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## Hippocampal: The White Sofa Activation Keygen



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### About This Game

Hippocampal is a satiric contemplative game.

- Satiric because we are mocking the hero, game characters, movies, comic books and video games we liked. And also the ones you like. Basically everything that tells you to be what you do not want to be.
- Contemplative because you just have to walk through this world to understand how it works.

#### Story

You are an astronaut (M.kurt.C) taking some time off in orbit, enjoying your holidays, when suddenly from out of nowhere monsters crash into you and send you back to earth...

What are you going to do? Take revenge for this cosmic attack? Find ways to keep relaxing? Prevent those creatures from attacking earth? It all depends on the trauma of the crash, right?

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Title: Hippocampal: The White Sofa  
Genre: Indie  
Developer:  
Freegamer  
Publisher:  
Strategy First  
Release Date: 27 May, 2014

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English

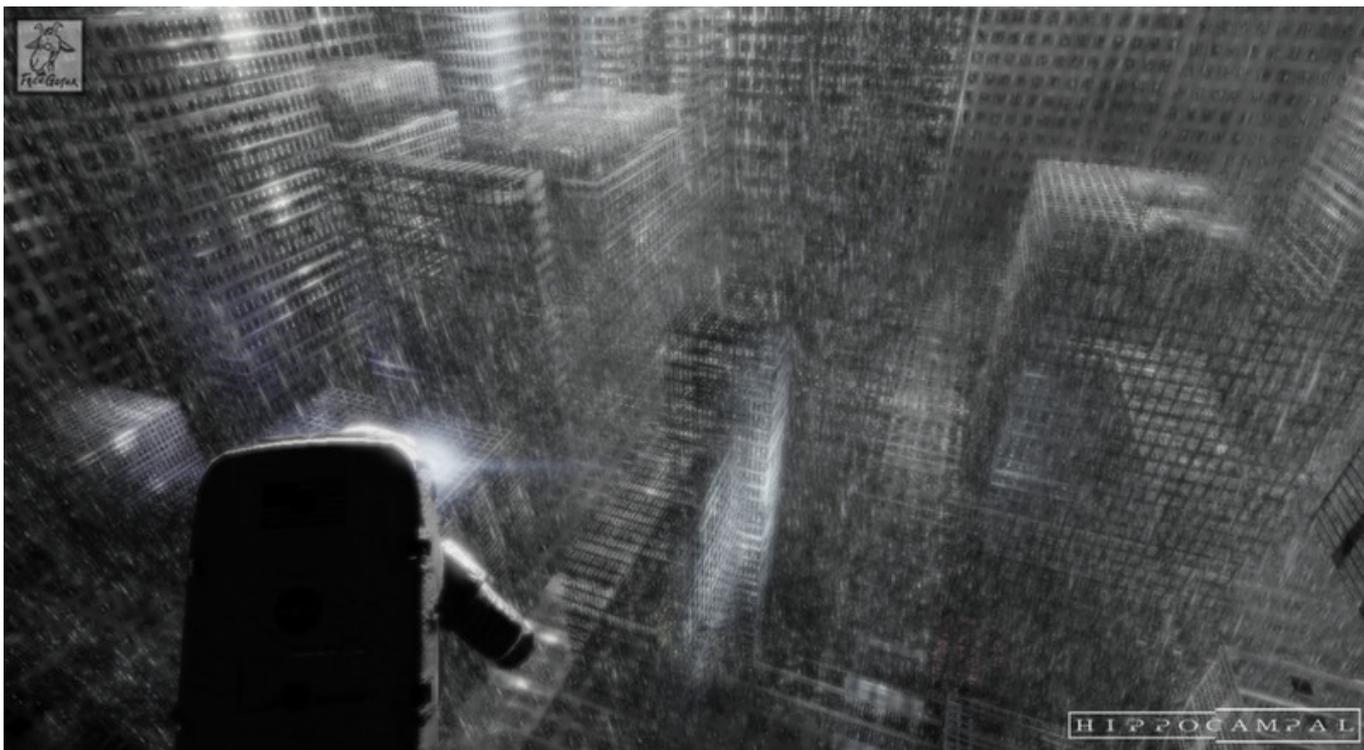
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HIPOCAMPAL



