
Kitten Adventures In City Park Activation Unlock Code And Serial



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About This Game

It's hard to be a kitten when you have such a clumsy owner! Yesterday she lost a lot of things in the park and now it's up to you to find them!

Memories of that day can be helpful - you should remember where you've seen these things last and search there. And finally you can climb up a tree and ask a big cat for a hint – you will see all the events of that day again.

But sometimes it's not enough to just find a lost thing. Some residents of the park may already be using it, like mice or ants. In that case you may have to bring them something in exchange for a lost thing – only then you will get it back.

Game features:

- You play as a fluffy kitten
- Bright and cheerfull atmosphere
- The game trains memory and attention.
- Full multi voice acting

Game intended for 3-years and older

Title: Kitten Adventures in City Park

Genre: Adventure, Indie

Developer:

Lokator Studio

Publisher:

Lokator Studio

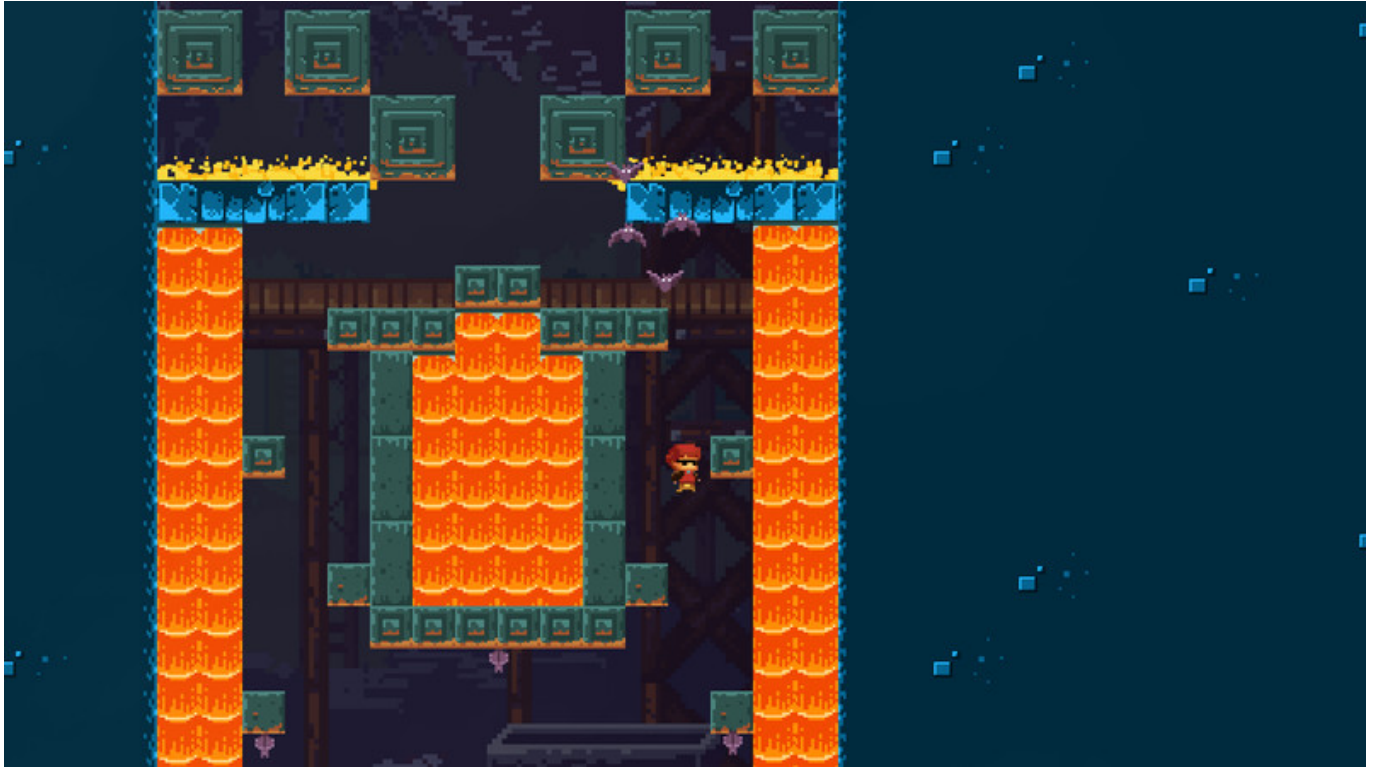
Release Date: 8 Sep, 2017

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English,Russian,Japanese,Polish,Romanian







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In a few short minutes the player is led through a life filled with difficult moral choices that have long-lasting influence on their being and their environment. A philosophico-existential autobiographical masterwork.. I remember being apart of the beta launch and couldn't continue my character afterwards due to all of the subscirption restrictions. I'm so glad there is some lift off of that, and I can enjoy this casual game again. The artwork and soundtrack are so well done, and the game play is incredibly smooth. I'm hoping that the restrictions won't lock out of the majority of the game or storyline this time.

