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## Paperbound Activation Code



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## About This Game

'We're gonna make this an office staple.' -Gamespot  
"It's a gorgeous and fast-paced game" - Rock, Paper, Shotgun

Paperbound is a smash-up brawler that combines platforming, twitchy combat, and gravity redirection. Run with scissors, walk on walls, and lob ink bombs in whimsical-yet-intense battles within the pages of old books. In addition to the 360 degrees of gravitational freedom, several other twists add to the tension and drama of a match, such as the "escape through the page tear" victory mechanic which brings a second phase to the combat and causes players to momentarily team up with their adversaries.

Using a gamepad is highly recommended in this local-multiplayer party game.

Play as one of Paperbound's 11 original characters or as characters from Guacamelee, Monaco, VVVVVV, Cards and Castles, and Tumblestone.

When your friends aren't around, Paperbound features challenging AI bots. Each character has his or her own personality. Some are aggressive, some are more cautious. Some are even vindictive. Some make adept use of all weapons, while others prefer to get in close for melee combat. The bots are great for solo players, for when you want to even out the teams, or for when you simply want some extra chaos.

Battle within the pages of old classics including...

A Journey to the Center of the Earth  
Skull Kingdom

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A Book of Five Rings  
The Book of the Dead  
Dante's Inferno

Compete in team or solo battles in a variety of game modes that will keep you laughing and screaming for hours:

Classic Versus  
Capture the Quill  
Last Man Standing  
Long Live the King

Paperbound. Smashy, smashy fun for up to four friends in the same room.

Using a gamepad is highly recommended. Keyboard is not ideal.

Note: Paperbound does NOT support online multiplayer. It supports local multiplayer by connecting multiple controllers to your PC, so invite your friends over, plug in some controllers, and have a great time. Currently, only Xbox 360/One controllers are officially supported. PlayStation 4 controllers have been confirmed to work using DS4 Tool. Other controllers may work using XInput wrappers, but compatibility is not guaranteed.

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Title: Paperbound  
Genre: Action, Indie  
Developer:  
Dissident Logic  
Publisher:  
Dissident Logic  
Release Date: 31 Mar, 2015

