessible, and upon attempting another resolution, the game crashed. Further attempts to boot resulted in a blank screen. Fortunately (or so I thought), there was a prefs file in the config path. I tried altering it; it failed to do anything, for apparently the game alters the prefs file on startup.

Eventually (and only after a period of time longer than I ended up playing the game for), I found a situation where deleting the prefs file allowed for the game to show up on my primary monitor, which, while still cropped, could allow me to reach the button for windowed mode.

Also, the volume options default to 0, no sound. This is a game about a voiced narrator. Take a second to think about this.

The game itself is... uninteresting. There's no real puzzles, and the obstacles are either traps or moderately annoying percision platforming. I allowed myself to think, initially, that there was some level of meta-commentary on the canonical Indie Puzzle Platformer with Narration that is in the zeitgeist, but in retrospect, this was too optimistic. The narration just sort of contradicts the on-the-ground reality and occasionally yells at you. There's no real interaction with the gameplay. You might as well just let it be silent. This is not serving any higher purpose; the crappy gameplay does not reek of intentionality or camp.

There's a Dance Dance Revolution minigame in the second level (which requires you to figure out that the 'E' key, and only the 'E' key, is needed to interact with NPCs when prompted), where you are prompted to put inputs in time with arrows overlapping the arrow boxes. This only works with WASD keys, while you can play the rest of the game with the arrow keys. Keybinding is either absent or sufficiently obscure to the point that I did not see it.

I gave up on the third level at the flying spike trap. It did not seem worth it to go through all of the traps you had already avoided repeatedly to get back to that obstacle.

With substantial overhauls, there might be the start of a good concept here, but I'm not particularly getting my hopes up for The Narrator is a\u2665\u2665\u2665\u2665\u2665\u2665II:\u2665\u2665\u2665\u2665\u2665\u2665Harder.

I hate this game, so very, very much, with a burning passion.... In a good way! :D. A simple side scroller -to put a smile on my face. Why? - because the narrator really is a\2665\2665\2665\2665\2665\2665 :-). Ok, so yeah this game is wonderful. It looks nice and sounds nice, but most of all it is quirky and the most ridiculous things kill you. Love that.

The only thing that could use some work is the menus, especially the option screen. But that doesn't effect gameplay or anything, just a thought.

Great work!. If you're going to make an intentionally-frustrating game, you need to make it polished.

For example, if a player tries challenge mode, the game should not overwrite the player's story mode save, in which he had reached but not beaten the final boss.

That's not where the frustration is supposed to come from.. It's relatively easy to write a funny joke and put it inside a game. It's harder to use game mechanics to turn the gameplay itself into a funny joke. This game manages to do both. A masterpiece of an old game comedy genre, the "unfair platformer" (think Kaizo Mario), it murders you in all the funniest and silliest ways, while the narrator, a foul-mouthed psychopath of GLaDOS scale, mocks your every action. Short and spicy, this game manages to turn even the frustration into comedy.

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