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## The Preposterous Awesomeness Of Everything Crack Download Free Pc



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### About This Game



The Preposterous Awesomeness of Everything is a satirical point-and-click adventure game, about progress, politics and propulsive nozzles. It features a traditional verb-based interface, with updated verbs (including 'befuddle', 'disrespect' and 'pray-for'), unique collage-based art and ~15,000 words (3-4 hours?) of intellectually stimulating satirical shenanigans.

The preposterous Awesomeness of Everything is about an apparently primitive society, attempting to work together to build a space rocket. It follows these people, from disordered chaos (the past), through a disgusting and distorted and horrible and hilarious kind of faux-democracy (the present (SATIRE! Amirite?!?!)), into the unknowable, irrelevant emptiness of outer space (the future).

Along the journey players will encounter a host of colourful characters (including the mysterious Man with the Little Pencil, the superfluous Man in the Wren Suit and the fabulous Helen), they will solve a variety of engaging puzzles, and they will be forced into making a number of difficult moral decisions, with potential disastrous consequences!

### Features:

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- Traditional verb-based interface
  - Updated verbs (including 'befuddle', 'disrespect' and 'pray-for')
  - Unique collage-based art
  - A cameo appearance from Felix Kjellberg (PewDiePie)
  - ~15,000 words (3-4 hours?) of intellectually stimulating satirical shenanigans
  - A joke about white blood cells
  - Prohibitively experimental electronic music
  - Irrelevant duck

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Title: The Preposterous Awesomeness of Everything

Genre: Adventure, Indie

Developer:

Joe Richardson

Publisher:

Joe Richardson

Release Date: 9 Feb, 2016

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**Minimum:**

**OS:** Windows XP

**Processor:** 2 GHz - Dual Core

**Memory:** 2 GB RAM

**Graphics:** OpenGL 2.0 compatible with 512 MB RAM (Shared Memory is not recommended)

**DirectX:** Version 9.0c

**Storage:** 500 MB available space

**Sound Card:** DirectX 9.0c Compatible Sound Card with Latest Drivers

English

As your body cools bacteria and digestive enzymes start to consume your internal organs, transforming them into a nutrient-rich soup and a collection of helpful gases. Your corpse bloats and the smell announces your presence to nearby wildlife. Birds, small mammals and thousands of insects swarm in to feast on your flesh, while flies lay eggs in your still-warm orifices.

As your slowly-decomposing skin is torn apart your nutrient-rich soup-y centre seeps into the soil and your helpful gasses are released into the atmosphere, giving the plants their share of your strength. Pansies, poppies and poplars all drink your soup up through their roots and breath your gases in through their every pore. By the time your corpse is reduced to bones, the rest of you is spread far and wide across the forest. The strength provided by the goodness of your body helps rabbits to hop, birds to swoop, wolves to crack shut their deadly jaws. You have helped intensify the beautiful, vibrantly coloured faces of the flowers, and pushed the trees ever further up towards the light of the sun.

You are the forest.

However, just as you are getting used to this new, more subtle way of existing, you are pummelled into the ground by Dan's beef-fueled bulldozer, to make space for the chocolate hotel he has promised the people.

THE END (you didn't win)



You exist in a manner I find  
despicable, good sir.



Examine	Disrespect	Use				
Talk To	Do a Back-flip	Consume				
Pick Up	Pray For	Befuddle				

The unattainably idealistic nature of your views renders them moot.



Disrespect... Revolutionaries

Examine	<b>Disrespect</b>	Use				
Talk To	Do a Back-flip	Consume				
Pick Up	Pray For	Befuddle				

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"Do you enjoy the grotesque and satirical works of Francois Rabelais?"

Bottom line at the top: This game is weird, ridiculous, and just plain silly. So its an obvious must for P&C adventure fans!

#### Pros

- 
- Hilarious Monty Python-esque satirical nonsense humor, which is right up my alley.
  - Bizarre character design with simple looking sprite animations that somehow end up seeming higher quality than they probably are.
  - High resolution backgrounds and sprites.
  - Really good sound effects and music that adds to the overall surreal atmosphere of the game.
  - Funny take on verb interface. Lots of stuff to disrespect.
  - Built in hints.

#### Meh.

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-At 2 hours game play this game is short and at \$7 regular asking price is pricier than I prefer for most games. Overall it was a unique game and I was able to pick it up on sale. I suggest those wanting to check this game out do the same.