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**Minimum:**

**OS:** Windows XP or newer

**Processor:** Intel i5 1.6 GHz dual core or comparable CPU

**Memory:** 2 GB RAM

**Graphics:** DirectX 9, Shader Model 3.0-compliant GPU with at least 1 GB video ram

**DirectX:** Version 9.0c

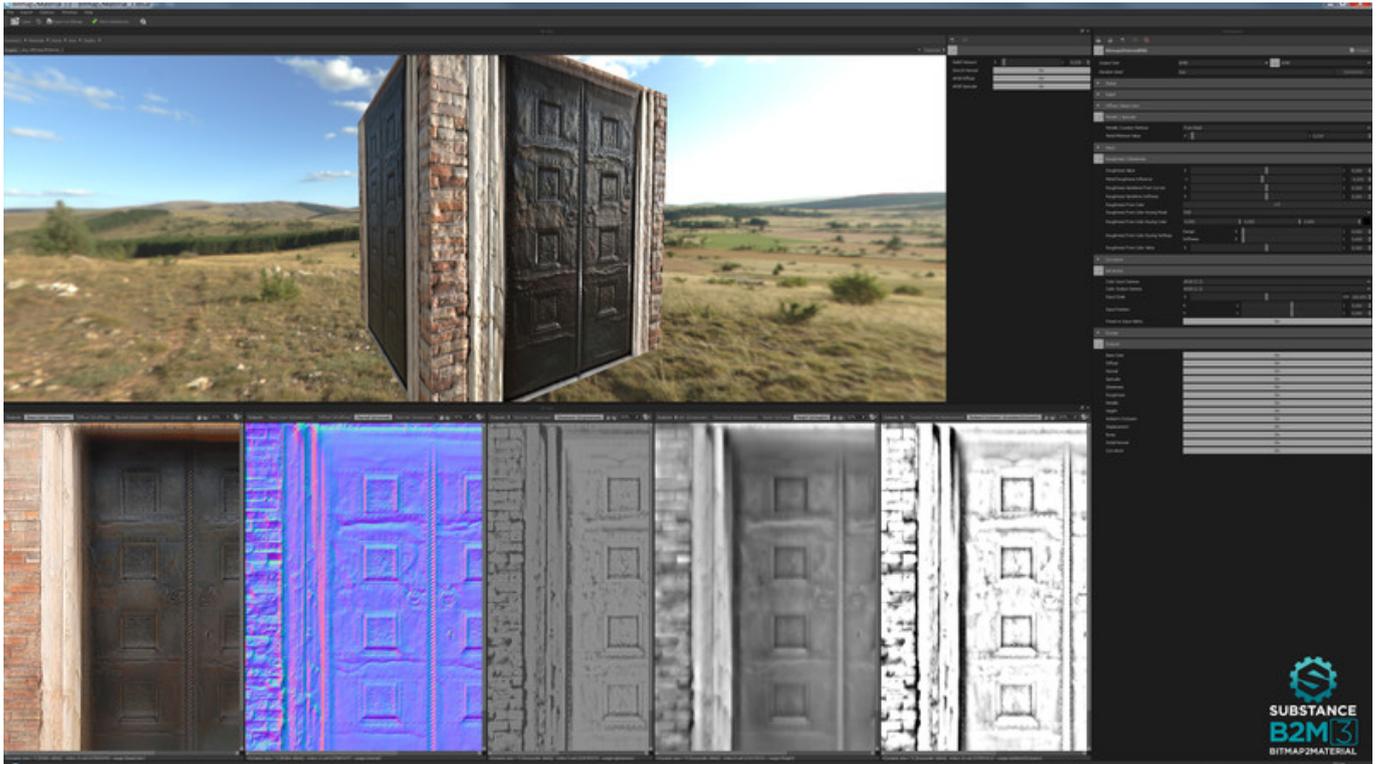
**Storage:** 1 GB available space

**Additional Notes:** Microsoft Xbox 360® Controller for Windows® (or equivalent) is strongly recommended.

English,French,Italian,German,Dutch,Polish,Portuguese,Swedish

排名	昵称	昨日积分	总积分	当前等级
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2	小花@	268	4891	六年级星角
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4	好好学英语	198	5980	七年级星角
5	深林孤鹰	176	145242	大学二普通
6	维他命	162	6405	七年级星角
7	Angle	124	7823	八年级星角
8	熊猫	119	4510	六年级星角
9	BirdLove	114	8791	八年级星角
10	好好学习	80	5611	七年级星角
11	孤鹰	78	-6247	无
12	Calida	65	1605	三年级星角
13	ABert	11	4182	五年级星角
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20	天天	-104	6841	七年级星角





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This is the best route EVER! It gives you so much high detailed track with incredibly good trains and highly detailed stations. If you like freight, high speed or slow trains this is the add on for you. And all this for \u00a335.99 and if there is a sale then for just \u00a332.39. The only thing that i dont like about it is that the class 166 has a weak brake and slow start and that the route doesnt have enough electric tracks so i cant use my high speed trains on it. Otherwise I give it 10/10. well first things first what i dont like, i dont like moening i like to look at the ups of the game so things i dont like. somebody did mention about the curser and yes sometimes you cant see it it. also what is sometimes annoying is that you do get bombarded with eniemes even in easy but you have a lot of health so i do see reasons.

now on to the good things. the timeing and the music is brilliant love it so much. the lights and all of the textures are good. also the moving around is smooth you dont jag around its a nice smooth movement.

things i would like them to add

i do see that they are going to add 4 or 5 more songs but i think for a \u00a314 it should be a bit more than just 9 songs.

i did get it today though 22/06/2014 and it was on half price \u00a37 so i got a good deal.

also if they could add custom spirets so instead of being that head phone thing maybe other types of headphones or diamond shape or something.

so all in all as it is still in developmant probably about a 7/10 great game just needs a bit more work. Fun and colourful what's not to like. Not bad... but not really good either. It feels repatative, and rather then harder puzzles, they become tedious.. Zoom Player is nice and very good player for using zipped files and folders If you want to play or view your files without you unzipped them. I like to zip my files in order to easily organize and backup and also save some free space on hard drive.

You can get it with discount sale price if you like purchasing new things on your Steam profile. And also I like easy setup and easy installing process of Steam. I also want to see free lifetime upgrades, editions, new functions, abilities and more.. this game had a lot of potential but was rushed to market.

effects suffered many bugs over time on multiple platforms likely as a result of attempting to build cross-platform.

to date, the game still works, just be prepared to experience missing textures, crashing and a lack of multiplayer (because Gamespy was shut down by a bunch of suits who didn't realize what Gamespy represented in the world.)

i do miss the classic D&D titles from SSI and similar, fiberglass sleeved floppies, every game provided the experience you saw in pixtures. today, though, you buy a game and it mostly works, then the servers get shut down and the bugs get worse over time.

sad times.

