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## Who Am I: The Tale Of Dorothy Keygen Password



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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 started middle school. From the outside she looks like a normal teenager but she has scars and pains that most children don't have. Dorothy experienced trauma as a child and developed dissociative identity disorder, commonly known as multiple personality disorder, which split her into several personalities.

Alice, who's as innocent as a child but sees things that others cannot.

Gretel, whose blinding rage makes her wary of everyone.

Cindy, always positive and outgoing, who doesn't really like Dorothy for being an introvert.

If you don't help her, Dorothy might not be able to adjust to her new life.

Fortunately there's still hope. You have the power to talk to the different personalities including Dorothy, when Dorothy is asleep. In her Dream Space, you can become the counsellor for Dorothy and the other kids. Use your power to integrate the split personalities into Dorothy.

But do be careful! The personalities are very sensitive to your questions and answers. One wrong answer can drive the wedge between you and them, tearing the kids apart beyond repair. Dorothy's life is in your hands and your choices will have direct

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impact on her.  
Remember only you can save Dorothy!

## How to play

You will become a counsellor and talk to 4 personalities once per week in Dorothy's dream. Counselling will begin after Dorothy tells you about the events that happened to her in real life during that week. When Dorothy's story is finished, you can choose who you want to talk to. When you take your pick, the personality will start talking first and then you can choose how you want to respond. Real life events as well as your responses to the personalities will determine Dorothy's stress level and the personalities' integrity level. Your goal is to max out the integrity level for Alice, Gretel and Cindy before Dorothy's stress level maxes out.

This game has 6 endings in total. When you finish, you'll get an illustrated cards for each ending that you can save and view in the Archive. Play again to collect all the cards and discover all the unique real life events that happen to Dorothy and the kids!

## Features

- Become a counsellor for Dorothy, a 14 y.o. girl with dissociative identity disorder
- Different storyline every time you play
- 6 unique endings for Dorothy and the kids
- Over 300 answers and questions to choose from
- Your answers will affect how the personalities grow and respond to future events
- Stress / Integrity level will help you figure out how to handle each personality
- Dreamy, otherworldly 2D graphic and music
- Beautifully illustrated cards for each ending, and Archive to save them!

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Title: Who Am I: The Tale of Dorothy

Genre: Adventure, Indie, Simulation

Developer:

Onaemo Studio

Publisher:

Onaemo Studio

Release Date: 16 Apr, 2018

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English,Korean,Simplified Chinese,Traditional Chinese





Relations
Current Trade
Trade Offer
Covert Actions

**Agent Status**

**Agent 1** ✕

Spying on Military in Cragenwaste

**Agent 2** ✕

Spying on Military in Cragenwaste

**Agent 3** ✕

Returning home (1 turns)

**Agent 4** ✕

Spying on Military in Cragenwaste

**Agent 5** ✕

Returning home (1 turns)

**Relations: Khazoth**

♥ Ally: Iron Barony  
♠ Enemies: Berekka, Hadriqal, Bonuvian Empire, Dragonhold  
 Your current status with Khazoth is: At War  
Offer Peace

Aevinwode(-18)	Hadriqal(-36)
Ariselle(-17)	Icespire(-9)
Averine(-10)	Iron Barony(18)
Azure Isles(-6)	Jotland(-3)
Berany(-15)	Ladvia(-9)
Berekka(-20)	Maledor(-4)
Bonuvian Empire(-1)	Mardoba(-11)
Brogen Hur(-24)	Myrmont(-10)
Calland(-8)	Odenheim(-8)
Cloudfels(9)	Palemoor(-2)
Cor Vilaad(-4)	Ravengard(0)
Cragenwaste(-20)	Riesental(-13)
Crivia(-8)	Sirucil(-7)
Dragonhold(-20)	Sonneneve(-15)
Dunmar(-11)	Valegorn Palatinate(-25)
Elidon(-15)	Vessoil(-6)
Evengaad(-14)	
Galenil(-25)	

**Khazoth** 🔍

Keep tabs on how a realm feels about other realms, their allies and their enemies.

You may also review current trade deals and offer new trade deals if you have a spare Agent available.

Finally, you can use your Agents to initiate covert actions against this realm.