The syncing between Ankama and Steam is a little buggy, so don't freak out if you notice your achievements aren't showing up. I currently have 53 in game that aren't showing up on Steam. Apparently they're working on making it sync better. Knowing Ankama's service though, I doubt they'll cooperate quickly or even fully. Read other Dofus veterans' experiences with the comapny below and you'll get a quick understanding on this. Support/lack thereof drives a lot fo players away, but hey! It's on Steam now, so maybe it won't be that bad this time around? :). Very polished roguelike dungeon crawler that gets addictive pretty quickly. Its hardcore and it looks gorgeous, quite the two qualities you need from this genre. I am personally more fond of this than Nuclear Throne. Deserves more attention!. For early access this game runs quite well. It's charming in a way, really love the visuals and sound. However, character's dialogue could use a little more pizzazz, but other than that: quite solid.. This puzzle game is tougher than woodpecker lips bub.. Very nice "discover what to do by yourself" puzzle game. First levels may seem that the game is not deep enough, just find which key moves wich platform, but the final worlds include new "abilities" that make for some pretty cool puzzles. A very interesting game with a good story and romance that got me invested. The voice acting and music were extremely good for an indie visual novel. The choice of faceless mannequins was... different and I would have preferred at least a CG with their actual faces, but you could also see the choice as providing a blank slate to input yourself into the story, so don't let it put you off. I was very glad I bought and played.. Nice little game love the simplicity of it, playabilty let down by the fact that there is no save option so unable to pick up where you left off. Urrgh!. It's an interesting game easy to beat, free to play.

Its ok for the price just dont poke my right eye out ok?. E-Z ACHIEVEMENTS, E-Z LIFE.. Fun game...reminded me of the early monkey island game. Need a picture of dogs playing poker :). Like Bejeweled. Good looking,kid friendly,good story. I recommend it :). New single player content, and more importantly in my opinion, more multiplayer maps.

Update version 2.03:

Here is a list of the updates:

- visibility of the quest items has been increased
- the hint items are shown in color (it was black and white earlier)
- you can now select the preferred voiceover from the menu (earlier it was set by default depending on the system language)
- fixed the voiceover during the dialogue with the Big Yellow Cat
- credits added to the menu
- some text errors fixed

I'd like to thank these people for their help with the update:

- Oleg Baluk for programming assistance
- Siren for editing the English translation
- Edgus for reporting a bug in the voiceover
- Aseksinover Rabbit and the players from DevGAMM for offering ideas to improve the game. **Polish voice!**

Today we have amazing news: the Polish voice was added to the game.

Thanks to Agnieszka Kołodziej for preparing this update. This cute girl voiced the kitten and other characters. She was not afraid of a large amount of text, and voiced everything in a short time. I can recommend her as a good actor for the voice acting of the game. I think that the dubbing in the Polish language was not worse than the English one.

Thanks also to Polikarp Rediskin for sound processing and volume leveling.

I hope that Polish children will be happy. I also recommend the Polish version to anyone who likes the game, because it's cute..

Say no to "Free To Play"! This game is free!:

This game will be completely free. It is quite short. Microtransactions are not planned in any case! If you liked the game, you can buy DLC to support us. It will contain materials from the game and others. DLC is purely optional and doesn't impact gameplay!. **The kitten learned two new languages.:**

Those are Polish and Romanian! Not so easy, but it was fun to add them because of unusual letters, but now everything works fine.

For the translation to Romanian expresses gratitude to Ionut Dragomirescu, and for the translation to Polish thanks to whitebluepantsu!

My game became available to more children and not just children from different countries! ^_^ Kitten thanks you for your support and your feedback!. **Plans for the near future.:**

Today the game received the 50th review. 88 percent of them are positive. Kitten thanks for your feedback!

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The next update will correct the errors in the text. This will be a small update. If you notice an error, don't hesitate and write to me about it.

I also try to make sure that when you buy DLC, you could download the game right away with it. With the current settings of Steam I can't create a set of free game and paid DLC. I wrote to the support about this.

I plan to add support for other languages in my game. But it depends on the translators. The game doesn't contain a lot of text.

Maybe some people will want to make a translation. I'm thinking about making the texts open to everyone. Then everyone can translate the game into their own language. What do you think about it?. **Update thanks to your letsplays!:**

Thank you for your feedback. I read it all! And also thank you for your letsplays! I watch them all too! And my kitten watches them with me.

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☺ ☺☺ - Yes, I do, meow.

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I made this update after seeing how you play the game.

Sometimes it doesn't look like I imagined it. I improved two things:

1. Every time the cat came to the river, he said the phrase and crickets chirped. The player entering this location doesn't expect this phrase every time, and clicks on the objects around. I noticed that the first click is usually correct: there is a hidden object. This place catches your eye first. But in order to remove the phrase, you need a click. As a result, it seems to the player that his idea didn't work and it is necessary to look elsewhere. I'm sorry for that. Now the phrase appears once.

2. Credits were uncomfortable. There was a timer. Some did not have enough time to read them. Someone on the contrary, it seemed that they were too long. Now the button at the bottom is added to make it convenient for everyone.

Yes, I know, these are small updates. I hope they improve your gaming experience.

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