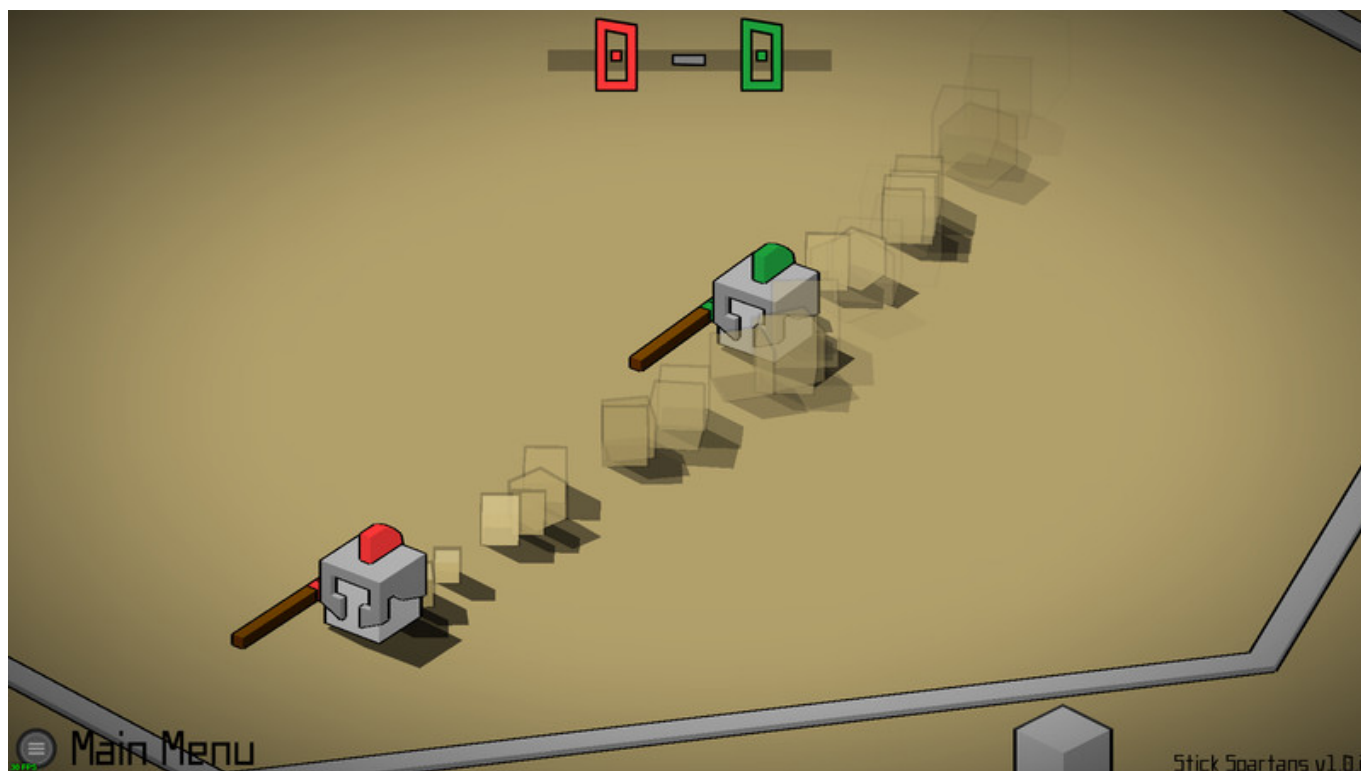


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## Door To Door Download] [FULL]



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### About This Game

Door to Door drops the player into the Lounge District of the Ministry of Order, an over-glorified bureaucratic metropolis full of Jazz and light. They will assume the role of an Agent named "Bixby", a detective whom works within the ministry in a department known as "Correction Pending". Bixby will be offered several cases involving a leisurely stroll through the dark but colorful and satirical setting the Ministry of Order offers. All you have to do is step outside your office to take a chaotic spin through a retro-future city inspired by Terry Gilliam's 1985 film, *"Brazil"*.

#### Key Features

- **Welcome Back, Bixby:** Play as Detective Bixby, Ministry Of Order's "Correction Pending" agent. Select from a varied list of "Case-Files" and experience something different every time.
- **Welcome to Lounge:** Take your very own stroll through the Ministry Of Order's vibrant and bountiful Lounge District. Complete the objectives at your own pace and explore the environment to your leisure.
- **Pipe of A Different Color:** The story of the Ministry Of Order only goes as deep as you want it to go. With various methods of exposition, you can unravel the truths that this place holds most dear.
- **My Pal, Charizmo:** "Charizmo" is an assistance bot and friend of Bixby, whom when commanded from his respected station, can lead the player to several locations within the map.

