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About This Game

A Long Road Home is a point and click adventure game, created in a top down, 2D perspective. The gameplay harkens back to the adventure games of old, with lots of text descriptions, puzzle solving and item usage.

The Story

A Long Road Home puts players in the role of a young man who becomes wounded and separated from his family when they are attacked along the way to their new home. Behind this plot is a secret cult led by a nefarious being, who is able to travel between the infinite numbers of planes (dimensions). Having conquered numerous worlds already, she now has her sights set on this one, and aims to use our hero for her own devious ends. If the protagonist is to reunite with his mother and sister, he must venture through catacombs, secret temples and frozen mountains while escaping the clutches of the evil invaders.

Features

-
- mouse and keyboard support
 - gamepad support
 - 6+ hours of gameplay
 - challenging puzzles

Title: A Long Road Home
Genre: Adventure, Casual, Indie
Developer:
One Bit Studio
Publisher:
One Bit Studio
Release Date: 31 Jan, 2017

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English







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What sadist thought it was a good idea to create a Dark Souls game with helicopters. Played a mission over and over again and cannot beat it on easy. You have to complete two objects and if you pass the first and fail the second, you have to replay the first again. Flying the A-10 in DCW is more forgiving. Uninstalling this rage inducing game.. It's a great game. Just needs a little tweaking but overall it is a great game!. ---
Delivers what is promised

If you want a quick-access to Medic-pouch (3x Field-dressings per spawn, which is resupply-able at health V med-supply-boxes), then this a good inexpensive skip.

Otherwise you will have to first spend 9K-credits on a single-usage-pack (resupply-able also at med-boxes), and then heal-grind enough for the pouch-unlock which itself costs 30K
((self-heals also count for ribbon-progress, but only gives 50% of soldier-rank-exp -> less credits back per bandages used)).

---. needs new maps but otherwise amazing!. Hello everyone, today I tell you about this wonderful game. It has its pros and cons.
+ Good game, monsters are attacking not expect good gameplay. - Monsters can be seen through the texture. 9/10. Simple question to answer if you want this game or not

Do you enjoy making up words to make yourself seem smart to others?
Then this is the game for you!

Love it. Great game, 10/10.
Almost as good as Scattergories..

Now we finally have a game we can beat our Asian girlfriends at.. Fun! Not a lot to do yet but take off, fly around a small field, and land, but even so I come back to it frequently just to fly around a bit. Am looking forward to more content in the future.. I do not recommend the loco in it's current state, but read on for more information.

DTG have taken an IHH model and have done... something... to it. I imagine a quick texture upgrade to make it compatible with the latest version of TS, but other than that it's a mystery to me. I wish DTG would've done better justice to the last steam loco built by BR.

PROS:

- Good looking, supposedly modernised model, something DTG is getting good at.
- Inclusion of a single and double-chimney version, with BR1A and BR1D tenders. 16T mineral wagons and a brake van are also included.
- Fun scenarios. I actually enjoyed a little challenge in them.

CONS:

- Bad sounds. As usual, DTG fall short of making a two-cylinder, double chimney behemoth sound daunting. At high speeds it sounds like a diesel engine running out of fuel, oil, and coolant, all at the same time. Exactly like the European Asset Black 5... Oh wait....
- In-cab features need work. The ejector knobs have been modelled, but not animated and used. They just sit there in front of your face in the cab with no purpose other than to look interesting and unimportant.
- I can't change the headcode from Fast Freight, which isn't all bad I suppose, considering that's what the 9F was built for. But when I'm pulling a railtour with Evening Star, I want an Express headcode up front.
- Reliance on 3rds parties to fix otherwise correctable issues. there, I said it.

SSS have a great sound pack that adds separate sounds to both the single and double-chimney versions, along with some cool smoke particle effects and a new "dynamic" trillable whistle to replace the standard, repeating, shrieking mess. Steam chest simulation and accurate brakes, among other things are also included. If you're gonna get this mammoth, don't bother unless you intend to get the SSS pack alongside it.

This is DTG's way to make a quick pound (or dollar, in my case) with a second-hand model, with no real attention paid to the contents they spewed forth. Rescued from perdition by SSS, it's a great model for the extra money of a 3rd party enhancement.