HIPOCAMPAL





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Having finished this game in under an hour and a half, I can't say I'm impressed with the length of the main story. I'll break it down, you're an astronaut floating through space to collect what appear to be "memories" of some sort, meanwhile there's guys with wings for heads and giant P's on the front of their attire. Although this game has its amusing moments such as the cutscenes and sound effects, I can't really recommend it, simply because there's no replay value, no side stories, no options to adjust graphic settings or key binds and not even achievements to keep me interested. While I can't recommend it personally, I bought it for a friend as a troll attempt and it totally backfired, he actually ended up enjoying it to some extent. If you insist on playing this, I'd say buy it now while it's only 99p.. It's slow, it's boring, it's not in any way funny or clever. Nor is it actually satiric or contemplative, despite what the developer claims.

The way it works is, you float extremely slowly through three confusing but dull maps, looking for the four special floating objects that are secreted here and there. The scenery around you is surreal, but not in an exciting, interesting or thought-provoking way. Just in an it's-confusing-to-figure-out-where-you're-supposed-to-go-because-game-design-principles-went-out-the-window-and-everything-looks-the-same-as-everything-else way. There are exactly three animated character models in the game and they get reused ad nauseum. There are maybe half that many textures for the floors, walls, and ceilings. If you 100% the game, you unlock three special endings which display those same three character models floating in different but equally unexciting ways and some scrolling text which says something about not being ashamed because we are all rebels. So, there. Now you know.

Seriously, don't bother. Not even for 50 cents. Go watch a Let's Play, since you'll experience the same depth of gameplay just watching it instead of playing it, and you can fastforward through the dull bits. (The whole game is the dull bits.). Do you enjoy listening to Hansen, MC Hammer and Vanilla Ice? Do you enjoy throwing away your loose change? Do you enjoy watching bad movies from the 80's on VHS? If you answered yes to any of these questions I'd recommend you stop reading my review and immediately purchase this game, you'll love it. For the rest of us do yourself a favor, click not interested and by all means, even during a steam sale, when you see it for 49 cent... don't buy it..

So my warning wasn't enough and you want to know what this game is about.... well aside from trying and failing to be a video game anybody on the face of Earth will like, you are an Astronaut who has found yourself floating in space... We'll ignore the fact that no spaceship, capsule, satellite or anything needed to keep a human being in space alive, seems to be anywhere in sight, and the fact your character floats freely through space asleep and oblivious to everything around him....

Out of the dark recesses of space come the P men.... or as I like to call them... PU men, cause they stink just as much as this game... They strike your character sending him hurling towards what looks to be Earth... Instead of burning into a crispy little ball of flame (which I'd have happily handed over my .49 cent to see) you somehow manage to come down unscathed, bounce a few times and then somehow wake up in the magical land of... WTF were the developers taking when they created this World. or CashGrab Land as I'll call.

Inside CashGrab land you float from one point to another, using arrows, messages and other assorted random things to find your way around. If you ever played an 80's game when you would spend hours wandering around the same dungeon looking for your next objective you'll understand this game... The only difference is you'll be floating past PU creatures for no apparent reason, searching for beach equipment.... Why!.... Who knows why, I suppose the developers thought Space is like a vast ocean and tried to put some hidden message into their game..... NA they just didn't care...

So wander around this CashGrab Land for a few hours, find your beach stuff and enjoy this game... err well actually no enjoyment will be found or had with this game, it just drains your soul.. much like a succubus after 3 hours of playing the only thing left to do is drool on yourself until someone comes along and frees you from its sucktastic grip..... I had a nosebleed before playing. After playing, I realized the nosebleed was far more interesting than this game.

