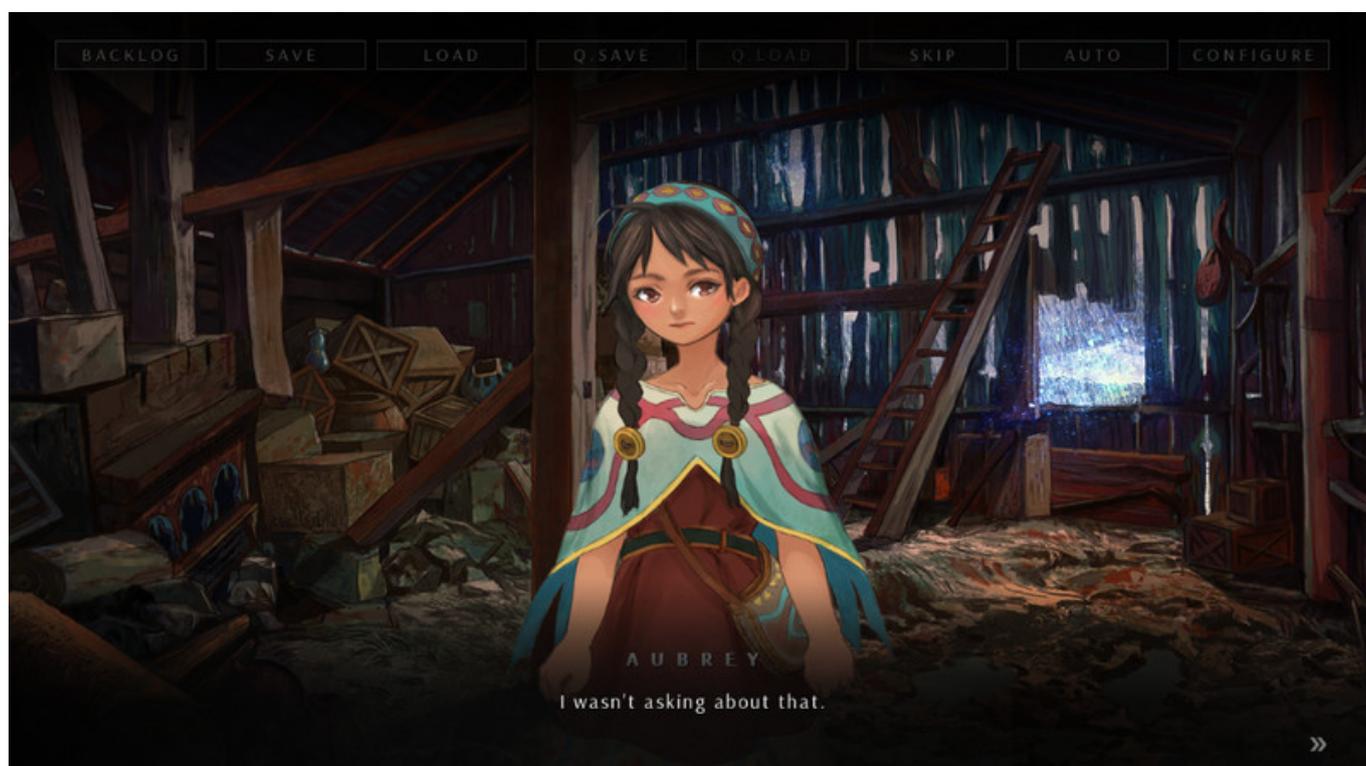

Over The Hills And Far Away Patch 8 Download Pc



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About This Game

Over The Hills And Far Away is a heartwarming and emotional visual novel, the first title released by *WarGirl Games*.

The War of 1812. Northwest Frontier. William Aubrey, a rogue redcoat of the once-glorious 41st Regiment of Foot, is on the run. Wounded and tired, he seeks shelter during a thunderstorm inside an abandoned barn. But when he gets there, he finds he's not alone. A young Shawnee girl, named Mai, is hiding from the rain too. Bleeding out and not wanting to brave the fierce winds outside, Aubrey decides to put up with her until the rains let up. But will their accord outlast the storm; when both return to the bloodshed and the outside world?

