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About This Game

James Reed is a detective called out one night to investigate the apparent suicide of a woman and the sudden disappearance of her husband, Thomas May. Play as both of these men in this short story-driven experience as you learn about how they lived, how they loved, how they lost, and how the decisions they made changed not only their lives, but of those around them.

Quiet Bay Studio's debut title, *Gone Fireflies*, is a brief, linear experience that lets you turn the story one page at a time by talking with the game's characters, finding and interacting with objects in the environment, and making choices in both action and conversation which determine the final pages of this interactive tale. This is a slower paced game that emphasizes dialogue and story over traditional RPG elements and adventure.

Key Features

- An emotional story-driven experience
- Multiple dialogue options during conversations
- Investigate, and discover optional content
- Multiple endings based on the choices you make

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- Beautiful music by Jeremy Wray, Nicolas Gasparini, and Kevin MacLeod

Title: Gone Fireflies
Genre: Adventure, Casual, Indie
Developer:
Quiet Bay Studio
Publisher:
Quiet Bay Studio
Release Date: 20 Feb, 2018

a09c17d780

English



CHARGE 100

HEALTH 100

EXOSKELETON 100

LFS 100

C-51

RADIATION 0.67MSV





The art and characters are really quirky and cute. I loved the music and voice acting was really cool. No complaints with the production. Some elements of it reminded me of Ace Attorney / Professor Layton. Really hard to find games with that gameplay style so I appreciate the idea of making Detective Grimoire in somewhat the same style.

However, in terms of difficulty (for me), there's little to no challenge in the puzzles and most point and click tasks are obvious. The /storytelling and narration/ was great but the storyline is very linear, weak and somewhat boring.

I /do not/ recommend buying this game if you're looking for a challenge or a complicated storyline. Also if you're into spending hours trying to solve mysteries, this game is too short for that.

I /do/ recommend it if

- 1.) You know a younger child or audience who might be interested in the genre. It seems to be more of a game targetted for a younger audience.
- 2.) f you're looking for a quickfix, detective game and a artstyle to immerse yourself in for 1-2 hours.

Overall, I recommend this game for its art direction and production quality.. Super nice rythm game! If you're used to those, count approx 2 hours of gameplay for the 100% achievements. It's worth it though, as the game is really nice, the musics too, and it's sold for cheap :)

I still have a couple of remarks. The beat is really hard to hit precisely as the music is not always 100% on sync, and also, you have no precise way to know if you're too early or too late except if you're reeeeeeeally late/early (your only visual aid is the trail left by the balls). This is really annoying because even if you are really precise, when you take into account the slight desync of the music + the potential keyboard input lag, it makes it impossible to play above 2x speed, or even 1.5x for the bonus level.

I hope that devs will add a ticking sound on the key presses (to help us correct the kb input lag), and also some precise visual aid like in osu!. This would be really nice :)

Great game overall!! StuntMANIA Reloaded was a game which I had conflicting thoughts on. It's fun and not serious or a pretentious game, and it feels like it was developed with attention and good intentions, however it has a few drawbacks which stopped it being as good as it could have been.

+ The design is mostly consistent throughout, nothing feels out of place

+ Controls mostly work well

+ A throwback to games such as Re-volt, and more of a unique game today

+ The aesthetics, environment design and the car models are well designed and make the game quite visually appealing and colourful

+ The sound design is pretty good and the soundtrack is fun to listen to, nothing special or memorable but it works and it isn't particularly annoying or makes you want to turn the sound off. The engine noises sound like the cars actually have power behind them and each vehicle seems to have different sounds.

Negatives

- As other reviews stated, it's pretty glitchy. Most of these aren't game-breaking but some of them get pretty annoying, such as respawning in mid air and being thrown around or having small areas of ground which aren't solid.

- The car handling seems to be pretty strange, quite slippery until you collect power-ups, it seems to improve a little then but it's still quite odd.

- One level glitched and didn't have any sound playing, the sewer level glitched and some areas were without light, making it pitch black and impossible to see where you were.

