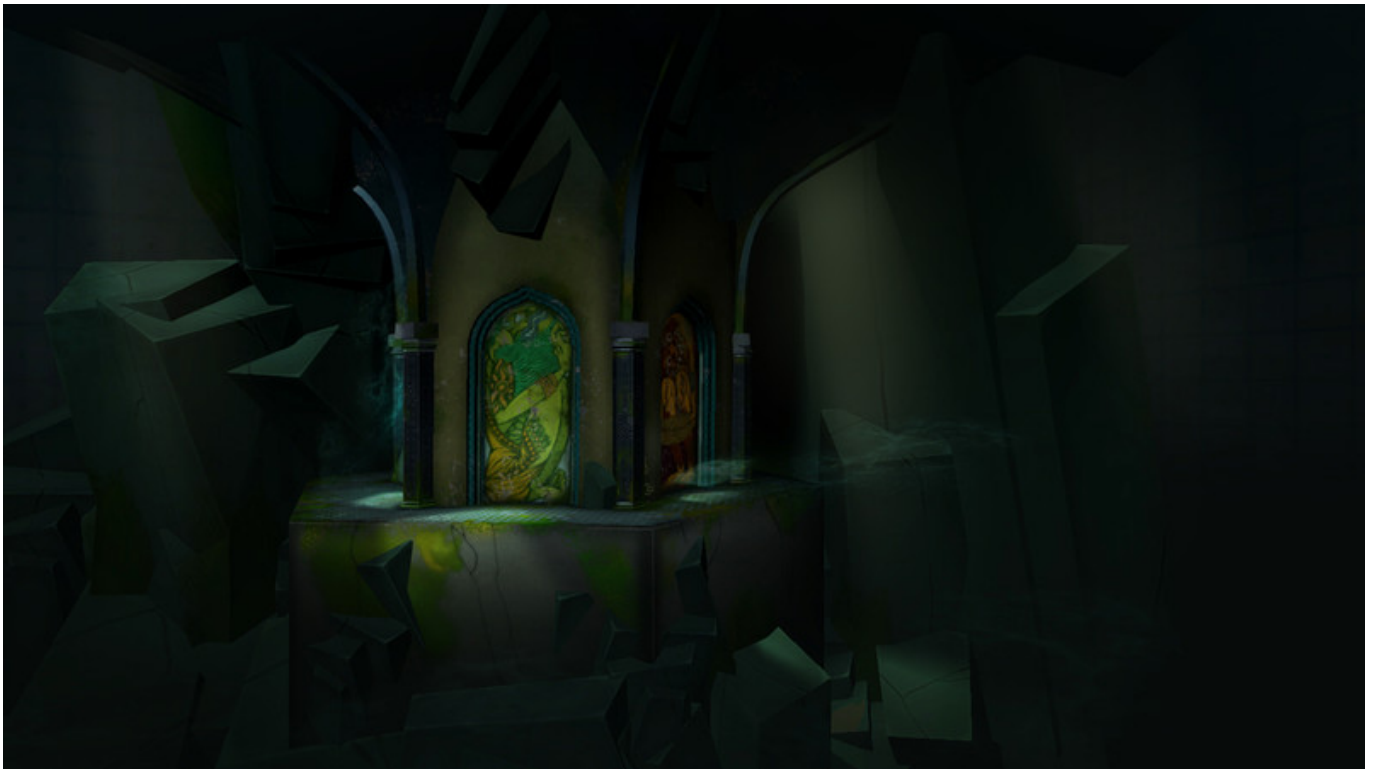

The Land Of Lamia Free Download Game Hacked



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About This Game

Imagine you're 8 years old and you have a little sister who's 6. You wake up one morning to discover your bedroom has been transported to a strange world. Odd looking plants have grown through the floor while you slept and an unsettling fog surrounds you. Outside you see a complicated path, and massive creatures made of stone. A feeling strikes you, you have read about this place many times. You rush to your bookshelf and pull down a book called The Land Of Lamia. You quickly turn to the chapter that describes where you're at and start looking for clues about how to survive.

Each new level has a new picture and description of the world from the book of Lamia. Use the book to learn about the world and solve the puzzles. Control the characters Lily and Thomas using a unique control system. Learn about why you're there and what eerie presence may be watching you.



(Developers note,

The Land Of Lamia is a story driven puzzle adventure game. However, the story revolves around two characters (Lily and Thomas) who you'll be controlling simultaneously with a unique mechanic. As expected, the players who like this mechanic, Love it! and would like it to be harder and emphasized, others find it colorfully frustrating. Eddy Games is very interested in constructive feedback both positive and negative but respectful.)

Title: The Land Of Lamia
Genre: Adventure, Indie
Developer:
Eddy Games
Publisher:
Eddy Games
Release Date: 23 Nov, 2015

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English







THOMAS AND LILY WE CAN HELP U

GIMBELS MAZE

The monsters of Lamia were not the only creatures in the world. There were the Timbals to the east, the Edgins to the south, and many monsters on the islands of Helona to the north west. Also there was an ancient tribe of monsters called the Gowers. The Gowers inhabited Lamia in ancient times and it is believed they were the ones who gave Gimbel his power. Gimbel built his maze outside the gate of Lamia as a test to anyone who entered the land. Do not step off the path or you will become made of stone and remain frozen beyond the walls of Lamia.

this game even for its low price, its incredibly small, and not so much fun. It has some "clever" puzzles but that's it. I would not recommend it. Interesting game, nice if you want a quaint slow paced memory puzzle game, not my cup of tea. Tim Burton visual aesthetic, which is straight away a strike against it in my book.

