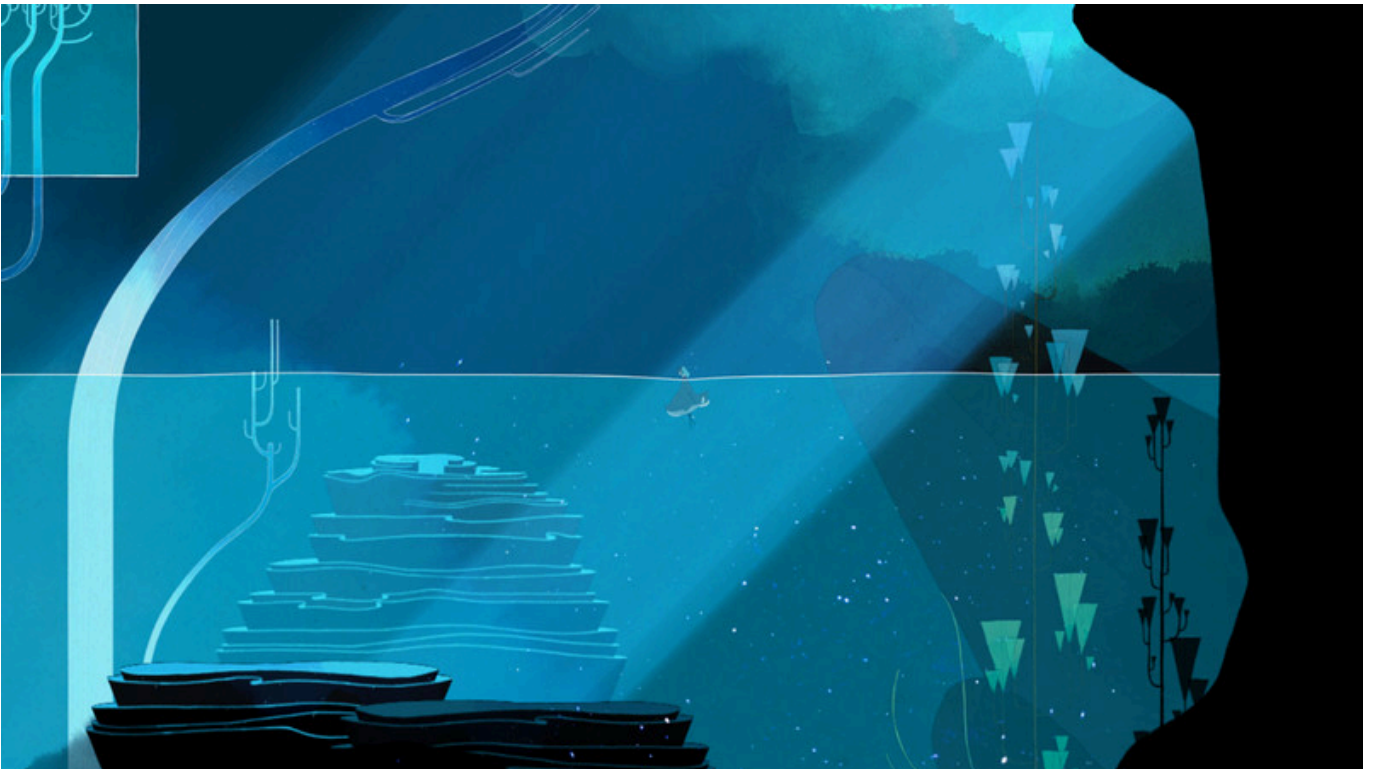


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## GRIS Activation Code [Ativador]



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### **About This Game**

Gris is a hopeful young girl lost in her own world, dealing with a painful experience in her life. Her journey through sorrow is manifested in her dress, which grants new abilities to better navigate her faded reality. As the story unfolds, Gris will grow emotionally and see her world in a different way, revealing new paths to explore using her new abilities.

GRIS is a serene and evocative experience, free of danger, frustration or death. Players will explore a meticulously designed world brought to life with delicate art, detailed animation, and an elegant original score. Through the game light puzzles, platforming sequences, and optional skill-based challenges will reveal themselves as more of Gris's world becomes accessible.