#### Cons

- 
- Couldn't get it work in full screen or windowed mode. I also couldn't find any kind of online documentation or troubleshooting to fix the issue. I eventually found a config file in the game folder, but even after trying various tweaks I the best I was able to do was get it to play in a mode that took up about 80% of my screen locked to the upper left hand corner. I ended up playing like this because the game is cool, but it was very distracting the whole time and I clicked on the desktop and on more than one occasion. There was an email provided in game to contact the developer with issues, but I didn't feel like waiting for a reply.
  - Had a few bugs here and there, one of which required restarting the game.
  - No save slots, continue function only.

This game pokes a lot at modern day society and has some good pseudo-philosophical satire. Overall however its really just a strange little P&C game from a very talented single developer. If you like this game I highly recommend Joe Richardson's other game Four Last Things. Both games are excellent and I look forward to his upcoming title The Procession of Calvary!. Buy it on sell and have two nice hours. There is some depth in this game, but you realize soon that the author did not really know to go from there. Does not matter, it was hilarious at least!. I have never expected, that, after being almost 10 years on Steam, I would write my first review about a game like this. But it perfectly suited my taste.

It's weird, funny, rather short and even makes you think about things. The art style, writing and music compose a unique blend, combined with it being a point'n'click adventure, that got me hooked for a very enjoyable amount of time. Plus, it features a cute little duck. And hallucinogenic applestuff. And Pewdiepies face.

I really appreciate what developer Joe Richardson has created here and I can definitely recommend this to anyone who is into this kind of games. If you are unsure as to what TPAoE holds for you, go ahead and play the demo. It's quite hillarious in its own way.

Thumbs up!. "Do you enjoy the grotesque and satirical works of Francois Rabelais?"

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Puzzles are very easy and art style is , well, different.

A just think it's too short, not even 2 hours to reach the end.

I think it's worth a try for people seeking something different but be weary that it reaches the conclusion fast.. A nicely done satire, showing civilization in a nutshell. Somewhat reminiscent of Monthy Python, not only because of the animation technique, but also because of the high level of intelligence in this buffoonery.

I found the puzzles to be a bit simplistic, yet had fun throughout .. So far this game is very weird and strange. In other words, perfect.

Just like the previous games that Joe Richardson has made the art is really cool and help to make a more enjoyable experience.

I did a full playthrough: here is the playlist (4 videos):

<https://www.youtube.com/playlist?list=PL1Me39ZbMPfLiVS6skitCAXDvy0vASYhb>. NOT WORTH PLAYING

This game is too bad. Well normaly on indie the expectations are low as well, but not even that can this game do. The controls are an absolute desaster the story is worst, the sound nearly not exists and all you did is being forced to read walls of text without any reason, only to make another step in the prescribed no-solution puzzles.



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Loved this, it is short but fun and interesting. Not exactly like other adventure games but it definitely picked up the right sense of humour from them.. Very nic(h)e.. neat game that helps you with your value system. deprioritize aesthetics and and up creativity and logic

<3. it's a great game!

if you are a fan of point & click games, you enjoy playing games with an unusual setting and clever humour, this one is for you! unfortunately it's not so long(~2 hours) and there is no steam trading cards for this game, but it's not a big deal. it's still a great adventure for sure.

**pros:**

- unique collage based design
- low price
- achievements
- cool setting
- humour
- tu-ru-ru-ru plot twists
- original characters

**cons:**

- ...only two hours of gameplay? as i said before it's not a big deal. i dont expect >5 hours of game play in a point'n'click game. 10/10 would disrespect my shlong again. BEFORE YOU BUY:
- Is the game is on sale?
- Do you like Point and Click Adventure Games?
- You are in the mindset for something different?

IF YOU SAID YES TO MOST: Then try the demo before buying it anyway. It's a surreal PnC-AG that needs to be tried.

IF YOU SAID NO TO MOST: Play the demo anyway. Even if you bought the game, the demo is right in the full game and is worth a play.

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Crunched Review:  
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--Developer Front Page BS: None (Well, the joke about white blood cells was closer to a simile, but that's nitpicking)

--Times: A few hours to complete, but even knowing it was bite-sized, it still feels a bit light.

--How was the ride: Great build-up that lasted all the way through to where I beat it all in one sitting, ending is thoughtful and insightful but massively unfulfilling. The ride could've been shorter, but this is a game where you want to stop and smell the roses. If you rush the game, you're only hurting yourself.

--Difficulty: Easy, but a good easy. Hard puzzles would've absolutely killed the pace of this game, and then the game itself. The only PnC-AG game I've played where faux inventory items weren't a hinderence.

--Impression: I'll remember this game, and it's one that will definitely deserve a replay down the road.

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