It has one of those annoying "control 2 people at the same time" mechanics which were all the rage in indie games a few years back. Thank Christ that `\u2665\u2665\u2665\u2665\u2665\u2665` died a death.

The camera is crap.

That's as far as I got, because I couldn't stand playing it any more. Just awful.. first I have to say this game doesn't have much levels and puzzles YET! but I played this game with a lot of fun. Sometimes it was very difficult to play both characters at the same time but it is a challenge for itself. I really love this game and I will wait for more levels to come.

The atmosphere of the game is fantastic. It pulls you right into the best mood to play this beautiful game. The artwork is fantastic and it is different from other indie games which is awesome and very unique.

It was a very nice experience to play this game and I can't wait for more :). Short, challenging puzzle game with an innocent and nostalgic vibe.. Sorry to be rude but...

It's a terrible game, crappy story, absolutely infuriating and stupid controls, and the art style is so terrible I don't want to look at it for more than 5 minutes. Within the first two seconds of playing this game I was just not having it, I knew I was never gonna play it again. It was an interesting concept, could've been carried out way better but just missed the mark. (In my opinion..). The controls are terrible and at times you can't even see where the characters are that you're trying to navigate (weird camera perspective which you can't control) - but even when you can see them they sometimes get stuck on nothing (buggy perhaps). (Getting stuck only seems to happen to Thomas - maybe his big hands get caught on stuff? Lily has hers eternally clasped around the book so I suppose they aren't in the way...)

Also perhaps a bug: one or both of the kids kept turning to stone (in the first part of the game) even when they were clearly still on the path! Very annoying - I skipped that chapter then.

Also with so little sound/music there is no atmosphere to the game. And no voice acting, just a few lines of text displayed. (I really don't mind the simple graphics if a game is atmospheric and entertaining in some way. Sadly this way it was just boring and frustrating.)

The book pages were nicely illustrated though. The puzzles were good too (and challenging, I had to consult a guide sometimes) but the frustration over the controls (and camera angle and bugginess) overshadowed them and I ended up only finishing the last of the three chapters.

(For that reason it's nice at least that you can play the 3 parts without having finished the previous ones.)

TL;DR: If you enjoy terribly difficult/wonky controls (only keyboard) as the main challenge in a game, then give this one a try...

The game just doesn't feel rewarding enough to justify the frustrating controls. Upon finishing a puzzle I'm more apt to say "bleh, glad I don't have to do that again" rather than, "wow, I wonder how I can do that better next time!" In other words, it's not fun at all.. This game is a truly original work of art in an age of pastiche content and deceptive marketing. The developer has only completed the beginning of the story, which takes about an hour to play through, but it already has the makings of a great game. If you were waiting for Steam to give you something new and interesting, or maybe you remember the times when games were not designed by "borrowing" pieces of existing games and pasting them together, play LAND OF LAMIA.. + Interesting game, especially if you are into slow paced memory puzzle games +. The atmosphere seems fantastic? I went into this feeling really positive, but I was kind of flabbergasted by how egregious some of the bad qualities are.

1. The controls are pretty bad. Part of that is a gameplay gimmick that I just happen not to like. You are controlling two characters with a single input. One of them walks faster than the other. The girl walks at a steady rate. The boy either walks slower than the girl or, if you press the run key, faster than the girl. A lot of the challenge (and in my opinion incredible frustration) derives from this mechanic, as you are guiding the characters over narrow paths that they aren't allowed to step off of or else you die and have to start over. This might not have been quite so bad if there were smooth controls, like the ability to move with a joystick, but you are limited to using WASD, making the character movement clunky and jagged, so the WASD controls (sorry PC master race) actually make things significantly worse instead of better in this case.

2. The camera angles can be antagonistic, especially when dealing with the above controls.

3. The above two gripes I probably could have had patience with for a while, but really the worst of all is that the game is just bad at communication. It doesn't tell you what you ARE supposed to do. It doesn't tell you what you're NOT supposed to do. You just start moving these characters and you don't know where you are moving them to or why. Then you will die and you won't understand why. Then you will die again with zero understanding why. It's kinda hard to win at a game that doesn't bother to tell you its objective or its rules.

If you like a game that says "die until you figure out what the point of me is" then have fun with this one, but it didn't take me long to go from optimistic to just plain annoyed.. This game is EXTREMELY short. The camera angles are buggy and the puzzles are not complicated. This does not feel or look like a finished product at all but supposedly it is. Did not care for it at all.. A short puzzle game with a simple, but surprisingly challenging premise. The only mechanic is moving two siblings around at the same time with the same movement keys. The trick is that the siblings do not move at the same speed, requiring some nimble fingers to get them where they need to be. The atmosphere is pretty and interesting.

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