-The collectables don't seem to have any purpose other than the coins, which could have been done better so that you had more of a reason to collect them.

- You can't see how many collectables you've picked up until you collect another one, making it difficult to tell later on in the level if you've collected everything.

- The game doesn't end when you collect everything so you have to manually end the game which feels strange. There's no indicator of if you've played a level before besides having unlocked it.

That said, I bought this in a bundle for cheap and it ended up being one of the better games of the bundle, and it made up for the cost of the bundle by itself.. I like this game. A very well made platform game,with cute graphics and challenging but fair gameplay.. Couldn't get through the 20 mission tutorial without falling asleep.. A very nostalgic game for me one might say a hidden Classic

A newer game that's still typical of Niffilas' work. Has a bit of everything - a world map, platforming, some plot, puzzles that act as roadblocks, and, for some reason, the ability to take pictures. Some of the photography and puzzle mechanics seem a bit out of place, but it's still both gorgeous and kind of tricky. Short, but worth it.. This game would be good and fun if it wasn't for the constant crashes, its graphics are low and it for some reason keeps crashing at the tutorial level.

i have a good pc but i really dont know y if cant run this game so unfortunately im going to have to say this game sucks. This is an interactive short story without any real gameplay element. Wtf with the ending?
Less pointless talk, much game please!. Game feels like sonic on crack, I didn't enjoy it personally. I couldn't play more than 10 minutes, but you can't beat a dollar.. Colorful game despite the stark whites and grays.

Also im not smart enough to do these puzzles.. This game is fun up to a point, after which it starts feeling repetitive. It has a steep learning curve for those that like a challenge.. The music is good, the art is nice, and the story a little cheesy but good as it draws heavily from The Hobbit. The game is based on a Dragontails book (like Choose Your Own Adventure books) from 1984 called Sword Daughter Quest. Lots of different choices to make as there are 22 different endings. Backtracking in the story to reach all the endings is made easy with 12 separate save slots and a skip feature that will let you quickly pass over bits of the story that you have already read.

My only real complaint of the game has to do with some of the sound effects. The horse sounds like a pig, sword fights sound like a guy banging two spoons together and several other odd effects distract from the game, though most are not too bad. But separate audio sliders for the music and sound effects do solve this problem nicely.

If you are a fan of the Choose Your Own Adventure books you will enjoy this game.. perfect for the wHole family

Happy Summer Sale!:



I'm happy to announce that Gone Fireflies is now on summer sale with a 40% discount.

The game received some tiny little updates last month to fix a few things and to give a final touch on the pacing.