- Full length visual novel
- Beautiful artwork and CGs to unlock
- Original sweeping orchestral soundtrack
- Experience the colonial-era world of the Northwest Territory

Title: Over The Hills And Far Away

Genre: Casual, Indie

Developer:

WarGirl Games

Publisher:

WarGirl Games

Release Date: 16 Sep, 2015

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English

BACKLOG

SAVE

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Q. SAVE

Q. LOAD

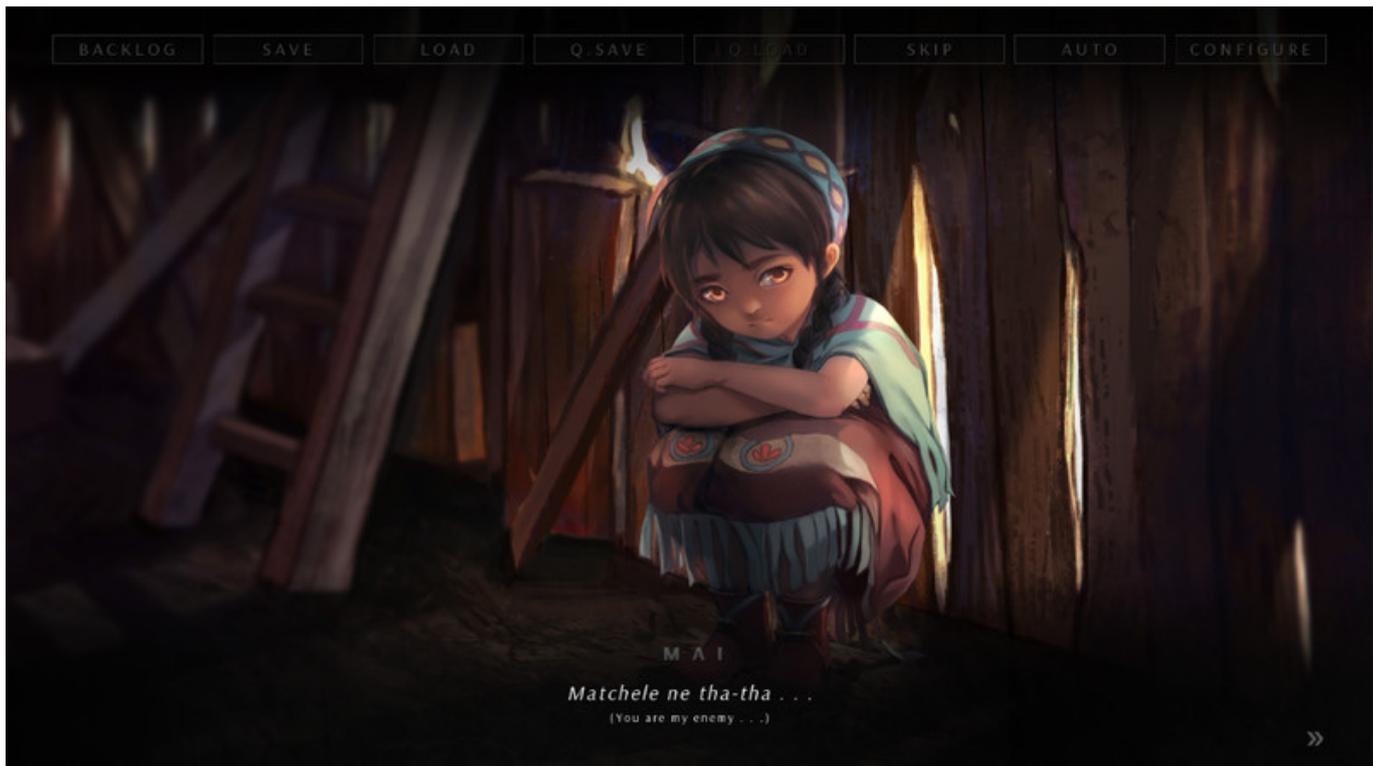
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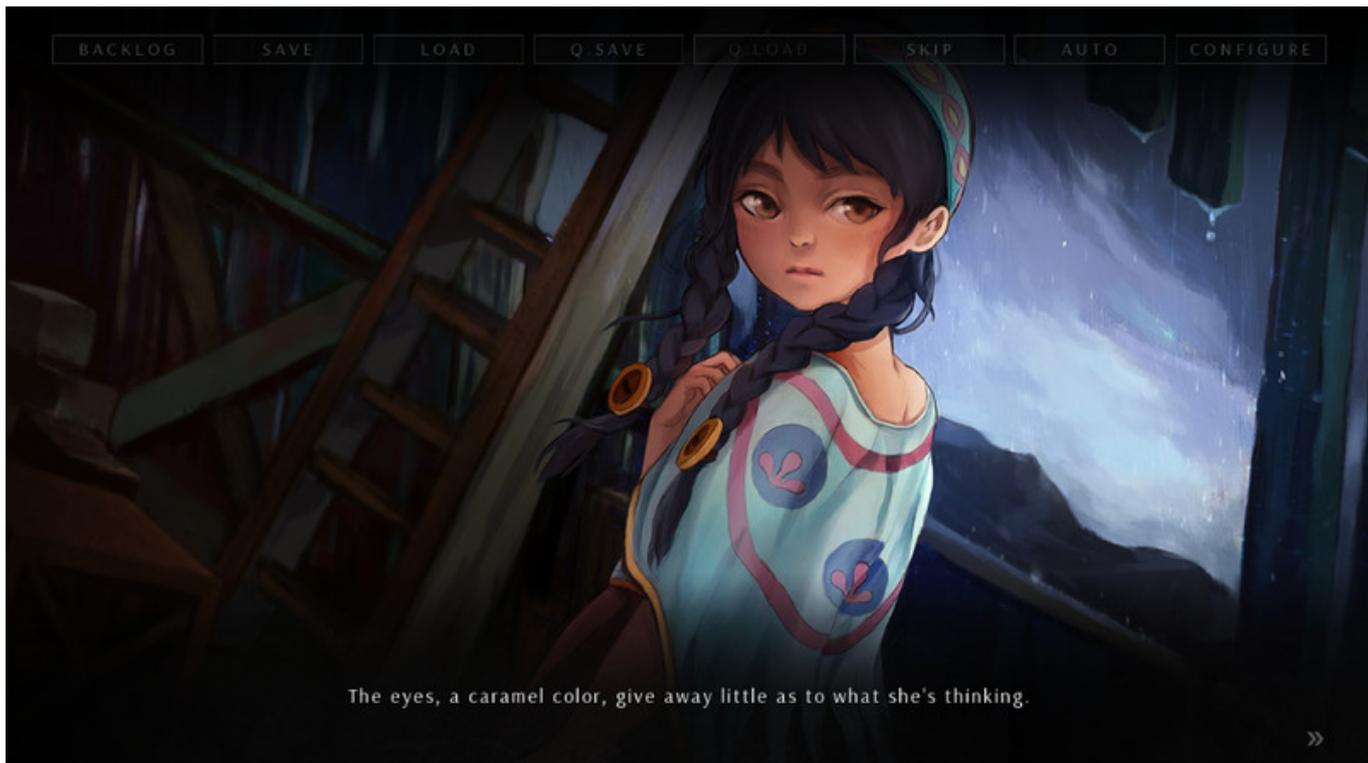
AUTO

