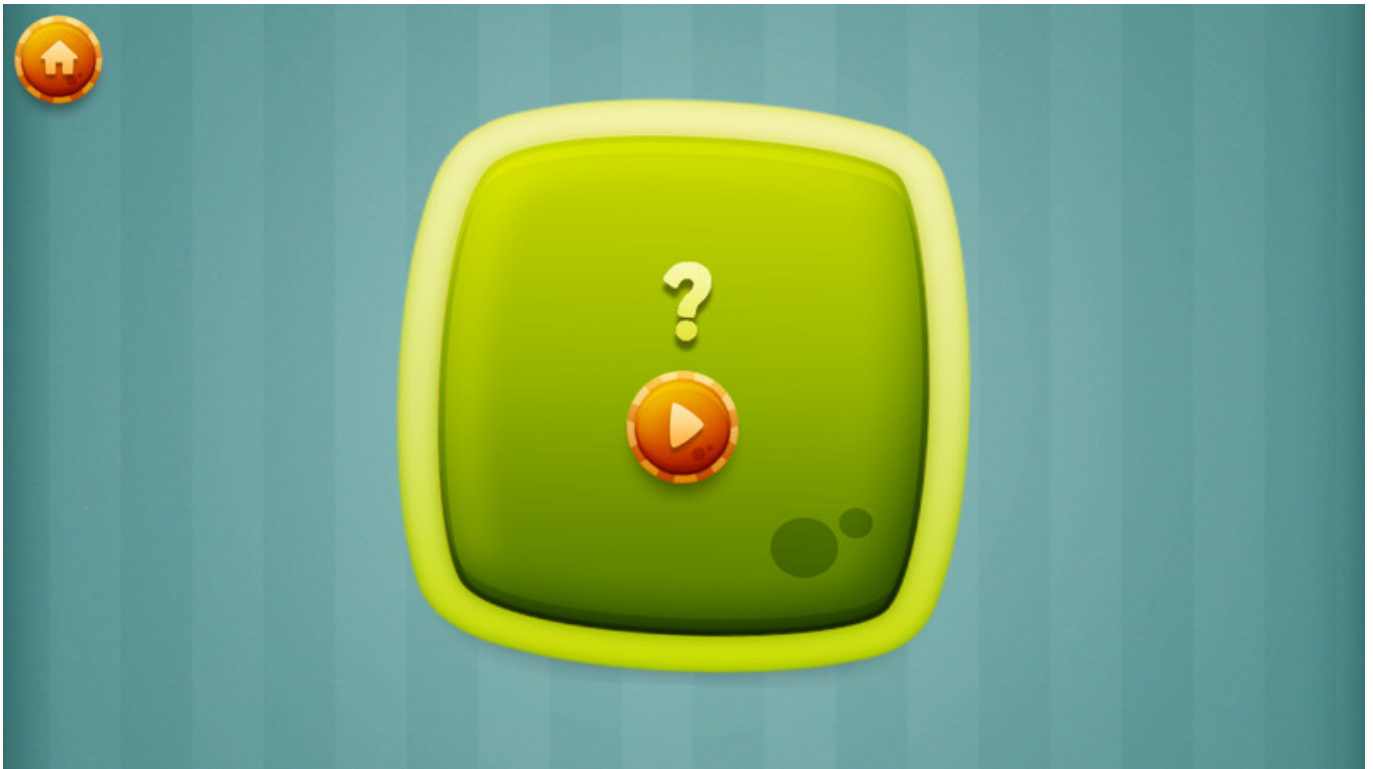

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About This Game

Kimmy is a visual novel style game about a summer spent babysitting in late 1960s Massachusetts. You play as Dana, who stumbles across Kimmy--a tiny girl wandering around alone in her neighborhood. Dana decides to take Kimmy under her wing, worried that she's having trouble making friends, and decides to be her babysitter. Let summer begin! Collect trinkets, play street games, and learn more and more about Kimmy and her mysterious family as summer passes by.

Features:

- A dialogue rich story that takes place over the course of 5 acts.
- Over 10 characters to chat with and get to know throughout the story.
- A painterly art-style brings the characters to life, including multiple illustrated cut scenes.
- An intimate story about childhood, honesty and growing up.

Recommendations and Notes

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- A single play through takes about 2 to 3 hours.
 - Play multiple times to see all of the conversations.
 - Headphones are recommended.

Content warning:

Kimmy is a game about childhood, but it does address some more serious issues and is primarily intended for adults. There are conversations between the characters about things like death, profanities and alcohol. Please consider this before playing this game with younger kids.

Credits:

Designed and written by: Nina Freeman

Illustrated and written by: Laura Knetzger

Programmed by: Aaron Freedman

OST Composed by: Louie Zong

Sound design by: Amos Roddy

Special thanks to Noel Clark for the Kimmy logo design.

