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## Legendary Gary Download For Pc [Xforce Keygen]



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### About This Game

**Gary is a mess**, and he's trying to be a better person. Help him tackle his not very fantastic life, and also help him play a fantasy game in his free time. But as he discovers, the fantasy is more than it seems...

- Unique turn-based fighting system
- Interactive story
- Hand-drawn art
- Synth-pop soundtrack by xXsickXx

### Tactical combat

Gary spends his evenings playing Legend of the Spear, a fantasy adventure game in which the hero and his friends journey through strange lands and engage in hand-to-hand combat with a variety of creatures. These battles take place on a hexagonal grid. On each turn, all fighters act **simultaneously**. You must decide what action each member of your party will perform. There are no dice rolls, no time pressure, and with each choice you can watch how the turn will resolve before you commit. But with each encounter the enemies will bring new tactics of their own, and defeating them will become increasingly tricky. You will expand your repertoire of moves as you venture on, opening up a variety of different solutions to each problem. The battles

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in Legendary Gary are designed to be a stress-free exercise in problem solving.

### **Interactive story**

Between gaming sessions, Gary has a normal life to live. You're like his subconscious, guiding his decisions about what to say and do. He has some tough choices to make, and he needs your help! You'll soon find that Gary's friends and family are depending on him, and your decisions can have a large effect on their lives.

### **Hand-drawn art**

I drew it all myself! Really! It's no Uncharted, but I'm proud of it. I hope you like it!

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Title: Legendary Gary  
Genre: Adventure, Casual, Indie, Strategy  
Developer:  
Evan Rogers  
Publisher:  
Evan Rogers  
Release Date: 20 Feb, 2018

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English





**The Princess**  
Winkali, are you always so serious?  
Tonight's feast is in your honor. Let us have some fun tonight.

You are right. It is a good night.

No. It is a bad night.



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Having played through this game, I can say that it works and is functional. The concept itself is interesting, but frankly I find no surprises or further interest beyond the introductory plot development. The story progresses in a manner that is rather easy to guess, and frankly the combat is as equally challenging.

The aesthetics are as seen on display, it reminds me of a higher range flash based game. Which may be better phrased as, there is nothing I qualify as impressive or noteworthy in the quality of animation for this visual work. I don't expect this game to last more than, roughly, six hours on a single run for an experienced player.

I haven't tried probing for multiple endings, or branching outcomes, but I suspect that it won't be particularly hard to reach a desired outcome for a first run through the game. The majority of content to play through doesn't appeal to me for replay value, so I'm not verifying if there are various good, or a true, ending.

If I'm going to recommend this game positively or negatively, I'm going to lean on the latter side: given the quality of games available for the same price tag is at a minimum competitive if not better, and I have doubts this game is the sort to find significant play times or replayable for most buyers. If you have money to burn, there are worse things to spend it on, but I would not go in expecting a cult classic.. Not spectacular, but clearly a labor of love by a single dev. A bit short, a bit bland, but a cool set of characters, funky soundtrack and nice idea. Kudos to an original experience and a unique vignette.. I don't know how to put into words how much I enjoyed this game. Not to mention the game within the game. Absolutely wonderful... even made me cry a few times.. 7.5/10

I very much appreciate what it seems that the developer is trying to do here, demonstrating the ways in which we can grow personally through time spent gaming. We might gain self-confidence or an increased sense of agency in the world. Jane McGonigal, in her book "Reality is Broken," depicts the ways that gamification can be used to foster motivation in many non-gaming settings, such as implementing the game "Superbetter" to track recovery from an injury or disease.

In *Legendary Gary*, you'll spend your time switching back and forth between Gary's normal, mundane life, and the RPG that he is playing, "Legend of the Spear." As Gary progresses through the game, the parallels between the characters in-game and the individuals in his life become more and more clear. Each in-game character has a real life counterpart, and these are listed explicitly in the game's credits. The barrier between Gary's actual life and his in-game life begins to blur, as in-game puzzle solutions are found in Gary's day-to-day life. The first introduced instance of this has to be the garden outside Gary's home. His mother would like him to plant flowers in it for her. Not only does this lend Gary a sense of accomplishment and please his mother, but proper care of the flowers provides extra abilities for Gary's party members in the RPG.

These abilities, once gained, added a lot of depth and engagement to the combat system. Although the game isn't particularly long, I found uses for many of the abilities given in the fights provided. The combat in "Legend of the Spear" is turn-based, with both your party and that of the enemy acting simultaneously. Luckily, you have the option to "preview" the turn and discover what the opponents are planning. I often found myself leaping, winding up for strong punches, and grappling enemies, while also targeting opponents with abilities that made them unable to block or move.

Another element which must be praised is the hand-drawn artwork. It is consistently charming, and actually struck me as very "real." So many of the side-characters, especially in Jumbomart, have a "fluffiness" about them. As I live in the Southern US, where almost everyone is slightly overweight, I felt like I had just walked into my local Wal-Mart. I also thought the dialogue was well-written, aiding in the evocation of appropriate emotions at certain moments. However, there were a few moments when it became a bit heavy-handed, as though the writer was worried that players wouldn't "get" what it was that they were going for here.

My only issues with the game were: 1) The battle with Sintravos was pretty brutal, and didn't allow much in the way of alternate strategies. I found that I needed to take advantage of the barriers on the edges of the combat grid to claim victory. 2) I thought the soundtrack was absolutely terrible: cheesy, uninspired, dull beats with soft, garbled, low-effort vocals. At the same time,

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there's no accounting for taste.