CONFIGURE

One young lad lies in the long grass, his ghostly face seemingly at peace.







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I wanted to love this game, I really did. But the glaring flaws with the story, alongside with the inconsistencies in plot and development only leave me wishing that the person who wrote this spent more time learning proper plot structure, than letting the musical work and art of others go to waste. The half baked and poorly delivered plot build up, to the main characters friend psychotic break and unrealistic development only destroyed whatever feeling I was meant to feel, when the forced death scene came around (I'll go into that plot thread later into the review)

Not even that was my major problem, but it was the fact that from a narrative standpoint, our character goes from someone we'd best believe and understand as an underdog, a man that overcomes all odds and turns a new leaf taking a deep plunge into a character arc that completes the story and leaves you with a bittersweet taste in your mouth.

Instead I get to see a coward, lead a 12 yearold girl to her death all so he can kill someone who was completely justified in wanting to end his life. (even this is debatable since the story doesn't add up and only exists to justify his obsession. This is itself is a gaping plothole.)

Am I really supposed to think, that this thief and murderer (Main character) Is supposed to be seen as a hero when he lets this young girl sacrifice herself over his own \u2665\u2665\u2665\u2665up?

This alone also gets worsened, when you realise that her tribe is long dead and gone. Considering the betrayal that sent many a man to his death on the battle that caused the redcoats to desert. ON TOP of the fact that she herself explicitly stated that many were shot and wounded during her capture, making it unlikely and impossible for her tribe to have survived the raids and coercion into the war.

Even the main villain suffers from consistency issues, since he was supposed to be obsessed and abusive. The problem with this was, he was in part going above and beyond with his orders, and sending his men off into a death march into the woods with dwindling food and water reserves. Considering the redcoats desertion, and the broken morale. Even a bluecoat would've deserted. So it completely rocks off the hold and progress, that this man would've made to find and kill his own treatorous friend. Since his scouts and infantry would've left him out in the cold with a gunshot in his chest.

