
Talk To Strangers Download Windows 8.1



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About This Game

Hello, and welcome to Sunny Mornings™!

We hope you Sir/Madam are having a wonderful morning in the accommodations we arranged for you!

This will be your new home, and base of operations, for the remaining week.

Just keep doing what you do, working those sales pitches, and everything will work out.

See ya! *And have a sunny life!*™

CENTRAL OF SALES OPERATIONS DEPARTMENT

Talk to Strangers is a short game of **everyday survival**. Survive door to door conversations ranging from bizarre to mundane (in this order) while trying to sell products to strangers. But beware: nothing is what it seems in this neighborhood.



- Work for Sunny Morning™ and sell products of the most varied natures!

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- What kinds of products, you ask? Do not worry about it, your role is only to sell them. :)
 - Put your small talk to good use: Each step of the conversation can increase or decrease your Rage, Depression and SALES!
 - Manage your money: Balance your spending between Motel daily costs and items that help you deal with Rage and Depression.
 - Small decisions, many fates: there are 20 different endings in the game!

Title: Talk to Strangers
Genre: Casual, Indie, Simulation
Developer:
Post Mortem Pixels
Publisher:
Post Mortem Pixels
Release Date: 19 Apr, 2019

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Minimum:

OS: Windows 7 or later

Processor: Celeron 2.5ghz or equivalent

Memory: 3 GB RAM

Graphics: OpenGL 2.0 Support and 256 MB of RAM

Storage: 300 MB available space

Additional Notes: 1280x720 minimum resolution

English







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Earlier than early access should ever allow.

I personally don't think people should have to see games this early it just doesn't allow someone to see the vision of the final product and kills hope for a solid future.

. A tower defense game that requires grinding and even early levels can't be completed without redoing levels you've already got full points for.. THIS GAME WILL REQUIRE YOUR PATIENCE. IT is absolutely fantastic for \$1 but you may not understand what to do at the start. Luckily there is a "walk through" in the

I wouldn't recommend this game were it even \$5 but at \$1 (not even on sale) it's well worth it. Developers please heed some advice:

PEOPLE PLAY VR TO FEEL CONNECTED TO THE GAME WORLD: THIS GAME DOES NOT FEEL GOOD TO PLAY WHEN YOU PICK IT UP.

CONS

1. The gun is the wimpiest gun I've played in a game. Please fix it. Doesn't have to be a cannon but this is ridiculous.
2. There is almost no reaction when you do hit an enemy. Many laser bolts hit the enemy and you have no idea until he doubles over if your actually landing shots. Even if you don't have the budget for animations add ragdoll or even just a burst of sparks when the laser hits the enemy to acknowledge hit detection.
3. Create a better reload animation (rather than just charging battery bars) and perhaps shorten the reload time. It's hard to anticipate how long your gun will be down for while it recharges and a reload animation would tip that off while you wait helplessly.
4. I found it hard to know when I was getting shot and why I wasn't shieldedV behind cover properly.
5. Some enemies are invulnerable to lasers but you have no idea because your lasers don' t show notable hit detection on vulnerable enemies anyway.
6. Item interactionV activation of consoles is way too counterintuitive. At least put a memo or actual demo video right above the items explaining exactly how to activate them. For much of the first half of the game It's hardt to tell if controls or glitchy or if your just doing it wrong (they are glitchy but also hard to figure out).
7. There should be a way to go back down again (at least a short distance) to look for hidden areas and such. THERE is plenty of instruction on going up, you dont need to force the player up every single step.
8. Narrator voices are great but enemy voice acting is horrendous almost "jill sandwich" bad.

PROS:

1. This game has a great concept and great aesthetic.
2. Vertical height really brings out the scope of VR
3. Very good use of room scale with dodging and ducking for cover and the teleport mechanic doesn't feel artificial.

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4. Pretty decent enemy AI in shootouts, enemies use over shields and cover well.
 5. Great ragdoll physics V fall deaths when enemies do go down instead of retreating though the teleport.
 6. Destroyed V gritty world creates great atmosphere

This game has really great potential to be a very solid \$5-\$7 value if things were just a little smoother and intuitive. The aesthetics and level designs are all there. Many people will quit this before really giving it a chance due to frustration which is a real shame. It is fantastic for its current price of \$1, but I would gladly pay five times that amount to see the issues improved. It doesn't appear to be early access and the developers haven't made it clear what work, if any, is still planned.
. Got caught watching porn...a couple times but that never stopped me. THE FAP SESSION IS ON!

Besides that *fap fap fap the game is decently made, the only problem is....no save point so if you want to SAVE each photo you have to start all over...so yes...Night 3, you start all over to Night 4 etc etc.

I heard it only saves every 5 days and sometimes my dad will show up very quickly through the closet *fap fap and or attic, that freaks me out more than a boy trying to watch hentai porn as his dad checks on him every second.
This game is worth its price tag, the pictures are nicely drawn the game is pretty fun though I wish they'd add more variety to how he comes out.

https://www.youtube.com/watch?v=D3vXmR_kJXU

10/10 would fap again.. The original Crazy Machines (and 1.5) are a lot better than this game. I do not recommend that anyone gets this game.

Populous meets Doodlegod. Its good for the price.. Good looking game with enjoyable puzzles and atmosphere.. Good puzzle-oriented comedy adventure :). Just because it still seems to be an issue with Negative Reviews.

Great Items but their use depends on your Play Style

In the First Bunker at that Very Beginning of the Game, The Items are in the Trunk.. Sometime works, sometime not.. Steep learning curve, each reset you discover something new to help you build a better town, once you figure out how to hold off the monsters it becomes relatively easy but you can easily lose hours managing your towns

New update (build 167)::

New update (build 167):

- Item "Daylight Saving Time" now costs \$9.
- Fixed bugs related to the Daylight Saving Time item.
- You can look for Items in the **Trashcan** of the square at any time of the day now (before it only worked late in the afternoon onwards).
- Some minor improvements to the interface.
- Some typos corrected in Portuguese.
- Fixed a bug on the Depression screen, where the player would return to the title screen instead of the Motel (thank you, Calibre Lordal!).