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**Trade Resources**

Mouse over to see which realms have resources. Click to initiate trade.

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Very addictive time waster. 9/10. Wouldn't advise anyone to rush out and buy this one and especially not for £9.99, where alot of people have said its like Carmageddon which is on the store too!, well yes you could say that if it means running into other cars and running over zombies, i've found at the start it got exciting then superboaring very quickly faster than i could get from 0 to 60, the intro has a great car however it's not the car you start off with, also from the games decription i thought it would be a zombie defense game where you would run over zombies to survive nope, there's quite a lack of zombies.

Not very much to say other than that the game seems to haven't had anymore work done to it since it was released and their last news story was about NFL clutch players which was completly irrelevant, it could do with some achievements and major revamping, as its nothing like what i was expecting as i said i was expecting dead rising amount of zombies attacking me instead i got a deserted town with derp zombies not even attacking.. my favorite DLC, probably because the main color isn't \u2665\u2665\u2665\u2665ING GREY. oh and the weapons and characters are pretty cool to i guess.. I have encountered a random issue with practice/solo games. Practice/solo games will randomly reset (Edit: specifically when the random traits of a match are being determined, the match will often reset and cycle through more random traits for the match, then reset etc. eventually a match does "stick") and/or one is unable to take their normal turn as the timer is almost instantly run down (Edit: this seems to be the case at about the half-way point--when the timer accelerates). These issues make practice/solo games untenable when these glitches arise.

I will continue to "attempt" to play the practice/solo mode and see if the above issue is corrected. If so the review will become positive--as the overall game has a classic feel to it which is refreshing, and contains enough depth/diversity to maintain interest.

Edit 28/09/16

I keep running into game breaking issues in terms of solo/practice play (as noted above and in the comments below). However, I keep running into them--which means I'm still playing the game. The dev, as noted in the comments to this review, also does seem quite attentive and that is refreshing. I am changing my review to positive on the basis that, while very unstable, the game has enough draw to play inspite of the match ending bugs. Likewise, an active dev is something that warrants some respect.

I am optimistic that the solo-play issues will be fixed in the near future and thus am giving this a tentatively positive review.. If you don't have access to a controller, I would not purchase this game. The keyboard controls are annoying and cannot be rebound, which is annoying when all of the gameplay focuses on quick reactions.. Later edit:

Verdict: wasted potential

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Look, this is a fun game (at least for the 4 levels that i played), but there are some issues:

PRO:

- For what I've played, it is fun, or, at least it has the potential
- Interesting graphics

CONS:

- Maybe it is from my screen, but, the game is too bright. Your eyes will suffer, especially at night
- Big big problem with objective Spikey rivers (see below )-
- the actual play area is not as big as you might think

Level 3 - spikey rivers or "the rage quit generator" (required to further advance in the game)

In this objective, you have to navigate a long, narrow, labyrinth like "river" that has spikes and currents (that push you into spikes). Touch a spike, go back at the beginning, this objective is extremely frustrating.

You see, the level is not that hard, but, because you can level up quickly and easy, when you reach the river, you are too ...long and big. Navigating the river like this is a nightmare, almost impossible.

--- To avoid this --- start the objective as soon as you reach level three. You should not be bigger than 3 body part/ plates, or the

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currents will sweep you away :).

Besides this, the game looks like it has fun potential. I'll get back after I'll play some more.. This game has lot of potential and some really professional devs that are cranking out bug fixes and content improvements at an alarming rate. If they keep this up it won't be 'early access' for long. The game itself is an well done mash up of RPG, Strategy Survival, Crafting, and a City Builder games. It works together very well and once it is all smoothed out and the gaps filled in, it will be a great game in my opinion. Keep it up Devs. You have a real gem here!. The game has big graphical errors that make it unplayable on WIN10. :( The devs ran away with the money, the game is playable but not even closed to finish. I would avoid Zero Sum Games in general after they botched this.



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Mahjong Riichi Multiplayer is a Japanese Mahjong game with single-player and online multiplayer capabilities. Please note that the game is NOT the matching-tile game, but an altogether different game.