I can't even begin to get started with the confusing dream sequences that seemed to hint that the main character was developing feelings for this 12 yearold girl, only for the writer to realise this was looking really bad, then tip toe and dance away from the dream developments. Alongside the hinted at banter between the two that was only an inch closer to turning romantic, from platonic.

I'm sure that if he thought about this plot a lot more, we would've had this awesome two worlds collide, and interactions that would've left an impact. With a wounded soldier having to repent for past sins, while leaving impactful words on a girl seeing the world torn apart from the evils of man, and the destruction of her manipulated tribe.

But I received none of that, only a half cocked forced plot development. (Her death) and the forced revenge story from the main character (If you start at the beginning and pay attention, he's retelling a story of his partner leaving with half the loot, as he

turns away from a life of crime and boards a ship that gets raided by the redcoats. This is the main development that forces him into the army.)

Her death, left me feeling sour for all the wrong reasons. I should've left crying, not asking why at every corner for how bad the developments were to that point, and how forced it was. I can't recommend this visual novel.. A good story/ game. It took me 4hrs, but i'm AFK a lot.

There are no choices to make, just click Auto, sit back & enjoy the story.

The art was nice, although there weren't very many different scenes.

The BGM was also good, fitting at times.

The Store page summarizes the plot, so read that.

A nice way to spend a few hrs on Sunday afternoon. 7/10. The way the story of this kinetic novel unfolds itself reminds me a bit of Planetarian. Great deal of the story is spent characters just chatting and building their relationship. In the very end of the story, there is a climax, which may (if you grew fond of the characters) leave you with tears in your eyes. Despite the emotional ending, I found the game a bit of boring. It is not a bad kinetic novel, but I just could not get interested in characters and I did not care very much what happened to them. The music and visual are however really well done and I especially enjoyed the soundtrack.

If someone were to ask me should they play the game, I would recommend it only if they like short, bittersweet stories, and do not mind a bit of amateurish writing. As such, I cannot recommend it for everybody.

. Tensions brewing since the Napoleonic War resulted in the War of 1812 between the United States and the British Empire, alongside 10,000 Native Indians. Over the Hills and Far Away, a debut kinetic visual novel by War girl Games focuses on the aftermath of a battle when the British Empire suffered a major defeat and Procter abandoned his army. Our protagonist, William Aubrey survived the battle and has ran to an abandoned farmhouse where he meets a young Shawnee girl called Mai hiding from the storm.

Themes and Characters

The characters are well defined in the short time we spend with them. We get a real sense of their personalities, motives and backgrounds. The story has some light touches thanks to the character of young Mai, a counterpart to the world weary and cynical Aubrey. Mai, despite being a smart cookie and resilient, in her childish actions delivers some sweet, funny moments. She remains upbeat throughout the story which rubs off on Aubrey. He may try to convince himself of his selfish intentions but I see Mai as Aubrey's first trajectory for the redemption he seeks.

Home and Identity are two strong themes running through this story. Aubrey feels like an alien in a fractured country and is looking for his own place to belong and call home. Their methodologies may vary but both he and Jackson are both looking for independence, home and freedom. Mai, on the other hand has a strong sense of home and belonging from her religious beliefs and community.

Music and Artwork

There is a lovely use of orchestral music by Seycara Music and Arts . It is not intrusive and matches the ambience for each moment. A particular standout piece I noticed is the field scene. The final song at the credits. After All, have some lovely vocals by Sagispon. The artwork doesn't have the usual anime aesthetics instead opting for a soft, muted pastel look. It makes good use of tones, light and attention to detail.

<http://steamcommunity.com/sharedfiles/filedetails/?id=601111381>

Conclusion

The game is short running at around the three hour mark but is within the normal steam price range. Despite the shortness I feel that it was the correct length and successfully managed to get a sense of the characters and the story. History would tell you a different story about how about how most Native Indians were treated but if Disney can do it with Tiana in Disney's Princess and the Frog why can't War Girl Games? They both want to give us some heart warming entertainment. so we should let it go...

I highly recommend this as Over the Hills and Far Away, like The 39 Steps, will appeal to a wider audience as well. This is due to the lack of anime tropes, aesthetics, atypical story and unusual setting which may have some extra appeal for history enthusiasts..

The story is really... well. I can't find the word. Cute? Romantic? Yes, but not in a sexual-love or boyfriend-girlfriend love kind of way. Just. Romantic. No feelings attached.
I enjoyed every minute I spent in this, and I find it fully worth the price of 9 bucks I paid for it.