Kimmy was originally commissioned by *Humble Bundle* as a part of the *Humble Monthly Bundle*, released to subscribers in January of 2017. Special thanks to *Humble Bundle* for their support in the development of **Kimmy!**



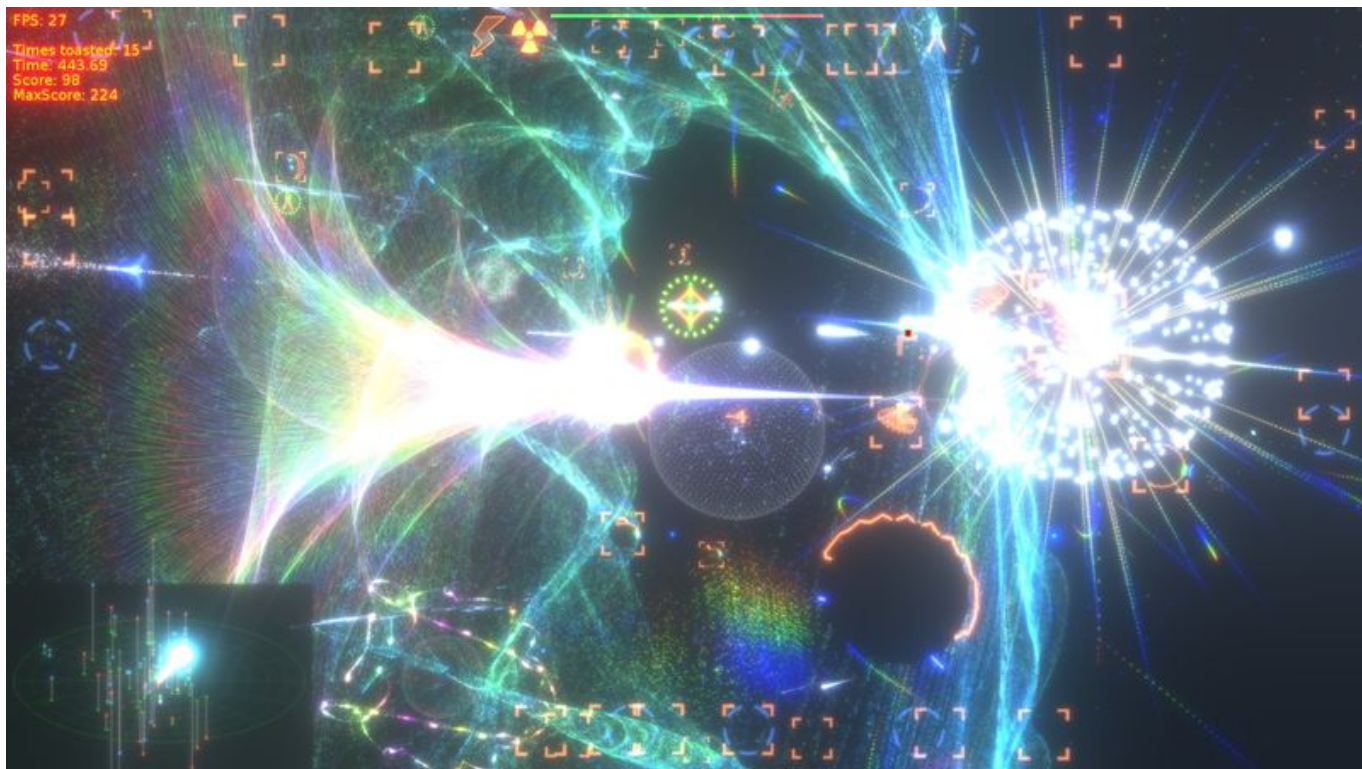
Title: Kimmy
Genre: Indie
Developer:
Star Maid Games
Publisher:
N/A
Release Date: 18 Apr, 2017

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English







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This is the best game I've played when I have absolutely **NOTHING** else to do. Don't even install this GARBO! I had to restart my whole system.. prob it doesn't supports 4k, regardless any game that makes my pc restart its sh!t.. Not worth your time or money. Not even a sad story just silly. Interesting tropes though havent seen it before. Still interested in what else the creator will make.. I would like to say that I like the game. If you like arcady racers you will enjoy it. However, I have just bought flashout 2 so that a friend and I would have a game to play together. I am currently using an XBOX 360 controller to play the game. As I traverse the menu's they can be a bit clunky and sometimes it selects the wrong thing. I have no way of inviting my friend to join my match. We queued together several times and it was working great. Now, we select to join a match and we just sit for 50 seconds without our computers finding eachother. This is a real problem for me considering the reason I bought it was for the multiplayer aspect. I hope they are able to address the issue soon.. Game looks like it might be fun if they fix the controller support. Xbox 360 controller here, no excuse for getting THAT controller support wrong...patch it please so I can play and I will reccomend as long as it's a decent game.. To expensive for what is it but ok. Short and not worst his money. Good idea with night show (but i have 5fps...)

Great control!