GRIS is an experience with almost no text, only simple control reminders illustrated through universal icons. The game can be enjoyed by anyone regardless of their spoken language.

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Title: GRIS  
Genre: Adventure, Indie  
Developer:  
Nomada Studio  
Publisher:  
Devolver Digital  
Release Date: 13 Dec, 2018

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English,French,German,Japanese,Korean,Russian,Simplified Chinese,Traditional Chinese







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Count 2h of gameplay for the main story, another 2 if you want to get all the secrets. The Art is beautiful, but the game lacks real depth. More a walking simulator than a puzzle platformer, which is what gives me a pretty mixed feeling about the game. In the end, I feel a bit cheated by the overwhelmingly positive rating on Steam. It ain't a bad game, don't get me wrong, but it's not a masterpiece either. Certain sections especially feel bland and uninspired, especially when only ambient sounds take over, when one could have filled the silence with some more of the beautiful music that was composed for the other parts of the game. I guess the game just fails to keep the right tempo for me and ends up having ups and downs.

Pros:

Visually beautiful  
Some nice soundtrack  
varying areas

Cons:

Price vs game-time  
dull uninspired sections  
Not enough puzzle depth  
sometimes feels like a walking simulator

So I chose to not recommend the game, just in order to bring the average review rating to a more moderated opinion. But you should totally grab it at a low price of 5 bucks or so.. Pros: It's like playing a painting. Visuals and music are great.

Cons: The game loves wasting your time. Not very fun.

Honestly, i don't think this is a bad game, but I wouldn't recommend it to anyone. I feel like a quarter of my time was walking extremely slow left or right, literally just holding the control stick in a direction, followed by my eyes glazing over waiting until I got where I was supposed to. The water areas in the game are by far the best parts of the game I thought, most because you move much faster and can do some cool things with the water. Everything else, gameplay wise, is extremely slow ridiculously easy platforming.

One extra side note, if you're going to make a game that is a feast for the eyes, DON'T have loading screens that are completely white. I knew this was a visual game, so I played with the lights off and at night. Not fun getting blinded by a flash of white across the screen every time you load the game up.

If you want a game that's fun, in terms of platforming or puzzle solving, look elsewhere. If you want to walk around and jump in a gorgeous painting for a few hours, go for it.. Gris is a wonderful experience that blends together music, theme, gameplay, and graphics seamlessly into a beautiful work of art. I'm not sure I can accurately describe the emotions I felt when first going through the game, but the closest I can get runs along the words of 'wonder, bewilderment, and curiosity'.

The way that the world intertwines itself into the theme of the game is masterful to say the least. Each detail, each discovery that you come across, each obstacle that you face, they all mean something, and lend their meaning to the overarching story of Gris that gets uncovered as you progress.

While the game is short, its pleasantly potent with each execution of its visual design, world design, and progression. Everything is rock solid, and airtight. New abilities are dished out to the player in consistent, steady waves as you explore each new level, and find ways to use these abilities. Exploration is also rewarded in the way of 'mementos' that you collect throughout the game; which ends in a secret cutscene hidden in the shrine that shows Gris and her mother, together and happy

The story of Gris is not something that I'll detail here, as I believe it's best experienced firsthand, but I will say that the way in which they relate Gris's emotions to actions in the world, both done by her, and experienced by her, is powerful, and the conclusion feels well earned and tremendously satisfying to end the experience that is Gris.

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I can't wait to see what Nomada Studios does next, because if it's even half as inspired as Gris, we'll be in for a wonderful treat (not to mention that this is their debut title). Gris is a 10/10 experience. Definitely worth the price tag for a wonderful experience that makes up for what it lacks in replayability with stellar artistic design and writing with subtle world-building.