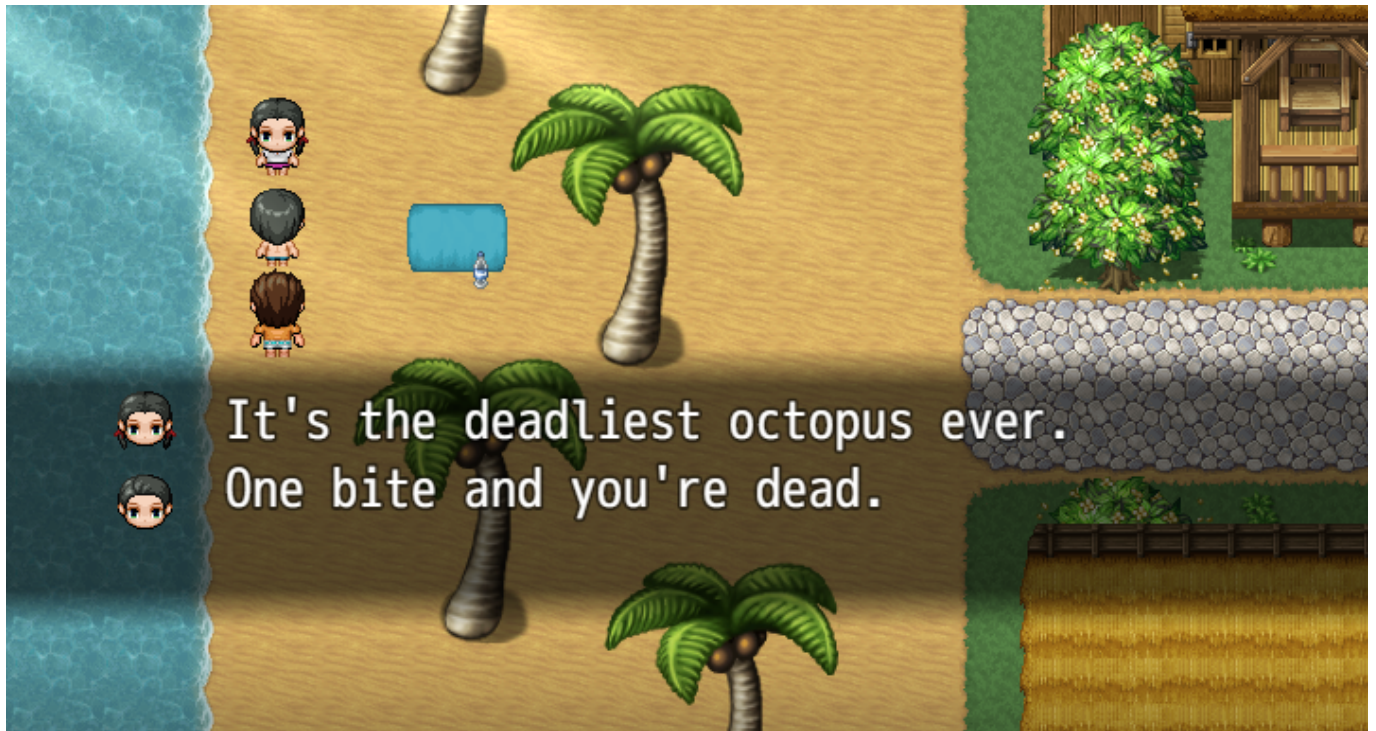
We also got a few positive reviews this last month so make sure to check them out if you want to learn more about the game.

[Gone Fireflies Review - Bonus Stage](http://www.bonusstage.co.uk)[www.bonusstage.co.uk]

[Gone Fireflies Review - OperationRainfall](http://operationrainfall.com)[operationrainfall.com]

[Gone Fireflies Review - Siliconera](http://www.siliconera.com)[www.siliconera.com]

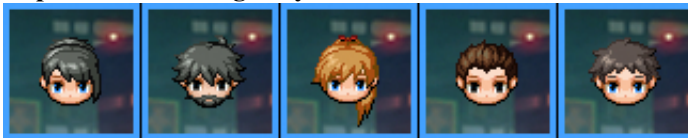
[Gone Fireflies Review - GWW](http://thegww.com)[thegww.com]



I wish you all a great summer and plenty of fun!

Inoa
QuietBayStudio

. Update: New Dialogue System and Achievements!:



Gone Fireflies has been updated!

The latest version is live and should be working properly. As usual feel free to report any issues by leaving a message in the forum.

Patch Notes:

- New and improved dialogue system.
- Steam Overlay now accessible.
- 5 Steam Achievements.
- Auto-Saving added to the game.
- Walking speed increased in most outdoor location.
- Small sound fixes.
- Several minor bug fixes.



About the Old Save Files:

As I mentioned in my previous announcement, the update might cause some issues with the save files from the old build. While they will certainly work with the new version, they might cause progression breaking bugs in some locations of the game. My advise is to try them out and see if you can continue your adventure without any problems.

If you can't progress anymore, you can try to load a earlier save if you have one. If nothing helps, it's best to delete them from the menu and/or from the save folder of the game in Steam app. If some players do not wish to start the game over, they can hit me up in the forum and I'll try to send fresh save files working with the current version.

If you wish to get all the achievements, you'll need to restart from the beginning, though.

Thanks you so much once again to everyone who played and enjoyed the game so far.

Inoa

Quiet Bay Studio

. Update: Version 1.2.0:



Hi everyone,

A small announcement here to promote version 1.2.0 for "Gone Fireflies".