#### The Good:

As a self-described weeb, I can tell you this game is sorely needed. It's in English, has multiplayer, and on Steam. The closest we had until this is Mahjong Pretty Girls Battle. Mahjong Riichi Multiplayer has online capabilities, but it looks like they decided to abandon the "lewd cute anime girls" approach that Mahjong Pretty Girls Battle had. So, I guess that's a plus, depending on your opinion on cartoon \u2665\u2665\u2665\u2665\u2665s.

For people who don't know what Riichi Mahjong is, it's a game a bit like rummy. Unfortunately, there's more rules than the Magic Realm board game, and trying to describe it to someone who has never played it is like trying to describe baseball with no frame of reference. Like, you ever play a really great board game with some friends, but you have to spend like 2 hours explaining the rules, and do a bunch of practice runs, and the entire time they're like, "Why are we doing this again? Why don't we play Scrabble instead," the entire time you're trying to teach them, but eventually it clicks, and they really get into it, and it was completely worth all the aggravation for six hours because you now have a new player? That's what being a mahjong player in North America is like.

Well, luckily, Mahjong Riichi Multiplayer has a really good tutorial mode. That's really impressive considering how complex the game can be. The new player will still have to memorize the yaku table (ugh) and there's nothing really explaining the scoring system (even I don't remember all the fu and han \u2665\u2665\u2665\u2665\u2665\u2665t), but it can teach anyone the less finer points in about 20 minutes.

For the experienced weeb, there are other features that are appealing. Besides the multiplayer (which I have yet to use; more on that in a minute), you can customize pretty much all the rules, which include pre-defined rulesets for WMC, Chinese, and Japanese variants, or, you can set your own home rules. You can also change the tile backs and the table colors, or upload a picture and use it as the table background. Which, you know... neat.

#### The Bad:

It's buggy. REALLY buggy. I know the dev recently released the patch fixing some of the game crashes and the winning-hand logic as of this review, but I played for about two hours, and lost three hands because the AI didn't count it as a win.

Speaking about the AI, in the two hours I played, only once was an AI player in tenpai. The entire two hours. For those that don't know the lingo, it's like playing a poker sim for two hours, and every AI player folded on every single hand except one time. You can't see their cards, but either they were incredibly unlucky, or something is off on the AI.

#### The Ugly:

Not to keep ragging on the AI, but in addition to it just not working, I think not having a skill level on the AI, for at least single player, is a missed opportunity.

Design-wise, it's basic. VERY basic. Flat polygonal shapes, no background music, no background art, the sound effects sound like they're generic stock sound files, the tile indicators look terrible and take up 1/4 of the tile without a way to change them other than turning them off completely, the notifications and options (like Tsumo, Ron, Pon, etc.) are just text with some gradient added... it's clear the dev focused on function rather than form. That's not necessarily a BAD thing, but if you want to hook in new players who've never played Mahjong (which will comprise like %99.99 of Steam users), it's kinda hard to sell them without at least a little bit of pizzaz.

Even the Steam Achievements seem like an afterthought. Instead of having something like, an achievement for each yaku, or games played, or score or something, there's 9 total, one for each score group plus one for 100 hands won. I don't care about Achievements per se. The point is that it's indicative of some of the ugliness that lies on the surface: it seems like it was another really good idea that just wasn't fully fleshed out.

AFAIK, this is the first english Riichi Mahjong game with online multiplayer. But Mahjong Riichi Multiplayer's online feature is a Catch-22. This is a niche market, so there's nobody online. Since there's nobody online, nobody bothers with multiplayer. If nobody bothers with multiplayer, there's nobody online. Since there's nobody online, this becomes a niche market.

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Now don't get me wrong, I'm glad this has online capabilities. The potential is there, and this has been out for less than a week, so it's hard to come down on it too hard. In order to break the cycle, you have to inject fresh blood and expand the market. But considering the problems this game has at the moment, I don't see it happening.

I hope I'm wrong, though. Time will tell.

Bottom line:

Can I recommend this game? Eeeeeehhhhhh...

For seasoned veterans and hardcore Mahjong fans, this is the exact thing we've been waiting for.  
Buuuuuuuuuuut... the game has flaws, and you can probably find a match on tenhou easier than on here.