I quite liked *Legendary Gary* overall, despite the music and brief difficulty spike. It's an inspired piece of art, and I'm excited to see what the developer does next.. 7.5/10

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I quite liked *Legendary Gary* overall, despite the music and brief difficulty spike. It's an inspired piece of art, and I'm excited to see what the developer does next.. First of all, the game is really short — all locations are shown in the trailer, though you'll visit some of them multiple times — and the ending may seem underwhelming because it doesn't solve the main mystery of the game. But thematically *Legendary Gary* is quite focused, the idea of "game within a game" which also crosses with reality as in *Neverending Story* is developed very well, and you may also have that "hey, this game is also like my life" feeling from time to time.

The fights with simultaneous turns are quite interesting. There's not many of them, and most are easy (a couple are harder, more puzzle-like). It's also interesting how the characters' and enemies' (enemies often are characters too) skills and behaviour reflect their personas.

Overall, nice little game.. This game is pretty great. The art is fantastic, the music is awesome, the tactics style RPG elements are fun, and the story is intriguing.

Here's a quick video of the first 20 min or so if you're curious about how the game is both an RPG and a nerdy adventure game: <https://youtu.be/OG4HHR8vEzQ>. A fantastic game, I've never played one quite like it! Essentially it's a graphic adventure game in the way it feels and looks. And has a great tactical battle system. These might sound jarring together, but it works well.

The world of the game is very original and a big draw here. Animations are thin-lined and fluid, feeling at times like an old rotoscoped Bakshi film or similar. There are some really cool creatures in here. And some surprisingly good writing!

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I was a little worried the meta comparisons to real life would be heavy-handed, as I've seen stories like this often botch it. Mostly the comparisons are just to the everyday mundane life of Gary and don't pretend to be this grandiose dramatic thing, which is the correct juxtaposition in my opinion. There are a couple times it goes a tad sentimental (daddy issues) and a tad juvenile (Gary's friends are supposed to be 30 but act 17). But the middle sequence is a near genius level switch between your terrible job at a supermarket compared to similar events trying to find traitors in a kingdom of lizard/turtle people. I was really into the rhythm of the two worlds here, wanting to see how they tied together. In other parts of the game I much preferred the fantasy world and didn't like being dragged away from it. Which actually makes sense, with the player's emotions matching Gary's, so no real minus there.

Combat is fun. It's a remarkably complete and interesting system for how little you do it. We need more of this! I want to request a spinoff: Gary Tactics! I'm startled by how many nicely animated enemy types there are, most just stick around for a single fight! That's so much work! One guy made this? Jeez...I ended up with lots of skills I never used. It feels like with a little tweaking all the combat content here could have stretched over a game five times as long.

So...great game! Buy it.

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This game is very short for the price point, it seems like most of the reviews at this point are from people who received free copies. A complete playthrough took me 4.1hrs.

Other than that the gameplay was ok, but largely unremarkable. I enjoyed the art in the legend of the spear portions and the soundtrack was pleasant.. Short but nice.. A quirky RPG obviously made with lots of love. Amazing artwork, soundtrack, gameplay, and story. I was immediately hooked.. This game is pretty great. The art is fantastic, the music is awesome, the tactics style RPG elements are fun, and the story is intriguing.

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Other than that the gameplay was ok, but largely unremarkable. I enjoyed the art in the legend of the spear portions and the soundtrack was pleasant.. Very creative game with an interesting puzzle-combat system. A fun quickie, but feels very short for \$15, and the ending is underwhelming.. Introspective for Legendary Gary. Please note, it does contain spoilers.

<https://youtu.be/FS5XOkfWcU8>. If you're looking to get weird you've come to the right shop window.

The weird is in here. All of it. It's not the nonsensical kind of weird but the mundane kind that creeps up on you because this title has such a relaxed unassuming approach to telling it's story that your likely to fall right into the narrative without even trying and suddenly your in that hazy dream you can't ever remember when you wake up.

-Essentially your playing in a frame story and it's a frame story that's really just another frame story in and of itself because of the almost 4th wall nature of playing a game about a guy playing a game and the things that go on in his life at the same time.

-The artwork makes me think of a well illustrated children's book if the illustrations where to start moving around on the page as you read it.

-There's an interesting turnbased combat system that has both the player's turn and the ai's turn play out simultaneously. It's engaging enough to say i'm intrigued and impressed as this has to be one of the more creative games I've played in years.

Too early too give it a big review but I'm going to go ahead and say you should own it because the little i've seen so far is already worth the price of admission.. I was sipping my coffee, as I do first thing in the morning, when a mysterious chest appeared on my doorstep. Inside its solid gold crust lay a satin interior, and nestled on top was a golden ticket. Reaching in, I picked it up – It was from my editor. It read, "Legendary Gary – Get it done by the 19th!" followed by a secret code.

I couldn't believe my luck, I'd wanted to review the game since I first seen it. The artwork felt like it came from a Heavy Metal magazine, the music was somehow reminiscent of the Talking Heads, and the gameplay looked like a cross between adventure and RPG. I was elated. Looking down at the elaborate packaging that my prize arrived in, I realized one thing was for certain...

Read the rest of the Review here. First of all, the game is really short \u2014 all locations are shown in the trailer, though you'll visit some of them multiple times \u2014 and the ending may seem underwhelming because it doesn't solve the main mystery of the game. But thematically Legendary Gary is quite focused, the idea of "game within a game" which also crosses with reality as in Neverending Story is developed very well, and you may also have that "hey, this game is also like my life" feeling from time to time.

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