
Three Fourths Home: Extended Edition Ativador Download [portable]



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About This Game

In her mid-20's, Kelly has been forced to move back to Nebraska. Back to that flat expanse, that seemingly endless sea of rustling cornstalks peppered by rusty silos and rustier towns. A typically intense Midwestern storm is approaching while Kelly is out; she needs to get home.



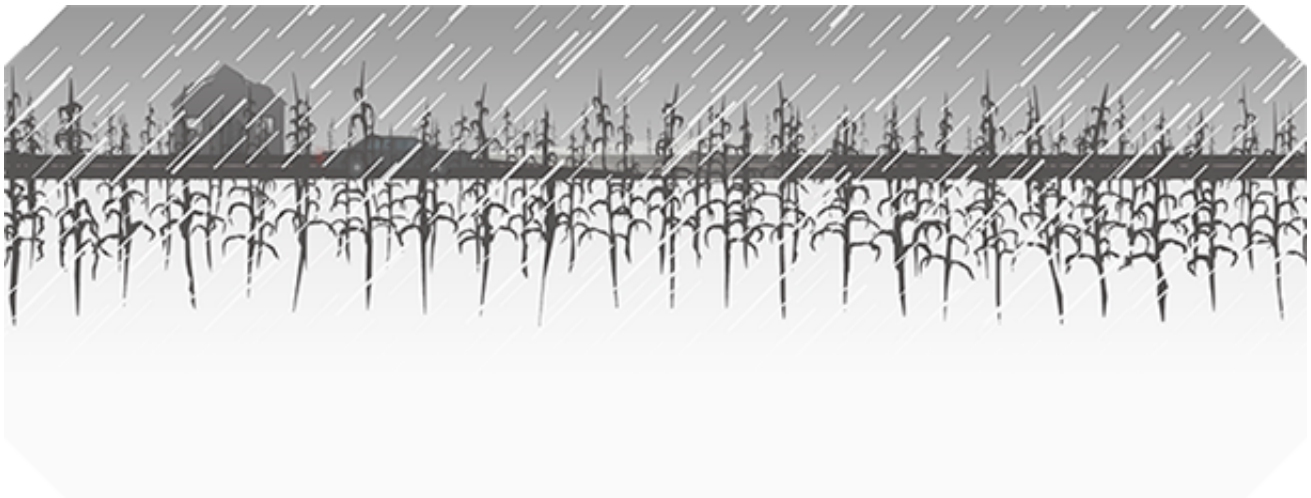
Three Fourths Home is a visual short story in which you assume the role of Kelly during her drive through the storm. In the 20

miles between her grandparents' crumbling barn and her parents' home, she receives a phone call from her mother. While driving through a stylized representation of rural Nebraska, you must navigate an extended conversation between Kelly and her parents and younger brother.

Three Fourths Home takes a look into a specific moment of these characters' lives and their relationships with one another. The narrative touches on a variety of issues affecting Kelly and her family, including disability, adulthood, and familial obligation.

Gameplay

As a visual short story, dialogue choice is the primary focus of *Three Fourths Home*. Between the main game and the epilogue, nearly 800 unique dialogue choices shade the story differently based on how you play. In addition to dialogue choice, you must also keep driving in order to keep the conversation going. Stop, and time slows to a crawl. Kelly has to move forward in order to get home.



New to the Extended Edition

For its Steam release, *Three Fourths Home: Extended Edition* includes an expanded edit of the initial release as well as several new elements, including a new epilogue in addition to a number of extra features.

Epilogue: *Idling in the Rubble*

Set at a bus stop in snowy Minnesota, *Idling in the Rubble* follows another conversation that Kelly has with her mother. The 20-30 minute experience delves into Kelly's past, examining her reasons for moving back to Nebraska and her internal struggle following the events of the main game.



Extra Features

Radio

Listen to the soundtrack by Neutrino Effect

Stories

Four new stories penned by Kelly's younger brother, Ben

Photos

Take a look through Kelly's final project for her college photography class



Title: Three Fourths Home: Extended Edition

Genre: Adventure, Indie

Developer:

[bracket]games

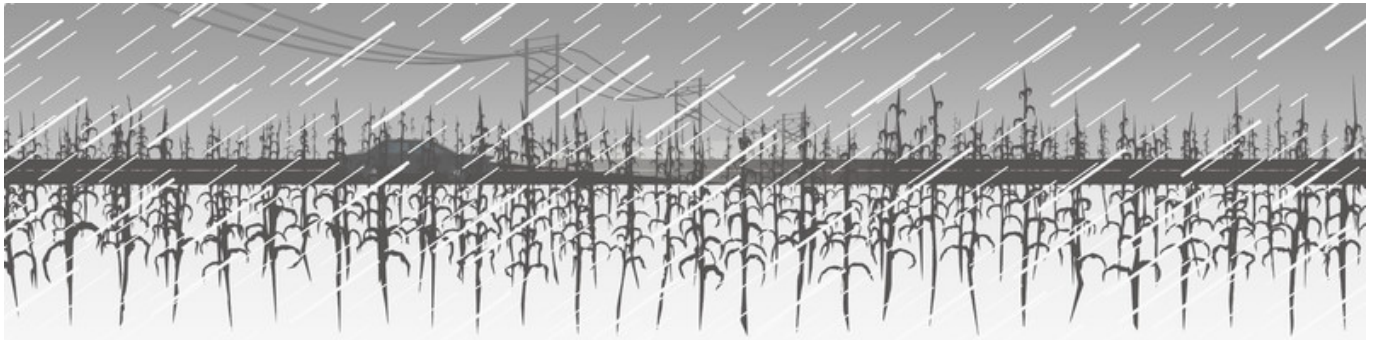
Publisher:

Digerati

Release Date: 20 Mar, 2015

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English



Mom: Just okay?