I regret buying it, even on sale.. I read the bad reviews, I thought I had an idea of what was going to happen in this game, "I just wander around n' look at weird\u2665\u2665\u2665\u2665\u2665 good deal". But I was very horribly wrong. You just slowly meander through a maze of god awful disgusting indistinguishable textures while the exact same character model is placed everywhere. I unknowingly flew over the invisible walls on the second map and couldn't make it back in to another stupid piece of\u2665\u2665\u2665\u2665\u2665 maze. And the noises... God damn the \u2665\u2665\u2665\u2665ing constant barrage of annoying sounds. I never felt so robbed over 25 cents in my life.... Honestly, the game is a mess in every aspect. It's even torturous to play because of how poorly it runs and how poorly it controls. If the gameplay was more fluid I

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would only be left bewildered (although not in a good way), because this game is \u2665\u2665\u2665\u2665ing strange. In a pointless sort of strange. What am I doing, what is this mess on my screen, why is there now a rave going on, wtf was that thing... why seahorse, why have you done this to me, why.

Sadly though, simply moving around the world is a struggle. It would be difficult to get from point A to point B, if thats all you were doing. But you are expected to explore a very confusing world, that can at times appear as though someone ate an entire bag of pixels and proceeded to vomit them haphazardly around my screen.

I can't recommend to this to anyone, at all, ever. Not even as a joke.

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Where do i even start with this "game". The level design is awful, all of the walls and floors are some kind of bar texture which hurts your eyes and makes it hard to see anyway. The game doesn't make any sense at all, there are "enemies" on walls, ceilings and floors which can't seem to hurt you but i did find out that if you stand still in front of them they try to hit you. Also a feature i haven't seen mentioned in the other reviews is that this is literally moonbase alpha, by accident i hit a macro on my keyboard and all of a sudden i heard the well known moonbase alpha text to speech voice, if you press y you can bring up a chat, this allows you to say anything in text to speech with the exact same voice as moonbase alpha (JOHN MADDEN JOHN MADDEN JOHN MADDEN). Now i haven't played enough moonbase alpha to know whether this is literally the same game but with different levels, but it seems very similar. The camera also has some kind of smoothing effect or something which keeps the camera moving for a short period even after you've stopped moving the mouse. The developer says this game is two things in the description, satirical and contemplative. I really do fail to see how this game is satirical, it says "we are mocking the hero, game characters, movies, comic books and video games we liked.", not quite sure how the main character is mocked during the game (or atleast as far as i got up to) and i haven't seen a single reference up to now to game characters, movies, comic books or video games. They say that the game is contemplative because "you just have to walk through this world to understand how it works.", i don't understand how this "game" is contemplative at all. Unless i'm missing some kind of deeper meaning, flying around a maze of bars and collecting meaningless items is not contemplative. Overall this game is probably one of the worst "games" i've ever played, and i've played the slaughtering grounds...

0V10. Very interesting game.. What is really going on? Why am i spending my free time on this? The real question is... can you keep your sanity with the cringe worthy sound effects after you reach one the checkpoints?

If you have absolutely nothing else to do .. give this a try. I finished it and it still makes very little sense at all.. Maybe you'll figure it out?. I honestly have no idea what I just played, but it was fun..... I knew this was a very abstract, low-budget, conceptual game before booting it up, and can appreciate brief, minimalistic gaming experiences. Unfortunately the effects and scenes v levels this game generates to navigate are pretty bland and the immersion is lost as you drift down boring corridors with what look like Silent Hill Monster Spacemen floating about and twitching in the background. The game does very little to make the player interested in navigating to the next scene, with the same few models doing a different twitching animation in the corner of some dark area which might say have RED lighting instead of GREEN lighting in the previous corridor v corner. While I wouldn't say it's a horrible experience I'd just say it's more of a waste of time than anything and not very memorable or affective to any player investment or emotion.. So let's bring some light into the mysterious dark that is "Hippocampal: The White Sofa": It is a completely self-aware and funny exploration game that has a VERY special, quiet and somehow hidden kind of humour that I enjoyed and that mixes up with goofy moments whenever you accomplish a target. It's very short and the atmosphere is unique, yet it may not be worth the asked price. The gameplay is simple at best, confusing at first, but once you get the grip of it it somehow "works". The physics are neat, the story is rubbish but the entertaining sort and while I obviously can't recommend it to everyone, I had a decent enough time with it and if you enjoy experimental games and want to know what the hell this actually is, then you may grab it if it ever comes on sale. Oh, and if you know Tale of Tales and find em ridiculous this is THE game for you :D

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