
Emily: Displaced Crack Only



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About This Game

Emily: Displaced is a choice-based visual novel about how children can be affected by war. You play Emily as her life is thrown in to chaos after a violent uprising in her home country. Children like Emily.

Children like Emily are the most vulnerable in a conflict situation.

The decisions you make playing Emily: Displaced can subtly influence the direction of the story, in a changing and unpredictable world.

Made in four days as part of the game jam for War Child.

Key Features / How to play

- Choice based narrative
- Emotional story, evocative setting
- Beautiful hand drawn art
- 3 different endings

Studio Message/Creators



Title: Emily: Displaced
Genre: Adventure, Indie
Developer:
Bossa Studios
Publisher:
SEGA
Release Date: 26 Jul, 2016

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Minimum:

OS: Windows 7

Processor: Intel Celeron N2830 / Intel Core 2 Duo T7300 / Athlon 64 X2 TK-55 or equivalent

Memory: 4 GB RAM

Graphics: Intel HD Graphics 3000 / Nvidia GT 520

Storage: 250 MB available space

English

QUIT GAME



MAX

NOT SO LOUD IDIOT! I KNOW YOU AND YOUR DAD ARE HURTING FOR CASH, WHY DON'T I TALK TO THEM ABOUT GETTING YOU SOME WORK TOO?



QUIT GAME



SOLDIER

STAY RIGHT WHERE YOU ARE! DON'T COME ANY CLOSER!



CHOOSE YOUR ROUTE

CHAPTER 1 : CITY

CHAPTER 2 : TOGETHER

CHAPTER 2 : COUNTRYSIDE

CHAPTER 3 : SEEKING ASYLUM

CHAPTER 3 : THE CAMPS

CHAPTER 3 : THE BORDER

RESET PROGRESS

BACK TO MENU

This game will pull on some heart-strings and really make you think about society as a whole, especially in the contexts of war and how we help others. If you're an emotional soul like me, this game WILL get you, so be prepared to feel like hell. Also if you're an animal lover...you might not want to play this game.. Short but interesting/moving little visual novel, telling the personal story of a family and those they meet, during a time of trouble. The nature/causes/politics of the troubles are not discussed as the narrative is very tightly focussed on a very small number of characters. There are number of branching possibilities which occur based on your narrative choices. Some seem a little arbitrary and there isn't always an obvious causal link but the game is so short, it's easy to get all the endings through trial and error. The art style is appealing, though some assets, primarily the non-central characters, are reused with differing shading/colouration. That isn't surprising though, given that the game was made in 4 days. All in all, it's a nice little VN, telling an important story for a good cause. I'm yet to play the other games in the compilation, but this one is a very nice start. Recommended.. If you haven't bought the Help Bundle then please do.

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