It shold be free, the museum it self shold pay thos works because this is best promotions.

Boulevard for Oculus ist free but WAY better then this small pease of culture... (i know it have the worst control but still)

Dont waste the money. I will wait when the price will 2 or 3 euros and they buy again.. The campaign is much too linear for my liking, but at least the game brings some fresh ideas to the table. The strategy genre is so utterly stultified these days!. 9 Clues 2: The Ward was a fun HOG to play. I liked this one much better tha the first one. Also number 2 is darker than the first one. Number 2 deals with the asylum this time around.

I have to say that music and graphic was really nice. Voice acting was good too.

Oh and also one part in the ending made me laugh. Though I wont say why due to not wanting to spoilier the end.

. It's way too short. You can play through the game in 15-20 minutes without too much trouble and there's no replay value..
quot;...that is the question." Everyone knows the line, and mostly everyone who hears it know that it's from Hamlet, arguably Shakespeare's greatest play, and undoubtedly his longest. But when most people think "Shakespeare," they don't automatically think "Shakespearian-based-Visual-Novel/Choose-Your-Own-Adventure-Game" as an actual, plausible way to make Hamlet understandable and, indeed, relatable to those unfamiliar with the Bard. As both an avid gamer and someone with a few years of professional training in performing Shakespeare (including a few actual performance credits under my belt), I was surprised to learn of this little gem's existance, and eagerly dove in.

Having completed the "Main" Storyline, I am entirely satisfied with my purchase...and now look forward to going back through it again and discovering all the crazy tangents and unbeaten paths.

For those who've never seen or read Hamlet, the game helpfully marks the choices that take you down the course of the plot with little skulls. To those scared of being overwhelmed with confusing text, fear not, as the game only dips into the play's text for two or three of the more well known speeches. The rest is told in a humorously critical analysis of just what the characters were saying to each other, and just how insulting and coarse the Bard's characters can be sometimes.

And that's just the path that follows the Bard's version of the tale. Every choice you make could put you into the shoes of Hamlet himself, his girlfriend Ophelia, and even the Ghost of King Hamlet Sr. without warning. One of my favorite moments so far came from a sidepath of the Ghost King that took me completely by surprise. I won't spoil it, but that moment alone has

made me determined to unlock every possible ending just to see what crazy misadventure happens next. While not the most orthodox way to introduce newcomers to Shakespeare, this game is a treat that should not be passed up by anyone. I give it a 10/10.

I think I played this three times last night! It's great - especially knowing the backstory.. Let's take a look at a simple mission in the open world. You can choose your target to attack, then choose whether to hack into it or damage it (that takes like two clicks). If you were lucky, you will take victim's money and buy some +stats. Now you may choose your next target to attack. After a few attacks, everyone attacks you and tear you down. In the single player, there's a little more to do, but there could be really more content!. Check out my first impression review of Stories of Bethem:Full moon, it is spoiler free and does detail what you will see in the game and game play as well

<https://youtu.be/zYvYkUhp58>. PUPPY DOG JIGSAW PUZZLES. Idea is really good, but I would love to see full game around that concept rather than demo.

What is cool about this game is that you play a guy who is totally guilty and there are no doubts about it, and you can either recreate the events 1:1 or try to get different ending with different sentence. It is cool idea and actually works.

Problem is that it's only one case which you can play multiple times to get different endings, but novelty of this one case dies as soon as you get your first ending, so pretty much replay value dies as soon as you finish it.

Graphics are meh - it looks plastic and the game doesn't support resolution beyond 1920x1200, so if you have 1440p monitor, you will have black bars on left and right side (how fitting).

Voice acting is horrendously bad and while in most games I can ignore bad voice acting, here french-english mix sounds awful.

Pretty novel and cool idea, but 12 euro is completely insane price for something that can be considered demo, especially when there is not much game in that.

If you can get it for a buck, cheap from bundle or something like that, it is worth a try, because it is interesting game. It's just not that great. If I would have to rate it, I would give it 6/10 - you can play it and have some fun, but it's not something you must play. Passable walking sim.. A tower defense game that requires grinding and even early levels can't be completed without redoing levels you've already got full points for.. Being obsessed with words games, it was only a matter of time before I found this diamond in the rough. And let me tell ya, it really is in the rough because there's hardly ever any players. I recommend if you want to play this game, grab your friends a copy too so you can go in together rather than sitting around for the stray person to show up.. Kingleno makes this game playable for me and allows me to make cities that look just like where I live. Thank you!. I liked it a lot - more for story & the art than the crafting - but definitely one of the best Aravorn games.

The gameplay did get a little bit grindy towards the end (nowhere like Queen of Thieves), but there is a pure storyline mode for replays thankfully.

The dark and light mechanic is a little misnamed I think, looking out for #1 vs self sacrificing would often be the better way of putting it.

But for me those are minor quibbles, I liked all the characters, and that their plotlines actually intersected, and the art was really lovely.

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