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- **The Synthetic Freeway:** If you've had enough of the scenic route and want a little more versatility when completing objectives, all you have to do is step inside any of the few Bus Stations located throughout the map for instantaneous "fast-travel".

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Title: Door To Door  
Genre: Adventure, Casual, Indie  
Developer:  
CD Jones  
Publisher:  
CD Jones  
Release Date: 2 Aug, 2016

b4d347fde0

**Minimum:**

**OS:** Microsoft Windows 7

**Processor:** Dual Core Processor 2.4GHz

**Memory:** 3 GB RAM

**Graphics:** DirectX9 Compatible; AMD Radeon HD 6770/NVIDIA 550ti

**DirectX:** Version 9.0

**Storage:** 3 GB available space

English



**0.00 ADVENTURE OUTLINE**

**TURN OF THE TORRENT**

**Part 1: The Ninth Proclamation**

After the Hellknights of the Order of the Torrent are declared outlaws, the PCs must seek out its missing leader to recruit his aid for the rebellion.

**Part 2: Trouble in Old Kintargo**

As the Silver Ravens' fame grows, new opportunities to spread the rebellion's influence arise. The interest of a Chelish naval captain, a group of unjustly imprisoned Hellknight armigers, and an increasingly frightening spate of murders all vie for the Silver Ravens' attention.

**Part 3: Lucky Bones**

With information gained from their new Hellknight ally, the PCs can claim a long forgotten complex below a ruined gambling hall in the oldest part of Kintargo, but only if they can clear out the cultists and monsters that have taken up residence within.

**ADVANCEMENT TRACK**

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**THE NINTH PROCLAMATION**

**0 PART 2: TROUBLE IN OLD KINTARGO**

**3.00 PART 3: LUCKY BONES**

**0.04 ADVENTURE BACKGROUND**

**5.00 CONCLUDING THE ADVENTURE**

**5.01 A GRATEFUL CITY**

**2.02 MISSION 1: INTO THE HOLDING HOUSE**

**2.03 MISSION 2: THE POISON PEN**

**3.02 HIDDEN PASSAGEWAY**

**3.03 VAULT DOOR (CCR 6)**

**3.04 GRAY VAULT**

**3.05 SHELLS AND PHILLORIES (CCR 7)**

**3.06 ACISAZI PRISONERS**

**STORY**

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This long, flooded corridor is flanked by staggered cells, each barred by a heavy iron gate—a dreary, depressing prison block.

The non doors in this hall are rather rusted (Hardness 10, hp 40, break DC 22), but still serve well enough to keep prisoners locked within. Each door has a sliding metal flange that allows it to be barred from the outside. Most of the doors hang slightly ajar and the cells beyond are empty, but the few cells indicated with an "X" on the map each have their doors closed and barred.

**Creatures:** Within each cell marked with an "X" on the map languish the latest prisoners of the skum—five aquatic elves recently captured as they were exploring the waters surrounding Kintargo. The timing of when the elves were captured is left vague—when the PCs first start exploring the level, the elves have been imprisoned here for 1 day. Each day that passes, the elves slowly starve (Core Rulebook 444–445), as the skum aren't particularly interested in feeding their prisoners. Their eventual plan is to bring the elves back to Menotheguro for enslavement, and if the PCs don't rescue the elves or defeat the skum within 2 weeks of their first entrance into this level, this becomes the elves' fate.

The five aquatic elves consist of three women (**Aeva**—the spokesperson for the elves—**Maema**, and **Saracca**) and two men (**Agnellan** and **Velhahan**). All of them are nude and have been cruelly bound by having their wrists and ankles stitched together with thick strands of strong fiber; they've recovered from the initial wounds, but freeing them requires 204 rounds of careful work (or 108 rounds with a successful DC 20 heal check) or 1 full round with a knife (and 106 points of damage to the elf—this damage is negated with a successful DC 20 heal check).



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It talks about how popular are E-sorts now, but I don't think anything new was said in here, Must of you should know about it by now. If not dota then maybe some other game, for example: stare craft, stare craft 2, Lauge of legends, cs go, Hearstone. great game with intriguing story. Nice action to improve the game capabilities and giving the players an open hand to tell their own story make their imaginations.. disappointed!!!. Fun as Hell. This game is the best way to express your anger. Probably gonna play this again and again. Not a great game. Basically Assassin's creed with a skin. And I much prefer Assassin's creed. In terms of characters, where were these characters in The Lord of the Rings? I don't remember seeing them. Should have kept my money in my pocket.. This game BLOWS!