This should be the last important update for a while since I've been working on most of the small issues that still needed fixing since the "Dialogues and Achievements" Update.

I tweaked a lot of little things here and there, fixed a weird sound bug present at the hospital, reworked a lot of the dialogues, added more details in a few maps and included more things to check while exploring the different parts of the game.

The game also has a brand new and cleaner title screen.



If you're experiencing some issues loading your old save files, please visit and read my last announcement:
<http://steamcommunity.com/games/784100/announcements/detail/1673523270513907768>

Patch note:

- New Title Screen
- General Dialogues Improvements
- Added "Checking Points" in many different locations
- Added new details to a few maps
- Reworked the design of the River during the fishing scene
- Fixed credits centering
- Fixed background sound bug at the hospital
- Added new sound for Jake during the Forest scene
- Other small minor bug fixes

Once again, feel free to contact me in the forum if you experience any problem and thanks to everyone who played the game so

far.

Kind regards,

Inoa

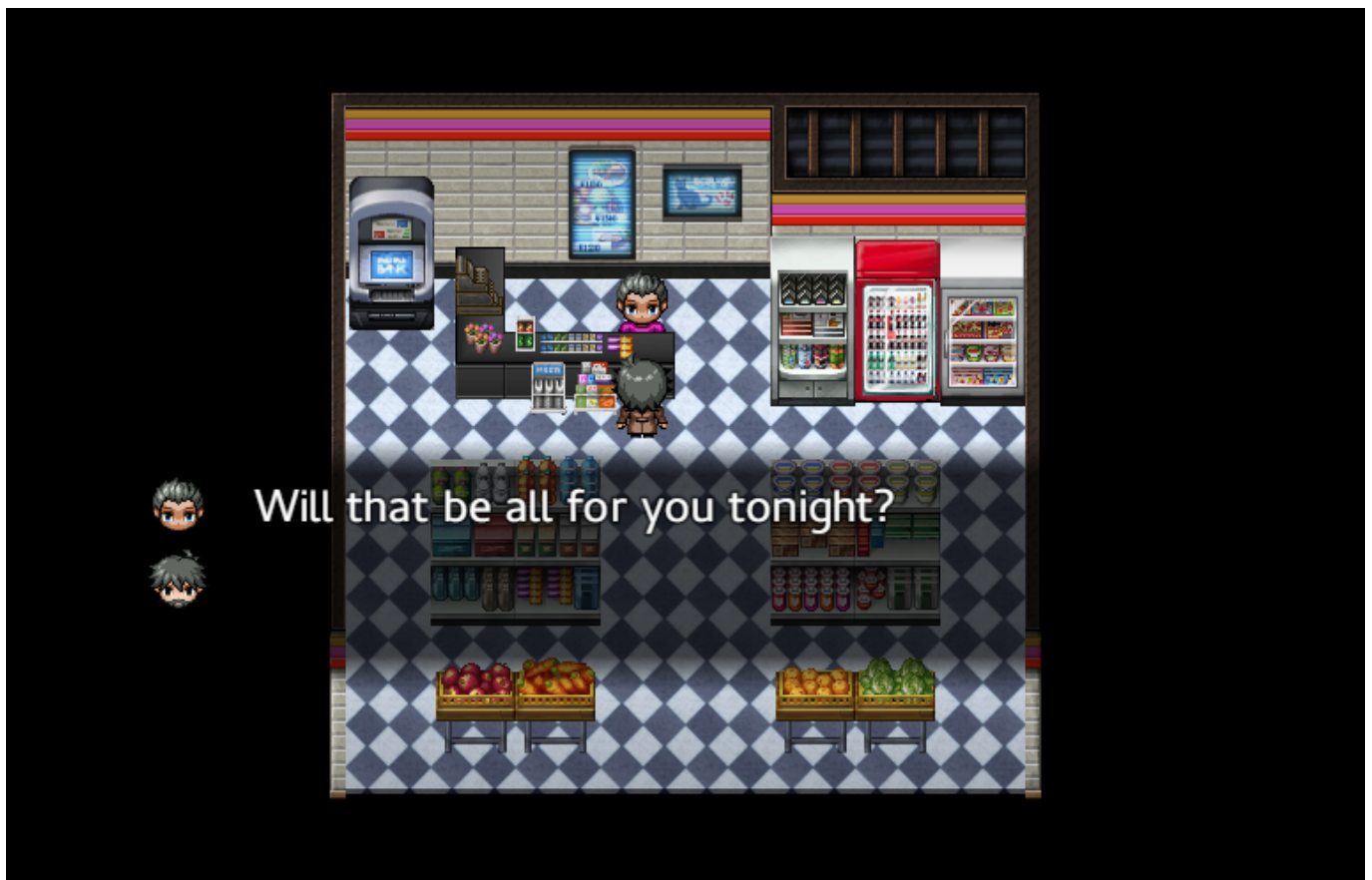
Quiet Bay Studio. **Definitive Price Drop and 1 Year Giveaway:**



