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Lilly Looking Through Full Crack [FULL]



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## About This Game

What Lilly sees is about to change her life forever....

Help our heroine through a variety of enchanting environments brimming with magic and wonder, as she seeks to rewrite the past, change the present, and unlock the ultimate mystery. Geeta Games presents an animated point-and-click adventure for all ages:

Lilly Looking Through.

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Title: Lilly Looking Through  
Genre: Adventure, Indie  
Developer:  
Geeta Games  
Release Date: 1 Nov, 2013

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English,French,Italian,German,Czech,Dutch,Japanese,Norwegian,Polish,Russian









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lilly looking through sequel. lilly looking through solution. lilly looking through lösung. 0 0 report lilly looking through. lilly looking through steam. lilly looking through скачать

Absolutely beautiful game. It's elegant in its simplicity. I found the gameplay intuitive, and at the same time not too obvious. As many have said before it is perhaps a bit short, but I rather enjoyed the open ending.. Though very short (expect between one and two hours of gameplay), this is an adorable game. Gorgeous designs and animations, cute story and protagonists, this is a good variation on the point&click genre.

However, the last two puzzles became tedious as they gained in complexity: unclear and requiring more trial and error to get clues than real understanding of the logic. Still, nothing too bad for an otherwise good little game.. Beautiful music, art and not only is it fun to play with the whole family, the devs are wonderful people as well. Get this one as fast as you can!. First off, know that this game ends without a real resolution, and there's almost complete silence from the developers about creating a sequel.

Beyond that, I originally bought Lilly Looking Through for the same reason I buy a lot of adventure games: compelling artwork and interesting characters. While Lilly delivers on that score, there's some pretty heavy issues beyond that.

If you're looking for a lot of narrative, this is not what you're looking for.

If you're looking for a lot of character development, same deal.

If you're looking for a lot of the conveniences of modern adventure games, look elsewhere.

Lilly Looking Through presents almost each screen as a puzzle box that needs to be solved in order to move on to the next screen. It's very rigid in this fashion. The thing is, that's the entire game. I'd be fine with that, accepting the game for being more limited than expected, except for that fact that it makes this process of trial and error very cumbersome.

Lilly's movement involve long, languide animations. Lilly is slow, as you'd expect a child dealing with these devices to be. But when you're dealing with a ton of repetition, trial and error, and experimentation, these unskippable animations become a bit of a nightmare. There are adventure games from 20 years ago that let you skip cinematics and animations that you've already viewed, so there's not really a good argument for its absence here, unless the creators just hated the idea of you not caring.

And the saves only occur at the beginning of each screen, something I discovered on accident when I quit the game. It's just another thing hurting ease of use.

Lilly is one of those failed adventure games where watching a Let's Play on Youtube would be preferable to playing it.. "Took longer to get the cards than to finish the game. "

That basically puts the game in perspective. It was a fun game with nice interaction but it was incredibly short for \$10. I finished it in 2 hours and I don't consider myself particularly gifted at puzzles. Two hours for \$10 is ridiculous no matter how much fun with NO replay value.

The storyline is non-existent and does not even 'end' when you finish it, making me believe there was a second chapter or something (which I believe there is not).

There are no side quests, no mini puzzles, no achievements. These are basics for a game for its value. I recommend getting it in a bundle or when its < \$5.

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Pixel Art: 4/5 (Beautiful world & characters)

Immersion: 4/5 (This one is all about story)

Gameplay: 3/5 (Simple, limited and short)

Value: 2/5 (Get it on the cheap, as low as \$1)

Difficulty: 2/5

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Overall 3.25 (Difficulty always excluded)

[Please follow my Pixel Art Curation for other great games...](#)

[Short but sweet...](#)

[Medium puzzles that fit well in the atmosphere. pretty straight forward.](#)

[For as cute as it is, I would have like more, but sadly it fell short!](#)

[Way too short for \\$10, but on the cheap it is definitely worth a play through! Are we expecting more?. The slow animations makes the game very tedious.. The game is very cute, and relaxing. I like the style, but there are two things that make me not recommend this game.](#)

[a\) The ending is very abrupt, and is not an ending. It's like an episodic game, but there is no second episode. The story is not complete, and ends with a giant cliffhanger.](#)

[b\) The puzzle mechanics involve unskippable cutscenes that can be at times very tedious. Three to five second animations between every step make trial-and-error guessing of what you're supposed to do very exhausting. After playing the demo, there was a big need to buy the game! I can't leave Lilly without his little brother. p.s. I loooooovvvve the goggles idea :\). This review takes into account that i bought this game under full knowledge that it's a very short game. Also, it was on sale.](#)

[Lilly Looking Through is a classic Point and Click adventure game with very classic puzzles \(do things in right order, color puzzles, ...\). I guess that's why i had trouble on a few on them.](#)

[Very early on you acquire an item that lets you "switch between worlds". This mechanic is well integrated into the puzzles. The music is very serene and the animations are cute. Sadly it doesn't scale all that well to higher resolutions \(i'm using a 1440p monitor\).](#)

[My other gripes about the game are the very long, non-abortable/interruptable animations. You often need to click on the same objects a lot in a row to solve some of the puzzles and the animations - while cute - can last quite a long time. This sadly got me frustrated quite a bit.](#)

[Also, it's not clear what the game wants you to do sometimes in order to progress. You clearly have things to click on, but to what end? You almost always find that out after the fact.](#)

[Otherwise it's a quite enjoyable, short little puzzler!](#)

[Spoiler? About the ending:](#)

[The ending is quite open and kinda hints at a sequel.. A game like a movie](#)

[It is imaginary and beautiful.](#)

[This game is loved.. Short and relatively charming adventure in the vein of Samorost and Botanicula. No inventory management, no verbs, no dialogue, just clicking hotspots on the screen in the right order. Nice animation and graphics, soothing music and the puzzles occasionally provide a challenge. Sadly the challenge is more about trying to figure out what you should be doing than actually solving the problem itself - the age-old Myst\u2122 curse. You find yourself spending lots of time flipping colored switches with no concept of what you're supposed to accomplish.](#)

[The story doesn't really make much sense or seem to be going anywhere. When it finally does the game just abruptly ends, and the said anticlimax just seems to underline the already short length of the game. If you've already played all Amanita Design games and still want more, then and only then consider Lilly Looking Through. Lilly doesn't quite fall in the same league, but is](#)

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pleasant enough to waste a couple of hours with.. It's cute but the ending and gameplay fall very short of my expectations. if it's cheap it's an ok time waster but don't pay full price. The puzzles are hard per se just not well explained, I spent a lot of time just randomly clicking during the color changing ones with no clue what I was doing. There is practically no plot and game is unfinished in my opinion. maybe there will be a patch so we can get some closure. It really is sad because I feel the idea of mini time travel is great but wasn't really used much a little under half the game(which isn't long) you don't have use of the goggles. It had so much potential.. Irresistibly charming and magical adventure prime brave girl in the world beyond time and space. the classic quest. not inferior to the masterpieces of world animation.. I loved this game all the way to the last section... and then was very disappointed. When a game is so well paced, the puzzles fun and well thought out throughout, to then give you an "oops, now we are done!" ending is incredibly disheartening.

This game is beautiful, interesting, and fun for 99% of the playtime- but the final 1% makes you wonder why bother, there is no pay off. So, if you are a "it's not the destination but the traveling" kinda person, have fun. If you like to have an actual ending to a game that tantalizes you with all kinds of intriguing bits of possible story lines, get ready to be let down.

Still recommend it, but know you will be left feeling unfulfilled.



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