The setting is also something really new and fresh, and I found the story fit well into it. The Characters felt natural and not fake and flat. But I have to also disclaim that I am basing my experience with that on 'norma' novels, as I am not the most vivid player of VNs. But yeah.

Do I recommend this game?

Yep, I do. Fully.. This is a lovely kinetic visual novel about a rogue redcoat making an unlikely friend in a young, Shawnee girl in the Michigan area during the War of 1812. It's a heartfelt slice of American historical fiction, and shows the cruelty of war for all involved, but particularly for Native Americans.

It is a very nice and touching visual novel, but there was just something that didn't connect with me to make it more emotional. Perhaps there wasn't enough time to become engrossed with the characters, which are written mostly well, but I felt I could have been more attached to the main duo. The plot with the villain is a little predictable, but still intense, and the overall narrative and message is a cruel (but brilliant) one. The music and art style is charming and both compliment each other perfectly.

Generally though, a nice and touching little visual novel.. There are a couple of things I should mention:

- * Yes, this game is short. You can probably get through it in about an hour or two.
- * It's literally Point A to Point B.
- * There's next to no interaction, aside from advancing the text.

That said, however, this visual novel tells a beautiful and moving story. The bond between the two main characters grows in spite of their bickering moments and acts of silliness, but their friendship is deep and genuine. Beautiful visuals and music compliment the story, which may bring tears to your eyes in the end. Recommended highly.. Very well executed VN about a time not talked about much. Hopefully we will see more of these from this developer.

I see many reviewers saying this is set during the American War for Independence - that's not correct. The story is set during the War of 1812, sometimes called the Second War of Independence. Aubrey says "this is the 1800s" as part of his dialog. Also, he refers to Chief Tecumseh being killed. Tecumseh was killed at the Battle of the Thames in October 1813.

Highly recommended VN.. non-japanese visual novels aren't usually this good.... I loved this kinetic VN. Not only the story and its characters were good and interesting, the art style, BG, BGM were also amazing. This game might seem a bit expensive, but at least to me, I think it's worth paying the full price since it has a lot of positive points.

I hope to see more works from these developers soon!

8V10.. Over the Hills and Far Away isn't a war story, where you see a brave soldier who win a glorious battle and comes back home to his wife and kids. It's a story about a soldier who choose to live instead of dying on the battlefield, and a child who got sold into slavery and who dreams of coming back home to her village.

This is one of my favourite stories, and I'm actually a bit sad that I bought it during a -75% sale because it feels like I paid too little for something great. Everything about it is absolutely wonderful, the way the game is written, the lovely watercolour style and the characters.. Wow, just wow!! What a beautiful, descriptive story. Really pulls you in and makes you care for the characters. This isn't a game that you play, but a wonderful story that you read. No narrative, but amazing music and sound effects that add to the gorgeous atmosphere. No choices to be made, you can't change the outcome, but you wouldn't want to. This is one emotional story that I won't forget for a long time. Well done WarGirl Games, and thanks for an emotional story that touches the heart. I so look forward to your next story, and I hope there will be many more to come!!.. What I like about this game is the developer tend to stay away from cliché setting we often see in any other visual novels; highschool teens drama, instead it happens during the War of 1812 (a conflict between United States & British Empire), where the story focus on a British deserter & a young Indian girl.

While the story may be slow & lack of engaging dialogue for some players, the interaction between a rude & harsh soldier and a young but cunning Indian girl is well portrayed by how awkward but entertaining it can be. CG artworks are beautiful, but since the game is short, not so many places can be covered, which I find it disappointing. Among them, there is a villain character from different faction, which is well-portrayed based on his malice & grudge, enough to make me feel like punching him in the face.

For a short kinetic novel like this, I suggest you to buy this during sale.

Also, be prepared for what's coming, for you may not like where the story is leading.. This is a lovely kinetic visual novel about a rogue redcoat making an unlikely friend in a young, Shawnee girl in the Michigan area during the War of 1812. It's a heartfelt slice of American historical fiction, and shows the cruelty of war for all involved, but particularly for Native Americans.

Pros:

-
- Great writing
 - Use of Shawnee language, culture, and folklore
 - Emotionally charged ending
 - Decent artwork
 - A fair amount of humor

Cons:

- Too short (3 hours)

I definitely recommend it. It teaches the reader a little about the Shawnee people and elicits a sad realization of just how cruel white men were to Native Americans in those times.

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