No, it went well.

Bad, actually.

I don't know what to think about it.

The Drunkard
by Ben Meyers

A man slumped over the table, his breath heavy and vaporous. Henry watched him from the corner of his eye, wiping down tables he had already cleaned three times over. The man did not seem to notice, his eyes fixated on the glass before him.

"He's been here every night for nearly three years now," the bartender had told Henry earlier that day, his first on the job. "Never really says much. I think he's foreign, but I can't be sure."

The man's droopy, leathery eyelids fluttered briefly, as if he were about to pass out. Henry leapt instinctively toward the man's table to grab the half-full glass of bourbon before the man smashed it with his face. When his hand closed on the glass, the man grabbed Henry's wrist with a quickness that he could not have anticipated.

"What do you think you're doing, young man?" The man spoke with an odd cadence, perhaps an accent that Henry could not place.





Loved the original, and jumped to get it on Steam when I heard about the Extended Edition.

Great, well delivered story. And I love the whole aesthetic, the menus and UI are so nice.. I do enjoy reading, art, and story-telling in games: Zach Sandford created a pretty cool visual novel. The silhouette art style is cool, but plays a near-passive atmospheric role to the story, as did the background sounds and music. The writing was impeccable and the characters are all unique with the dialogue portraying their personalities very well.

The extra content - short stories, music, and art - is a really nice addition, too.

I have two very minor issues with the game:

- 1) The grey text on a white background is a little difficult to read
- 2) My arm started to ache by having to hold down the key to drive (maybe I'm an idiot and didn't see an auto-drive key in the settings?)

Overall, it's really good to see more literature games and I'm glad I spent the \u00a34.50 on it.. I don't really know what to say about this game. It's weird. I want to make clear that this game is ONLY a conversation. That's really all it is. You don't go to different places like a house or a tower. It's only a conversation.

The conversation just gets boring after a while. There's no voice acting, so that also prevents from getting more into the story.

The story is slightly interesting, but not nearly interesting enough to make up for the fact there's nothing to listen to and nothing to see.. To quote some of the bonus material under the main menu:

"[...] Your choices (location, titling, ordering) feel rushed, or even derivative. Possibly even pretentious. BUT! [...] the subject matter you've chosen has the potential to be very interesting. For some reason, this project manages to be better than the sum of its parts."

The artist behind Three Fourths Home has crafted something lovely: it could just be me, but I found its exploration of time past intriguing and heartrending. Like Kelly's photography professor, I find myself willing to give this game a good 70/100 - it has its shortcomings, but it feels like a great game.. A must-play for anyone who's ever been trapped between the freedom of young adulthood and the guilt of familial duty. It was less interactive than I'd anticipated and the dialogue got a little heavy-handed at times but overall a solid game worthy of the attention it received.. The only thing I would change would be having to hold down the D button to drive.. I ended up missing a lot of the really awesome visual changes in the background because of it.. It starts off good. Something different, very unique. Interesting. I didnt connect too much with the characters but thats okay. I was enjoying the ride (literally: the game is your drive home). But then I reached the halfway point. I will not spoil anything but something is injected into the conversation and it feels extremely unnatural. It broke the immersion for me.

What was injected wasnt bad. It was kind of interesting. It just did not fit with the game, or what was happening on screen, and after this not so short segment was over I had a hard time figuring out the point of it.. A simple, largely text-based VN with a smattering of choices. Three Fourths Home does a good job of setting mood and getting across the emotions in its story. The plot is only told in small bits and pieces, leaving a lot unexplained. This style isn't for everyone, but I like how the openness left a lot of room for speculation, and relating to things in your own life, or the lives of people you know.

Three Fourths Home is a short, read-heavy experience that reflects on life when it doesn't turn out so well, and hits that mark pretty spot on. With that said, the game might not be for everyone; it is pretty much all about the dialogue, with few substantial changes to the environment and few controls (plus the fact that they really should've made a toggle option for driving - you can only hold D for so long). However, if you allow yourself to take in the story, to explore the different options in the dialogue tree and learn about the family, it turns out to be a really gripping tale with some great detailing. The way the backgrounds follows the story (your character says "I'm at the highschool" and it appears in the background, for instance) is also beautiful and is very much served by the scaled down aesthetic, as it really is noticeable when something appears.