Overall 65%, with SSS pack 80%

. Great game, very addictive. I tend to get bored of single player games; Warriors: Rise to Glory! kept me entertained and I binged the whole game in one day!. Nope, this is just a very bad HOG.

Pixel hunting for scenery that you can interact with.

Bad UI, both with regards to the zoom gimmick in HO scenes and the storytelling/dialog.

I enjoyed my first play-through of the game quite a bit. It does feel a lot like Papers Please only without the time crunch factor (which, to be honest, I enjoyed because I'm terrible at making quick decisions). I look forward to playing again with a less moderated newspaper to see how the world changes. It made me laugh that writing about celebrities actually influenced their marriages. I can understand the mixed reviews but it IS enjoyable and I didn't mind paying full price because I intend to play through a few more times.

If you're not a fan of reading or trying to figure out if you're inadvertently going to start a riot by talking about an apartment fire - this game is not for you.. I spent hours and hours playing this game on my Commodore 64. I am thrilled to see it on Steam..

KRILLIN GIMME A SENZU BEAN. You lead a crew of Deadnauts as they scavenge the wreckage of derelict ships.

PROS

- + Interesting idea
- + Decently built atmosphere

CONS

- Confusing gameplay all around
- Boring
- No tactics
- No music?
- What's the story again?

I loved the idea behind the game. It reminded me of Lt. Gorman from Aliens when the Colonial Marines went into LV-426 to investigate and he was on the dropship watching and directing their movements. Then I was dropped into the game with no tutorial. I took a minute to work my way across the console. Very interesting idea. I like it. There could be a lot of things streamlined, but it adds to the almost steampunk nature of it, in my mind. I think I understand the console well enough. I find out how to breach my first ship.

I work my way across the ship realizing there are no tactics. You just select all your people and move them together... they shoot together... You could take the time to individually move each person, but by the time they all got into position the alien they faced would be dead or gone. There are no tactics. So I continue investigating the ship and collecting data. I figure out how to read ship logs and get some idea of a story. I keep searching. I have no hacker so I can't hack. Don't know what hacking does anyway. I have some defensive player. Don't know what she really does even though I read her gun stats. Battles happen way too fast for me to make use of her anyway. I keep searching. Where's the music? This is getting boring. The graphics are basic, obviously, so there's nothing to really look at. Even reports on the aliens lack any identifying features. No photos. You're fighting orbs. I finish and evacuate the ship.

I find another ship. Repeat everything from ship 1. Hey, one enemy orb shoots rockets or something at you. A new enemy! It looks like the other enemy orb. Oh, somebody died. I can't really read this health gauge properly. I try to move my people to cover or something but it's just a wild west shootout. A couple more die. I decide I don't care. It's either death or the lonely blackness of space with no music. I don't know which is worse. I keep playing for a while. I'm bored with it all. I quit.

That's essentially the game. The negatives could have EASILY been corrected. Add ambient music or radio chatter (chatter comes through in text). It should be a turn based system with cover to add some excitement during battle and allow us time to use our weapons and gadgets, not just a shooter. There needs to be a better explanation of what everything is and why. The messy interface is interesting, but make it logical so people know where to go to find things they are picking up.. I'm definitely out of the target age bracket for this, but I can still appreciate it for what it is. The graphics were definitely a good idea as, even though they look dated, the black and white simplified style makes sure they still work perfectly and look decent on modern systems. Therefore, this is a great game for kids. It is a point-and-click adventure, but without the puzzles, inventory, or other higher-level things you are likely used to in such games. Rather, it's all about just clicking things to see what they do, with fun things like typewriters, painting easels, telephones, and other things included that you can click on and play with. For myself, the initial amusement faded rather quickly, as I want more out of a game, but I still recommend it for those that don't need more than that, because it is well made and would no doubt be entertaining for a long while for the right players. Really, it's more than worth it as a bonus game in the bundle.. good game, well made, but there aren't enough players on the multiplayer

correct:

there aren't ANY players on the multiplayer

the devs cant do anything about that, but it is how it is

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