Happy Birthday Gone Fireflies !!

Hey everyone !

It has been exactly one year since I released the game on Steam and to celebrate this birthday, I decided to give it a definitive price drop as well as a 20 keys giveaway.



Giveaway rules are pretty simple:

- Write the word "Fireflies" in the comment section below and be among the first 20 to do so.

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- Only open to those who do not own the game already and only 1 key per account.

I will personally contact the winners by adding them on Steam where I'll send the keys. I'll try to do this as fast as possible but allow me a few days if you do not hear from me quick enough.

In the meantime, I would like to thanks one more time everyone who played, purchased and commented about the game this last year and wish you all a fantastic time.

Cheers,

QBS. Gone Fireflies is on sale for a week!:



Small announcement to inform everyone that Gone Fireflies is part of the weekly sale with a 50% discount.

I would also like to thanks everyone who already have or played the game and those of you who left a review on the Steam page. Reviews are super helpful and always appreciated.

Thank you.



I wish you all a great October!

Inoa
Quiet Bay Studio. **Update: Pacing, New Font and More:**

GONE *Fireflies*

Hello everyone,

Here we are again with another small update for Gone Fireflies. This time, I primarily focused on the pacing of the game after getting some valuable feedback from the players.

The issues with it since launch were how I implemented the dialogues, the transitions between scenes and some unnecessary characters movements and pauses during cut-scenes which made the game slow and hard to enjoy at time for some players. I spent the last 3 weeks fixing the whole game scene by scene, reviewing every dialogues, transitions and characters movements so now, hopefully, the game has a faster pace and less waiting between the playing parts.

Now, Gone Fireflies is and always will be a slow paced, narrative focused game so while my goal with this update was to make it less frustrating for the players, I also tried to keep the mood and the spirit of what this game is about.

The game has also a brand new font and tons of little fixes here and there.



Patch note:

- Fixed and reduced the time of scenes transitions

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- Fixed and reduced the time between dialogues in many places
 - Removed Unnecessary Characters Movements and Pauses
 - Increased Indoor Walking Speed
 - Brand New Font
 - Re-worked the End Credits
 - Several minor bugs fixes.

Previous update:

<https://steamcommunity.com/games/784100/announcements/detail/1673524539841084084>

<https://steamcommunity.com/games/784100/announcements/detail/1673523270513907768>

Thanks a lot for stopping by and feel free to hit me up in the forum if you have any questions or issues with the game. I wish you all a great time!

Inoa

Quiet Bay Studio

. Happy Holidays and Happy Winter Sale!:



Hey everyone, just passing by to wish you all a great holidays season and let you know that Gone Fireflies is on sale with a 60% discount.

Gone Fireflies release in 2018 was a great achievement for me and something I'm very proud of. While sales didn't really skyrocket into space, it didn't stop me to absolutely love and enjoy the entire journey of building and releasing a game which was a dream of mine. I'm definitely looking forward at doing this again some days and will surely let you know about it if that ever happens.

In the meantime, I once again wanted to Thanks everyone who played, discussed or reviewed the game this year and wish you all a great end of 2018 and a fantastic 2019.

Cheers,

Inoa

Quiet Bay Studio

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