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I had a coupon: 90% from the price is free.

So I said, I'll check it out. Well, I'm only on level X, but until now, this game is kinda nice.

TONS of achievements, and the game itself is easy to learn but definitely fun.

For only \$0.99, I can't say I expected for too much, but for this price that's really good.

Conclusion: If you're bored, you can mess with that game for like an hour, AND THEN FINISH IT.. Game is great, being a fun and enjoyable little game for the family, definitely worth the price for the enjoyment you get out!. there are a lot of different hidden object games around, but this one seemed to me to be a result of competition:

while most of games is about some crime, this one is rather about mystics, while most take place in some mansion this one will lead you to some indian huts, objects are becoming smaller, tasks are becoming more complicated; game does not SHOW you the hint or simply LEAD you but just TELLS you the hint, its also more complicated

i've met couple of strange moments when the game seemed to froze, but no crashes, no some major bugs.

. **It's good, but...**

**I was never so unsure, if I give a thumbs up or down on a game. In the end I have to admit that the game hooked me quite hard and I couldn't wait to finish it. So I guess it's a thumbs up then ;-)**

**It's a puzzle game whereas the puzzles are optional. Sounds weird, but if you are really stuck on one, you can simply skip it and come back later to try again. That's nice.**

**The whole game takes place in the memories of a dementia patient. While you explore this world, you learn a lot about the protagonist, resulting in a quite nice story. It's really cool how the story is told. It's coming in piece by piece, but never giving you a feel of too many open questions, confusion or unclearness. The story is very nice!**

**Let's talk about the puzzles now, which I think is the game's main element. Basically, they are well done. The problem is just that we are in the protagonist's memories. This is technically a fantasy world. If you expect a puzzle with a clear goal and logical steps to solve it, you may not find it. The goal of all ETHER ONE's puzzles are to restore the state as it used to be. This way you restore the memory. This can lead to random solutions. However, the creators managed to keep most puzzles on a logical line. You have a goal and you have to follow a few logical steps to get there. Just in a few puzzles you do arbitrary things. Like one step of one puzzle is to make coffee. You have no clue why, and it's totally random and has nothing to do with the rest of the puzzle. There is just a big poster saying how to clean the coffee machine, so you do it. Then, because you cleaned the machine you also make some coffee with the proper cup and then your done. State is restored, puzzle done, but the step is totally random. It could also be to cook supper, or take a shower or something like that. This is something i ultimately disliked there. But most puzzles are fine, though! They are also very versatile and avoid any mathematical things like binary transformation or whatever. So everyone can do them.**

**Many things are done right in the game. For example, there are many lockers that miss a number wheel. You find these wheels around the game. Unfortunately, I totally lost one. No clue where I've put it, could be everywhere. Good thing that you get one extra just for this case.**

**Or also well done: the game is split in 4 levels. That way, you don't get confused by too big areas and too much information at once. Also most things for most puzzles are somewhat near together. That way you avoid long walking. Mostly, at least.**

**One big downside is that I totally missed the 3rd area (Mines) of the game. Just... skipped. I was thinking ok, at some points i have to reach the mines and then I end up at the credits and am just like abwtf. I had to GOOGLE how I can experience one quarter of the game. While googling I read of other people thinking the area is not yet finished and therefore not accessible and stuff like that. Then it's a very small, hidden tunnel to enter the area. That's a brutal game design fault there! Big minus. It's like Mario with the default path leading to warp zone and the hidden path leading to the default game progression. How dumb would that be? Yes, very dumb! And it was done here. Not sure if it's a bug or wanted, but I think it's wanted. If the entrance to the mine is combined with a puzzle, it may be ok. But there is no projector (which symbolizes puzzles and how much progress you've done in the corresponding puzzle) near the entrances. So you think all the time that the game will bring you there at some point.**

**I think you could walk a bit faster, generally in the game. This would make it a bit more dynamic. Voice acting is very good. Graphics are 'meh' to ok. Music is mostly not present, and when it's present it's monotone and nothing spectacular.**



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**I played Ether One, not the Redux Version.**

**6/10. This game very yes , jk♥♥♥♥♥shit game 0/10 wtf is wrong with you xDDDDD how can this be fun?  
xDDDDDDDDDDDDDD. Game is horribly cryptic, requires a guide, but a fun time waster for the price.**

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