Thanks to everyone who has played the game! :)

See ya! And have a sunny life!™. More about the game!:

Hello!

Talk to Strangers is *based / inspired / spiritual successor* to another game called "Don't Talk to Strangers". "Don't Talk" was made during the *Stencyl Game Jam 2016* and we were impressed by the positive feedback from the players. Inspired by this positive feedback we decided to invest in the ideas and mechanics developed in it, as well as expand on those ideas!



That's how Talk to Strangers was born! But instead of playing as child knocking from door to door begging for candy, you play as a **salesman** trying to sell products from house to house.

In fact, for those who have played Do not Talk, this new game is happening in the same city! Even with characters appearing again!



For those who have not played Don't Talk to Strangers, it's available for free here (for all platforms):

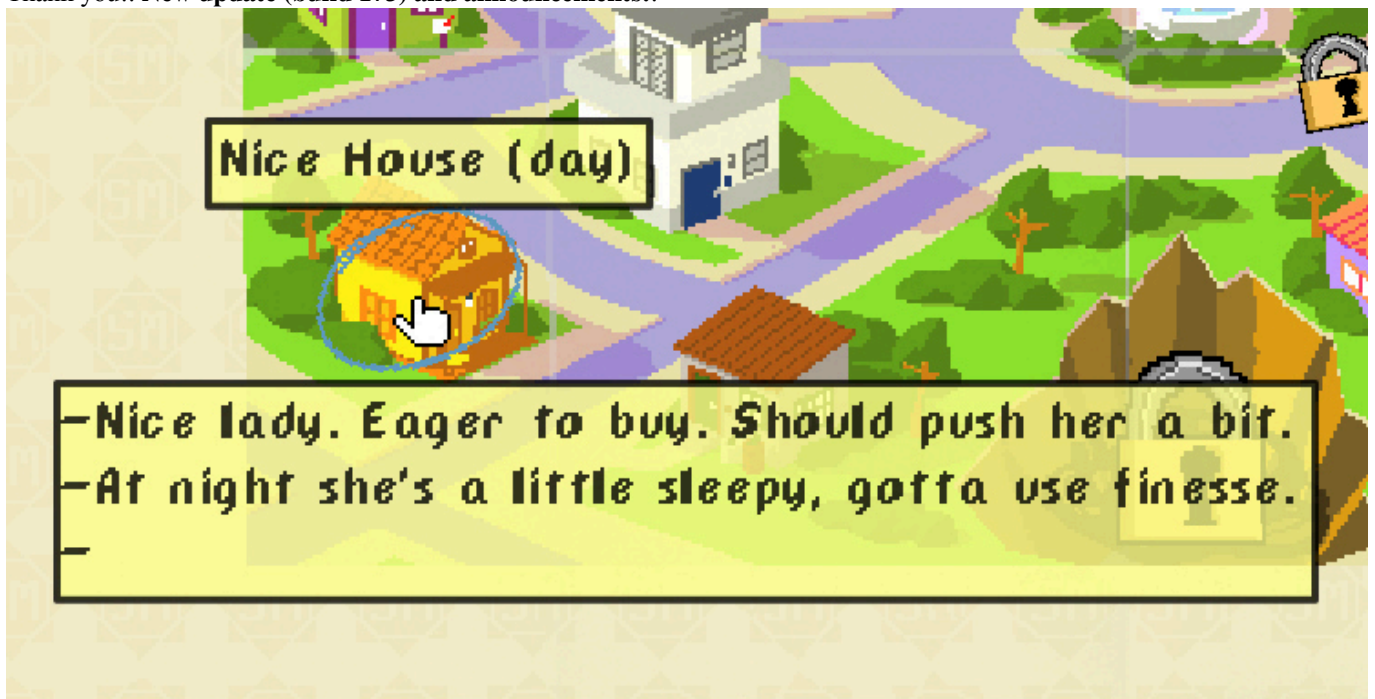
[Don't Talk to Strangers on itch.io](https://postmortempixels.itch.io/dont-talk-to-strangers) [postmortempixels.itch.io]

Talk to Strangers is also the first Post Mortem Pixels game made in conjunction with other artists / designers:

Luis Felipe Garrocho (design, writing and original idea), Ricardo Tokumoto (Art Direction and Pixel art), Daniel Pinheiro Lima (Pixel art, animation and writing). In addition to the songs of Rafael Assunção, who created the NEXT JUMP OST! :)

If you have any questions about the game, just ask!

Thank you!. **New update (build 175) and announcements!:**



**Major improvements and changes: First game update! (build 165):
Good morning sellers!**

Here are the notes of the first update:

- Changes in the system of "unlocking houses". Now after the player makes 2 different endings or survives all week, the houses unlock ONE DAY before (except the Abyss). This results in greater flexibility at the beginning of the game and possibly less sensation of repetition.
- Reduced the number of finals needed to unlock the achievement " Veni, vidi, perdidit " for 5. We made 20 different finals to create a more interesting narrative, with surprises (and jokes) for the player, not to force anyone to play.
- Changes in the night sprites of the "Loud House".
- Improved sound of the "Sunny Ball" Item (important).
- Solved problem where some players could not download the game on Linux and Mac.
- Fixed bug where the bottom of the Abyss did not animate.
- Some typos and text adjustments.

If you find any problems, please report on the forum.

Thanks for everyone who has played the game! :)

See ya! And have a sunny life!™

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