For those who don't know what Mahjong is and are eager to learn, this has the best tutorial I've seen so far, and when you're ready to graduate, you still have the most feature-rich English-speaking version of the game you can buy.  
Buuuuuuuuuuut... it's not very flashy, and there are free websites or apps on your phone that are less than \$12.

As the game stands today, I can't recommend this game. It hurts me to say it. I really, REALLY, wanted this to be more than it is. If the dev fixes EVERYTHING, and adds a bit of paint and polish, it would be a winner. It's SO CLOSE to what the Mahjong community needs, but it falls juuuuust THIS close to being perfect. I can tell a lot of love and effort went into this by two guys on the weekends in their bedroom, but I can also tell that, yeah... it was programmed by two guys on the weekends in their bedroom.

\*sigh\*

Until the dev pushes out a couple more patches over the next few weeks, I'll have no choice but to keep beating my meat to mahjong pantsu.. The Review:

I actually enjoy this offering from Cranktain. Honestly, I don't play for long periods of time because I think I could probably complete this within an hour or two. It's fun with sometimes funny man made meows. I don't get hung up on the puzzles too much, but I could see how this could become challenging. I can see how some people would not enjoy this game. Take it for what it is, a great mini game inbetween your full on games that you are playing. It's like a break from the norm for me.

Music is in the wonky, Disgaea type flow. It's light hearted.

Game play is what to be expected, basic controls and the tutorial if you need it; is easy to understand.

Visuals are very 70's meet the present type feel.

Enjoyable

. This is a rpg adventure puzzle game.

Welcome to prison Gail. We got homebrew straight from the sink and drugs from .... i do not know. How will you survive prison, will you survive prison or will the teletubbies save you ?

This game has really good music, ok visuals, good characters, alot of nice callbacks to the other episodes, great atmosphere, some funny interactive lines and the charm from the first game, but sat in jail from the start.

There are some new puzzles and even a multiple choice part where you can get some different results midway in.

There are 10 achievements and badges.

This is a cheap but fun rpg adventure puzzle game that is the last episode in the series. If you do not like episodic games then I think this might rub you the wrong way, it is the biggest of the episodes, but if you do not mind it then this might be a series you wanna check out.

Have fun, enjoy and let me out of here :). This game has an interesting concept, and there's a lot of variety for the price. Check it out!. Game of the year 2014. How many things can a talentless hack screw up in a fake game? How about everything possible! Welcome to DeerHunterX.

I was very suspicious when I bought this as it resembles things I've seen and tried on Steam before that were worthless asset dumps excreted out by shady dirtbags to rip people off. While I'm 99.99% sure this is those same dirtbags, this is by far their worst piece of garbage yet.

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In this thing you are some guy dumped into a large empty green map with knee-high hills and invisible walls. You look around and see deer assets and tree assets dumped into the map just like you were. There are a couple weapons you can pick up although they remain on the tables. Then you can gather unlimited ammo to go around and shoot these braindead deer statues that occasionally animate to walk a couple feet where they go back into statue mode.

Nothing works properly in this piece of garbage. You have points listed in the lower left and start with 149,000 or so points and when you pick up weapons you buy them with cash, which is the points. They just didn't bother renaming points to cash as these so called "developers" are as lazy as they are worthless.

The deer are so stupid they don't have any A.I. at all. You can walk right up to them, shoot them, whatever you want they don't care, just like "devs".

In the top right of the screen you have a kill count which randomly increases whenever it feels like and doesn't count your kills some of the time at all. It might as well be a random number generator.

Review V Game"play" Video

<https://youtu.be/NTd2ltJyVQs>

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[This isn't a game, and if you buy this you aren't a customer, you are the latest sucker of these terrible "developers". Do not buy this. I would say do not buy anything from this "developer" at all but unfortunately Steam allows them to change their dev name with every release they put on the store and that's exactly what they do, because they are shady dirtbags. Luckily these particular fake devs make many mistakes elsewhere that make it very easy to spot them even when they change their names and I show in the video one example. I'd have shown more. I'm sure they have at least 6 things on Steam, but the daily avalanch of worthless trash has buried them and I could only find one other example but it is always the same with this "developer".. For the price money well spent. Totally worth the price tag!](#)

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