
Lovely Weather We're Having Download Direct Link



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About This Game

Go Outside With Your Dog

Lovely Weather We're Having is a goal-free explorer game. It uses local weather data to simulate the weather conditions where you are.

You're locked out of your house in an odd, peaceful landscape with your trusty pooch. Interact with a dozen NPC's whose moods change with the weather.

Jump off a roof. Kick a rock. Run through flowers. Be outside!

"The vibrantly colored world of Lovely Weather We're Having doesn't take you back to a specific time necessarily, but to a mind set, when the world seemed bigger and brighter and more mystifying."

-Jess Joho, Kill Screen

"Lovely Weather is a clever little mood stimulator on the contemplative end of the scale, a kind of dynamic Zen box. You open it and poke around a little and maybe close it, thinking "Is that all?"

And then you come back, and the weather's different, and the time of day's just so, and it takes your breath away."

-Matt Peckham, WIRED

"it looks gentle and colourful and weathery which is rather appealing as I've had a nice morning of typing and listening to the rain fall outside."

-Philippa Warr, Rock Paper Shotgun

"Watched the trailer and I have no idea what the game is about."
-Someone on reddit

SOME FEATURES:

- Responds to local weather data, simulates actually being outside.
- Pleasant sounds, colors, and visuals that I hope you like. Designed with introverts in mind.
- 12 NPCs whose moods and conversation topics change with the weather and time of day.
- Hundreds of conversations to be had (most of them not about the weather).
- Open gameplay, forever.
- Designed to be played in 10-20 minute bursts, endlessly.
- Cute dog.
- A top-secret c h e a t c o d e.
- Rocks you can kick.

****SEE YOU OUTSIDE****

Title: Lovely Weather We're Having
Genre: Casual, Indie, RPG, Simulation
Developer:
Julian Glander
Publisher:
Glanderco
Release Date: 10 Nov, 2015

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English







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This game...why did you make me cry?. Graphics are horrible, very glitchy. NPC cars AI is non existant. They drive about 5-10 mph and stop alot. Only 2 camera views, no rear view. Can not see to hook up trailer. Reminds me of a bad 90's game. The game will freeze every time, normally within the first 10 min. This is my first UIG game, with I had read about them first. I was hoping it would be a good MAC Truck sim, but It is not. I will never buy from them again. I DO NOT RECOMMEND THIS GAME TO ANYONE. The first Euro Truck Sim is decades ahead of this game.. + Great DLC with alot of stuff to do. - But just cost a litle to much.. Ocrest is really well done. The delivery via Steam is not.

Your purchase will give you access to a stream, not a download. Unfortunately, you can't pause the movie and allow the whole thing to buffer before watching - it will only allow a bit to be buffered at a time.

So if you want to watch with good resolution (and why wouldn't you) you may be forced to watch a few minutes, take a break, watch a few minutes, etc through the whole thing like I did. In my opinion that spoils the experience quite a bit, so I recommend finding another way to watch it.

Of course, if you have blazing download speeds and the servers are humming along nicely you might have no problem. And Steam may eventually fix the buffering issue. But I would have appreciated a warning in the reviews I checked, so I'm taking time to write one. Cheers!. This route comes nowhere near feeling like the South Florida route it claims to depict.

I live in the area and even I got lost trying to place different locales. I've never been so disappointed in a route before.

It seems like Dovetail only put a token effort into recreating some landmarks of the route, and those landmark seem to be those which are near stations.

Even I-95 is a barren wasteland. It'd be better if they put at least a wall of unmoving static vehicles on it because then it'd feel more like South Florida!. A 3/10 effort.

This is pretty much what not to do with the Ren'Py engine. The underlying concept of this game is sound, but it's the delivery. This is yet another Russian made Ren'Py game that insists on quick time events, which really don't suit the visual novel/adventure genre. Send that dross back to Tomb Raider where it belongs.

It's a shame because even with the poor English translation, there's a decent story here, although the monster in the sewer trope

has been done to death. On the plus side, it was cheap and it has trading cards.. Well, it's a good game, that's for sure.. Good time waster.. FAIL! FAIL! FAIL!

