The Lady Keygen Password



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About This Game

"The Lady" is an emotional 2D Surreal Puzzle Horror adventure.

The Lady is a surrealist emotional journey that takes The Lady through a series of fever dream hallucinations, while being at odds with inner struggles of anxiety and depression. She encounters multiple versions of herself throughout the game, unsure of which versions to trust. From the initial confusion, to all out anxiety that one would experience with panic disorder, it's all there for you to explore first hand through the eyes of The Lady.

The Gameplay Mechanics are inspired by classic SNES and Turbo Grafx16 type games. The gameplay difficulty is brutal, just like life itself.

The game is displayed in a "waist up" cinematic style, for a more personal experience. Gameplay features side-scrolling exploration, puzzle solving, retro arcade-style boss battles, and plays in letterbox full screen HD.

Features

- The most unique Female Protagonist to ever appear in a video game
- Five unique levels each with their own play style
- Retro difficulty

- No tutorials, no hand holding
- Puzzle exploration
- \bullet A story that will make you ask questions about "The Lady" and about yourself

Title: The Lady

Genre: Action, Adventure, Indie

Developer:

Mikeypoo's Games, Roger Levy

Publisher:

MPR ART Hallucinations, Plug In Digital

Release Date: 29 Jan, 2015

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Minimum:

OS: Windows 7 and up

Processor: 600mhz Pentium compatible CPU

Memory: 1 GB RAM

Graphics: OpenGL 1.2 compatible video driver

Storage: 70 MB available space

Additional Notes: Widescreen HD display (720p or 1080p grade)

English







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I payed \$0.80 for this game....

Trust me when I say this don't waste your money on this. It's short and simplistic and theres no real hidden meaning behind half the imagry. Just creepy in a "why?" way.. This is an art game, with emphasis on Art. What gameplay there is is borderline unplayable, but a bizarre and disturbing art style make it worth it. I recommend buying it for a dollar, finding a walkthrough to get through the unintuitive parts, and enjoying the dark, surreal horror of The Lady.. Good & hard game - real gamer absolutely must have it! :D. Really bad game, all i did was AFK just to get the cards. Not worth buying.. 10 MINUTES IN, I'M FEELING HIGH... ???. Pure unresponsive masochisim. Overinterpretation is a thing. This game boasts eerie artwork with a mysterious atmosphere. That is until you play it. And die. And then play the same awfully slow part again.

This game's as eldritch to play as it looks. The controls are often unresponsive and there seems to be no indication to how many hits you can take before you have to restart; at times the lady can tank several pieces of glass and other times she dies in one hit. Some levels are solved by walking slowly, and then going slowly in the other direction.

The pacing is horrible, often the player is forced to dwell in one level for far too long while having figured out the solution long ago.

I really liked the premise of this as well as it's art and atmosphere. Sadly this is broken by the terrible game this is in. One can maybe ignore the gameplay, or lack thereof, by interpreting the game as a whole, but I caution everyone who does so not to overinterprete too much. While this is definitely more of an interactive experience than a real game, I just couldn't find it entertaining. If you want to make something that is a miserable experience all the way around, this is how you do it. The music is irritating, the graphics are strange, the "gameplay" is far from intuitive, and the overall product feels like it's trying really hard to be disturbing, but the overly surreal nature of the game immediately sets the bar for surreality so high, that you immediately pass off incredibly strange things as perfectly normal.

I usually like to make a video to show some gameplay and give a bit of review, but I couldn't even do that. This game gives so little to comment on, and I feel like watching someone else play it would only make it more irritating.

I admit that I might be missing something, because I could only stand to play the game for about 15 minutes. In those 15 minutes though, I managed to die 4 times, and was expected to go through the same non game BS again. It wasn't fun the first time, it sure as hell won't be the 4th.

crashed 3 times after I died to the boss and left me with no Taskbar.

Had to restart my pc twice

10/10. The Lady, an experimental game V interactive art V 4D simulator, and by that I mean depression, desolation, depersonalisation, and despair.

The game explores anxiety, misery, fear, and schizophrenia, but through a very personal point of view of its author(s), making a very clever use of symbolism; it has an uncanny feeling of healing through art, as if a psychiatrist suggested a patient to express themselves by creating this game. While it doesn't treat these subjects from a general point of view, this approach gives a sense of authencity.

Gameplay wise, The Lady is comprised of several minimalistically-designed levels, divided in stages. Each level has a different gameplay approach, with a distinct variation for each stage, some being more traditional, while some being more explorative; the exploration parts focus more on the feeling the player has in regards to what is happening to the lady, and not necessarily to the levels themselves.

I would suggest to take the game slowly, since rushing into the stages can get you killed and you have to restart from the beginning of the level (but I decided to treat this as a "story-telling" device); furthermore, the game is short enough to finish in roughly 1h - 1h30.

Visually, the game is simplistic and repetitive, but it manages to get the message across perfectly, and the art style is exquisite. At times it reminded me of Alice: Madness Returns, as if it were a collection of mini-game out of that universe. I appreciated the atmosphere and while I'm not a fan of dark ambient or noise, I belive the sound design fits the game perfectly; some of the sound effects could have used some more work, but now I'm just nitpicking.

Overall I enjoyed the game and its superb artstyle, and consider it to be a fresh breeze of originality.

Pros:

- * art style
- * atmosphere
- * music and sound design
- * gameplay
- * originality

Cons:

* some sound effects

Score: 7.75 V 10. Quite accurate compared to real feel of anxiety.. For how cheap the game is I don't understand why people are giving it so much hate...people will spend upwards of 20-25 dollars for a walking simulator horror game, why is this instance any different? I'd argue that the game is worth getting just to see the art in motion and the developer did get his point across I beat this game in a room with some friends and everyone was genuinley in a state of unease.. For how cheap the game is I don't understand why people are giving it so much hate...people will spend upwards of 20-25 dollars for a walking simulator horror game, why is this instance any different? I'd argue that the game is worth getting just to see the art in motion and the developer did get his point across I beat this game in a room with some friends and everyone was genuinley in a state of unease.. I only recommend this game for a very...VERY niche playerbase. It is a terrible game, but I enjoyed playing it.

The scissor puzzle was poorly done and the space invaders stuff doesn't belong in the game. Other than that its polished, transitions well, has a good atmosphere, etc.

But its just not a good game....for anyone other than people who like to pick things apart and discover how things are suppose to work without instructions.

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