
Think Of The Children Portable

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About This Game



Little Bobby's dead, the BBQ is 5d3b920ae0

Title: Think of the Children
Genre: Action
Developer:
Jammed Up Studios
Publisher:
Fellow Traveller
Release Date: 19 Oct, 2017

Minimum:

OS: Windows XP

Processor: 3.0 GHz

Memory: 4 GB RAM

Graphics: Ge

English

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game

concept is good but way to hard to control on the computer and cant figure out multi-player.. A real turd. Its a multiplayer game that doesn't scale to 1 person and the dev won't adjust it. So theres like 6 kids and 4 separate tasks and the second you fix them they run right back and die and as one person its impossible to do it and you lose every time even on tutorial. Also theres no way apparently to play local MP, so pretty much just a wasted game. 3/10.. I played this a LOT in the beta, and I have to say, it's pretty much impossible without a squad.. Being the first game produced by a new studio, there are some of the expected bugs and quirks, but this really is a fantastic idea and a hilarious game! The controls are a bit buggy on keyboard (sometimes my character inadvertently stops moving in a certain direction, as if my key was stuck), and it currently lacks online co-op..

UPDATE 2* It's been four months since my last update, and I've not heard anything about the planned balance release. This is starting to look like abandonware, which makes me sad, because the game is so close to being super good! It just needs a little love around balancing and maybe some play difficulty settings, and then it'd be super awesome! *UPDATE* One of the devs has told me that they are working on a balance update. Once that update hits, I really expect to change to a glowing recommendation! Overall, I love the game. It's funny, wild, and fun. The sort of game you'd play at a party with friends. Unfortunately, the game breaking balance issues make this difficult to recommend in its current form. Some of the levels (I'm looking at you Airport level) are too difficult for a casual group to feel any hope of succeeding at, leading to frustration, quitting, and disinterest in playing in the future. This is sad, because I really do love everything else about this game. In the end, I don't currently recommend this game, but you really must keep your eye on it! What would it take for me to change that to an unconditional high recommendation? Only one thing: implement difficulty levels so that casual party goers can enjoy progressing through the story without hitting a wall and giving up.

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