Overall, A+ (Don't forget to pick up the OST, because wow) . *Phenomenal, beautiful, and powerful.*

*If you enjoy quiet exploration and puzzle games that rely heavily on visuals and music to tell a story, you will enjoy this.. Now I went into this blind which is why I gave it a fair shot, but let me tell you I wouldn't of otherwise as I absolutely hate puzzle games. I find them boring and frustrating, but this...this is a masterpiece. Incredible blend of grief representation, atmosphere, beautiful music, clever level design and story.*

*Yes, story.*

*Gris is a dialectically silent game, but it has a heck of a lot to say.*

*. The visuals are absolutely fantastic and probably close to ground breaking in this medium, however that is where it ends for me.*

*I did not feel anything through the mechanics of the game other than at times boredom, which is a big problem for a game. Even pure Walking Sims are usually set up in a way that makes their one central mechanic meaningful to the player, but with Gris I really see no reason for why it shouldn't just be a shortfilm.*

*Sadly, this issue can't even be blamed on the devs just not thinking it through enough. Clearly they did put alot of thought into what meaning every aspect of this game is supposed to have, however there is a difference between being able to point out thematics on paper and making a player actually feel them.*

*Since Gris' reviews are THIS positive as of now, there is a quite a possibility for all of this being purely on me and my subjective taste, but after all that's what Steam reviews are about anyways. Awesome game.*

*Short, but worth it.*

*Get your best headphones, find a dark room, set aside 4h of uninterrupted time and experience this beautiful journey through art, music and meaning.. Great soundtrack*

*Great art*

*Great music*

*Great level design*

*Great controls (The water mechanics are especially great!)*

*Have yourself a great ol' time and buy this game!*

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The most beautiful game I've ever played with. It perfectly flows with the music and makes you feel like you're in a living painting. I recommend it anyone who is into unique, visually pleasing indie-games with amazing soundtracks!. Beautiful, beautiful art that makes it look amazing and makes everything seem like it *should be interesting*. And yet, after finishing it, most of it simply wasn't.

*I understand the metaphor here since it's relatively clear. But one of the things is that I played a game on Steam within the past handful of months that simply did that theme a lot better and actually felt like a full game in comparison to GRIS mainly being a platforming art festival. (For anyone who wants to know about the other game, it is called RiME. I'm putting the game's name in spoilers because I don't want to casually ruin the premise of that for anyone who might own it and not know.)*

*It might be that I played the game above and had such a strong reaction to it that playing a similar game just made me shrug it off. But I also think, as said above, that the other game felt much more like an actual game. GRIS does not, for most of the time, even though you control the character.*

*There's not much to discuss about GRIS really other than it's a fancifully drawn game about the five stages of grief, each chapter representing a given stage (e.g., the desert-like wind is the anger, the tear water level is depression, the acceptance level is filled with various lights starting to show up in the darkness, etc.). It's beautiful drawn art designed to represent that. And that's all it really is.. **DEFINITELY RECOMMENDED!***

*I cannot type any word that can justify or describe how amazing this game is. It is a breathtaking experience I have had.. An absolutely gorgeous game with an amazing soundtrack you'll want to keep listening to. It really is art, every frame is worthy of a screenshot and the animation is both fluid and visually interesting. The OST and visuals work to pull at your heartstrings even as the story is left fairly open-ended for the player to determine. I definitely felt my eyes tear up during a few cutscenes.*

*As far as gameplay, I really enjoy puzzles and these were challenging enough to stump me a couple times while still feel satisfying to complete. Some jumps take a little more precise timing and skill to complete.*

*Highly recommend. I hope more games take a similar route.. GRIS is one of the best examples of a good art game. It tells you something deep and artistic, but it doesn't stop being a video game. It's a fun little platforming adventure, but the selling point is the atmosphere it creates. The way they tell you the story with the art, music, symbols and mechanics supporting it is quite amazing, and once you realise the story it will be quite a punch. Really good indie game, i would recommend buying it and supporting the devs.. This game is absolutely beautiful in every single way. The visuals are absolutely breathtaking, and almost every scene looks like a piece of art. The sound effects for each movement are perfect, and the music is wonderful. I enjoyed the gameplay as well. The platforming is quite easy, but the new abilities and atmosphere requires thinking and strategy. Every time I felt lost, or didn't know where to go, the game ended up leading me where i needed to be. The game is a bit more slow paced, but I personally enjoyed it because it felt relaxing. If you are looking for an intense platforming game, this is not it. However, if you are looking for a puzzle/exploration game that is pleasurable to your eyes and ears and tells an incredible story, I highly recommend*



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