I love choose your own adventure, and consequence-based gaming... I also love a game that has the courage to stand on it's own without bells and whistles, or even graphics.... and this game would be GREAT in that regard...

IF IT WERE PLAYABLE!

NO SAVE FUNCTION!?! IN 2016!?! WHAT THE HELL IS THE DEVELOPER THINKING!?! Sure, you can start the game in later chapters you've gotten to, but without the inventory you brought with you or any impact on your humanity carrying over... WHY HAVE A HUMANITY METER IF YOU CAN'T SAVE IT!?!

As it stands, you have TWO OPTIONS to play this game (three if you decide to take a pass):

- 1) LEAVE THE GAME OPEN FOR DAYS UNTIL YOU FINISH IT, AND I HAVE NO IDEA HOW LONG IT IS, BUT I *NEVER* READ A BOOK IN A SINGLE SITTING, DO YOU!?!
- 2) Disabuse yourself of the notion that many of the decisions you make are of any consequence (what equipment to choose, hard choices that effect your humanity) as that and who knows what else is swept clean every time you play.

I was so sad, almost horrified (and not in the way a zombie game should be) that something so lazy, so awful, should be visited on a game like this.

I want reading games, and choose your own adventure games to thrive... the one thing it doesn't need is POOR IMPLEMENTATION.

For shame. Was having a good time until I put it down, convincing myself "that CAN'T BE what they mean, that all your progress is deleted every time you restart) -- came back to see indeed the game delivers on an entirely different nightmare than promised, then I uninstalled.

To not implement a means to save progress in a game like this, on steam... is just disgusting and lazy. Even books have bookmarks. This game can't even be bothered to give you that.

Booooo. Booooo.

Boo.

This Dlc is much better than the main game itself. It doesn't have assault rifle sections. All missions are good. It also has special Challenge mission which is really tough and interesting. Highly recommended buying game for this great dlc only.. Partial spoilers? Anyway. I've only played a little of this game, if only because it's kind of confusing. It's swimming in the wake of Papers Please, of course. And I think it does a rather well job with the setting. The characters come off as annoying. I get that guy 1 has such a bleeding heart he can't get enough bandages in the world. I get that the others are just kind of trying to survive. But after every day that just gets kind of shoved in my face. I'm happy it's not a carbon copy of the game with different paint like all of the Minecraft copies. And, frankly, the worst part since I've last played is the inability to tell me how I changed stats. In Papers Please when you make a mistake it tells you what you messed up. I tried to start off as a loyalist because I thought that'd be easier and simple and nice to start. But sometimes I'd end up accidentally posting slander to the government? I guess? I can't exactly tell what I'd done wrong, only that I had done something wrong. And with around 4 different stories with changable titles and contents it's hard to tell what is exactly slander. I've been given a rulebook and I'm given a grade but no teacher has come by to actually tell me what I did wrong. Which I'd appreciate and if it was implemented I'd actually fully recommend this game. But it's a time waster, I guess. \$10 is a fine price for it though.. DO NOT BUY!!! Lack of gameplay and is no fun!!!. Another big waste of my money. If you want a good city building sim, try what's been actually proven to be a good one, aka Sim City. The makers of this game were trying too hard to be different and yet bring something new and wonderful to the table. I found City Life to be the most boring game I've played EVER, not to mention the stupid instruction thing constantly telling me to build more houses when I don't even have the ones I built filled up with people. The mechanics themselves are simple in some areas, but in most it's complicated and a tad broken. Building a diverse sub-urb with buildings and things every "social culture" could like and not fight about was difficult enough. Imagine my anger when none of the people I built houses, infrastructure, and businesses for ever showed up. My town quickly became home to only one particular group of people simply because I was not able to attract anyone else besides super fanatical hipsters who's lifestyles are akin to people who live in rough built tin houses. With my patients wearing thin, I decided to make one last effort to make something out of the game and built a strip club, which even though was completely futile, was a little hilarious to be able to construct. "Lol, a strip club?" Were my exact thoughts, alongside "Why are there no blue collar people working at my blue collar beer factory?" and the long time award winner "Why is there no one manning the hospital?" Which btw, I had constructed so that the blue collars could work alongside the people I'm now referring to as "The Red Faction" because of their hideous, and often tacky display of red in their models and buildings. Who also, no matter how often I tried, fought with every ♥♥♥♥ing group I had put next to them. Eventually I scrapped the town and tried again, this time starting out with the blue collars and the have nots (basically homeless people, because why not?). This town also went to the scrap pile when NO ONE ♥♥♥♥ING SHOWED UP. being 19,000 dollars in the ♥♥♥♥♥♥♥♥, I came up with a new plan. Build affordable housing and infrastru-....oh riiiiight, that didn't work before, why would it work now? Well, off to the scrap yard again!

