
Who Am I: The Tale Of Dorothy Pack

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About This Game

Overview

Can you imagine having other people live inside your head?
The protagonist of this story, Dorothy Watson, is a 14-year-old girl who just 5d3b920ae0

Title: Who Am I: The Tale of Dorothy

Genre: Adventure, Indie, Simulation

Developer:

Onaemo Studio

Publisher:

Onaemo Studio

Release Date: 16 Apr, 2018

English,Korean,Simplified Chinese,Traditional Chinese

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I have every intention of writing a much more detailed review of Who Am I: The Tale of Dorothy once I have more time in the game, but I chose not to delay communicating my immediate impressions for even a day. This game is simply fascinating, and very challenging. Some players might see this is a personal journey. Others may see it as a very human oriented puzzle game. (And some may just be bored and confused, and they may be the ones that will benefit the most from this inexpensive gem.)

Dorothy is a 14-year old girl inhabited by several very divergent personalities, and you are a psychologist who can only communicate with her during dreams. Obviously, each personality must be dealt with in a very specific manner, and saying the wrong thing might shut down that conversation entirely. Each day Dorothy has experiences that effect how the various conversations might best be directed during that night's dreams. The goal of WAI:TTOD is to find peace for Dorothy, but very

carefully and cautiously. Not only is integration with every personality required for successful completion, but Dorothy must be carefully protected from too much shock and surprise without adequate preparation and time. An interesting, heartfelt and challenging game at a remarkable price, even when not on sale. Please, at least take a look and see if it might be a game to help you gain understanding of delicate human interaction, and of the pain that all humans suffer within. Thank you.. This was a nice surprise. It's small indie story driven game with simple mechanics but a deep and touching plot that present some rather mature themes. I got this game on sale and wasn't really expecting much but it turned out to be very well written. From the gameplay perspective, there isn't really much to it but it works fine: you act like a therapist for a girl with dissociative disorder and her three other personalities (representing anger, vanity and immaturity). On each session, you are given some background of what has happened lately and you chat with the girls accordingly. Since there are different lines of dialogues to choose from, there is much replay value (it took me less than 4 h to get all endings), and, since the story of why the other personalities came into existence is pretty interesting (it deals with depression, anger, psychological abuse, delusion, etc., but the story is better off left unspoiled) I would really recommend it.. Well presented interactive story that is over very quickly. It takes 2 or 3 attempts to work out how to "talk" to the personalities and get the "right" ending, but after that first 30 mins you are only really "working the system" to get all the available endings and achievements. The negative review is slightly harsh because of the originality, but if there was more content, or more stories it'll be worth it, but it's slightly overpriced as it is.. I have every intention of writing a much more detailed review of Who Am I: The Tale of Dorothy once I have more time in the game, but I chose not to delay communicating my immediate impressions for even a day. This game is simply fascinating, and very challenging. Some players might see this is a personal journey. Others may see it as a very human oriented puzzle game. (And some may just be bored and confused, and they may be the ones that will benefit the most from this inexpensive gem.) Dorothy is a 14-year old girl inhabited by several very divergent personalities, and you are a psychologist who can only communicate with her during dreams. Obviously, each personality must be dealt with in a very specific manner, and saying the wrong thing might shut down that conversation entirely. Each day Dorothy has experiences that affect how the various conversations might best be directed during that night's dreams. The goal of WAI:TTOD is to find peace for Dorothy, but very carefully and cautiously. Not only is integration with every personality required for successful completion, but Dorothy must be carefully protected from too much shock and surprise without adequate preparation and time. An interesting, heartfelt and challenging game at a remarkable price, even when not on sale. Please, at least take a look and see if it might be a game to help you gain understanding of delicate human interaction, and of the pain that all humans suffer within. Thank you.. This is a game about a 14 year old girl named Dorothy who had a very troubling childhood and has DID. The main objective is to help Dorothy and talk to her other personalities in her mind so she can adapt better in life. This is a rather short game (3-5 hours once you have an idea how to beat it), which is ok since the price is also short. Despite being short though I found it to be a rather sweet game, The concept of wanting to help a teenager try to live her life. I also liked the mechanics of this game, including the fact that how you respond to Dorothy and her other personalities can affect what ending you will get (and there are a total of 6). Overall, a short, nice game. I'd recommend it.. Needs a horror tag, their crazy faces scared me so bad I had to cover up half the screen. Well presented interactive story that is over very quickly. It takes 2 or 3 attempts to work out how to "talk" to the personalities and get the "right" ending, but after that first 30 mins you are only really "working the system" to get all the available endings and achievements. The negative review is slightly harsh because of the originality, but if there was more content, or more stories it'll be worth it, but it's slightly overpriced as it is.. This is a game about a 14 year old girl named Dorothy who had a very troubling childhood and has DID. The main objective is to help Dorothy and talk to her other personalities in her mind so she can adapt better in life. This is a rather short game (3-5 hours once you have an idea how to beat it), which is ok since the price is also short. Despite being short though I found it to be a rather sweet game, The concept of wanting to help a teenager try to live her life. I also liked the mechanics of this game, including the fact that how you respond to Dorothy and her other personalities can affect what ending you will get (and there are a total of 6). Overall, a short, nice game. I'd recommend it.. It may seem odd to have this amount of time in a game I am not recommending, but it's because it's nigh impossible. 5 out of the 6 endings are bad and you constantly get locked into death spirals. Having to note every response to make it to the good ending was more than a little tedious and frustrating. I can't speak to whether it's possible to improve DID by counseling in this manner, but achieving the good endings was WAY too hard.. Needs a horror tag, their crazy faces scared me so bad I had to cover up half the screen

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