And then we have the Epilogue, which is a must-play when you've finished the game. While the main game has the plot and the overall story interactions, this is where the heart of the game really lies - at least in my opinion. It hits every beat supremely well and illustrates the main character's feelings in a way that is both artistic and yet very clear (at least for someone who has gone through similar things). The main game is good, but the epilogue elevates the experience in a way to make it great, and with some side content that actually adds to the story and the themes, Three Fourths Home actually manages to become something unique.

If you're looking for a good story with poignancy, I suggest you give this game a try. It will probably be worth your while.. The game is simple. You hold the D to go forward and select a few dialogue options. I was really excited about the intensity of feelings it evoked using that simplicity.

And there was The Epilogue! The game is worth it just for that experience. Try it, preferably over a glass of whisky when it's raining outside.. It wasn't very fun, but I didn't expect it to be for a game about those awkward phonecalls to parents. I finished it in about an hour, but it was a bittersweet hour for me.

Three Fourths Home (Extended Edition) comes in two parts. The main story and an epilogue, the latter not being in the initial release. Strangely, the epilogue had a harder emotional impact on me, but even if it didn't, the Extended Edition only costs an extra 2 bucks. Chump change I don't mind giving to have the whole unadulterated experience.

As a story, it's best for those who are currently going through or have recently gone through their coming of age, for it thematically focuses on matters of family and the young adult's fears for the future, stuff not normally dealt with in a medium that is well-known for escapism. So as a game, it's definitely far from the norm, and whether or not that's a good thing will depend on how receptive you are to the idea of reading about the realities of relationships and growing up. Some reviewers think that more games like this are needed. Others think games should just keep being what they've always been about. I think it would be wiser to maintain an open mind when browsing the store page. Opinions are always subject to change as time goes on. The game scorned today for its complete lack of 'gameplay' might become the game desired for its contextual significance tomorrow. Food for thought.

On a closing note, I have 52 games on this account at the time of writing this. This is the first one I've reviewed, because unlike the others, many of which are excellent, memorable and purchased in good faith and without regret, this one was all that and more for it struck all the right chords within me. So I recommend you buy it and play to the end just to see if it might do the same for you. And if it doesn't, the refund option will still be there, and you'll have only lost an hour. But it'll be an hour in the world of someone who you might just end up becoming one stormy morning.. Three Fourths Home isn't a game about coming home and not wanting to be there. Three Fourths Home is a game about holding right.

Three Fourths Home is a tight little (emphasis on the little) visual novel about post-college woman who comes home and doesn't want to be there. As someone who typically loves the not-video game genre with things like Gone Home and the Beginners Guide this is probably the first time I ever questioned where a game like this was worth the purchase.

The visuals are actually interesting even if they are a little static and the sound design is spot-on, placing you in a car ride during a rain storm but it's actually the narrative that was the biggest let down of the game. The subject of having to return from school, back to a small town and back to living with your parents is a story that's becoming more and more real for a lot of people and something video games haven't really tackled. And the portrayal of this feels honest. There's a contrained politeness from the main character when she's talking to her mom and dad but that's where it ends. The story's told through a series of phone calls between the main character and her family but it feels limited and constrained. Characters can only really stress how dangerous a storm is until it gets VERY stale and where we're meant to read into what's not being said and extrapolate and think about the situations, what we find feels shallow and a little predictable.. Three Fourths Home: Extended Edition is a character study. You

learn about Kelly, her family, and the trials that have led to this place and time. Kelly is trying to get in home in the middle of a summer storm in Nebraska. While driving she is talking to first her mother and then the other members of her family. The interactive comes in the form of selecting how Kelly responds during the conversation.

If you are looking for a game with a lot of interactivity, this game is not for you. But I suspect anyone reading this would know that already. If the general descriptions of the game have piqued your interest, then the game is worth your time and money. With that said, make sure you play the second scenario (Kelly waiting for the bus in Minnesota) to get the full sense of the game. Also, the stories that are included as extras are worth your time as well.. To me, this game basically felt like Twine done well and interestingly. It successfully builds the mood it's portraying, thanks to clever use of simple controls and visuals. I wouldn't necessarily recommend it to just anyone, but I see it as a case study in the genre.. I'm so damn tired of people complaining about paying for art. You don't like it? fine, it's up for debate, but you're really going to complain that 7 measly bucks is too much? and you want multiple endings? more "gameplay"? seriously? this is a damn fine "game" but the word "game" is no longer what it once was. we've moved past it. you don't need points, or kills, or combos, or new game+ or god damn "winning". it's interactive art, if you don't like the art then fine, but stop saying it's not good because it's not "gamey" enough, it's just stupid.

Oh and holding a button down the entire time to drive adds to the feeling of driving through a crazy thunderstorm while having some intense conversations. sorry there's no driving mechanic that allows you to crash and lose and start at the last checkpoint, Jesus.. Oh man, the feels. I wasn't ready for this one. It really hit too close to home. It's a visual novel with an incredible aesthetic, it's just a beautiful way to spend a few hours. The sound design is great and immersive, the sound really adds to the pacing of the story. And remember to take the time to finish the epilogue too. It's cathartic after the emotional wringer you've just been put through.

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