Anyway, long story short, with the game constantly telling you to build houses for all eternity, random fights breaking out between social groups, and buildings costing everything you have with no one wanting to work for their freely given cozy houses, I quickly panicked in blind fury trying my best to find the "Burn everything to the ground with a random, but oddly planned out meteor attack" button or perhaps the age old favorite, "Kill everything with a tornado." That last one was always my favorite when ever I played Sim City. Facinating when all your problems can just go away when God sends you a lovely gust of wind so you can start fresh and forget all your troubles. Ahhhhhhh....wonderful.. DO NOT BUY !

No volume setting.

No window mode.

No keys configuration.

Only 1 design.

Cost \$8.50 for full price.. Guns'N'Zombies: N'Aliens gives you a short alien themed side campaign that you can access after the first few missions of the main game: despite feeling overpriced for its length it still provides enough content to make it a worthwhile consideration.

PROS:

-just as fun and frantic as the main game

-the new alien models are good enough

-medic class is very interesting, it sports a good speed and, thanks to its starting ability and support turrets, can slow

enemies in a wide range.

-the newly introduced electric rifle class is very nifty. It has a very short range but fires continuously and deals high damage in a small cone, it also seems to have no need for reloading.

CONS:

-while fun the side campaign feels VERY short and easy, I got through it in about half an hour on Normal and never died

-final alien boss is way too easy

-electric rifle sound is bugged, if you keep firing for several seconds its sound will disappear until you let the trigger go

<http://steamcommunity.com/sharedfiles/filedetails/?id=459700772>

All things considered I feel the medic class and electric rifles are good additions to the game. they give you more options and are fun to use: the electrical rifles actually feel overpowered and I was left wondering whether the lack of reloads with them is a design choice or just a bug.

Sadly this DLC fares pretty badly length-wise. it really doesn't expand the main game by that much and I feel you'd take this into account when deciding how much you want to spend on it.. i think it can be a fun game but i just dont like horror games but this was a good first experience

except these things:

1 not good fps on fastest graphics and i have a decent pc [hp pavillion 23]

2 no logic controls or menu or how you can see the controls

3 too loud game i need to turn my sound down a lot but it cant be done in game because when i played the first time i heard a creepy voice and i threw my headset off because of it

4 monster glitches a lot with walking

5 i cant figure out what i need to do no good explanation

6 maybe add a jumpscare when you die then just a screen with some text

but some positive thing:

1 nice textures even on lowest graphics

2 good modeling

3 the noises in the background are making it creepy so thats 1 part of horror

4 its cheap 3 euro

5 game immediatly starts no waiting

6 small game fast dl

7 good sounds

but i think it can become a good game

and i wont play it again until they fix it that i have better fps or something

but until i play it again i think the developers made a good game but i just dont like it. Without doubt the BEST free game I've played yet. and possibly the best motion sickness trainer out there!!! I really enjoyed InMind. even if it is short. Point is its free!!! And its a superb motion sickness trainer. This takes that concept. and knocks it out of the ballpark! If you want my advice on maximising your VR experience in this game, then position yourself like you are a downhill longboard skater. and then hit start. You'll breeze the levels and have awesome fun!!!!

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