. Very Good Game if you like Hidden Object Mysteries.. Audience]===

Kids

Casual players

Pro players

Everyone

===[Graphics]===

Potato

Really bad

Bad

Ok

Good

Beautiful

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Masterpiece

===[Price/quality]===

Full price

Wait for sale

Average

Refund it if you can

Don't do it

===[Requirments]===

90' PC

Minimum

Medium

Fast

High end

NASA computer

===[Difficult]===

You just need 2 arms

Ez

Normal

Easy to learn / Hard to master

Hard (first few hours)

Dark Souls

===[Game time/length]===

Really short ( 0 - 2 hours)

Short ( 2 - 8 hours)

Few hours ( 8 - 12 hours)

Long ( 12+ hours)

Endless

===[Story] ===

It doesn't have

Average

Good

Fantastic

===[Bugs]===

Game itself is one big BUG

Bugs destroying the game

Lot of bugs

Few Bugs

You can use them for speedrun

Nothing

===[Others]===

Multiplayer: Yes

Singleplayer: Yes

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This game is fun to feel special.  
I did not almost feel motion sickness.  
I fear heights with tightrope walking.

I'm satisfied for the most part.. In my opinion, cool, relaxing but sometimes a bit challenging game. Like, exploring this space, gathering supplies... Unfortunately, it also has (well, SOME) bugs. Sometimes game stops - a guy is blocked on opposite island, or fight is crashing, so you can only quit the game. But it's still a small, simple game with some potential. And, if needed, I could help translate it to Polish, if my knowledge matters :P. Very good long high-speed German route for TS!

I have owned Berlin - Wittenberg route and I say it's an improvement due to it has PZB, LZB and it extends all the way down the Leipzig. Now let's talk about the pros and cons about this route has to offer.

#### PROS:

- +A lot of rolling stock to create a lot of traffic.
- +Has PZB and LZB!
- +Improvement of the old route.
- +Lots of detailed scenery and rail objects!
- +9 career scenarios!
- +A mini S-Bahn tram system in Berlin but since the route is not about that, you can't drive it.
- +A few yards for some shunting/switching scenarios in the Workshop.
- +EXTREMELY LONG!
- +It has announcements when you arrive or depart to and from stations.

#### CONS:

- The locos (BR101 and BR151) were original and made by Kuju when Rail Simulator was made back. Also, this limits the PZB and LZB functions in this route. If you have Munich - Augsburg or newer and you want to use the PZB, SIFA, LZB, and AFB. You can clone a scenario through build and replace the loco. Perhaps, they will be workshop scenarios to introduce much more better trains to drive.
- You can't drive the cab car on the IC consist that came with the route nor drive the double deck coach.

I would rate this 8.5/10!. Really, really, really unrealistic arcade console stuff. If you're in for that, get your controllers ready. If you like games with a minimum depth stay away.. ordered through Steam. shows in library as in stalled. shows in career but will not play when clicked on. will be requesting repayment.. For quite a while, I wasn't sure whether I was going to give this game a thumbs up or a thumbs down. On one hand, it's a very charming game with some interesting and at times challenging puzzles. On the other hand, it is absolutely nothing like what I was expecting after having played the first Toki Tori game.

The first Toki Tori involved you using a variety of gadgets to solve puzzles in a small area. Your goal is to gather eggs, of which there are a known amount in every level. It was a fun, challenging puzzle game and I wanted more.

Toki Tori 2+, now... You don't have any gadgets. In fact, the only two abilities you have are to sing and to do a ground pound, neither of which were in the first game. Those are the only two things you will use to solve every single puzzle in the game.

It's also a pseudo-Metroidvania map style now. I say "pseudo" because you don't really gain new abilities to unlock new areas. You can access any part of the game from the very beginning, just so long as you know what to do. Not necessarily a bad departure.

There are no tutorials. At all. You have to figure out everything on your own. And I have to wonder why they left out anything explaining the basic functions of the game. Toki 1 had a single tutorial level for each new gadget you used. Here, there's no dialogue or explanation of anything. Even in the pause menu, you have several icons and you have to figure out what they mean for yourself.

In Toki Tori 1, you had the clear goal of finding all of your eggs to complete a level. In Toki Tori 2, I'm not sure what exactly you're gathering or why. Instead of eggs, you're gathering... something. They're yellow shiny things, but I don't know why you need to get them. Actually, after playing six hours of the game, I'm still not even sure if gathering the somethings actually has an impact on the game, apart from a sense of completion. There's also no indicator for how many somethings you've found or

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haven't found, so if I was going for full completion, I would have no way of knowing how many I'd missed. I cared about gathering eggs because they helped me finish a level. Here, I don't even know what I'm gathering, much less why, so why should I care?

That sort of brings me to another point. Without any sort of guidance, I have no idea what to do or why to do it. Even open world games like Skyrim or KOTOR gave you an idea of what to do. With Toki Tori 2+ I've just spent hours wandering around the world map (after figuring out how to use it - which I needed a walkthrough to figure out), solving puzzles, and looking at the pretty visuals. It all feels rather pointless if the entire end result is just that you see more scenery.

That being said, the game is very charming. It's a very interesting world and there are some beautiful settings. The puzzles also can be very interesting, if a bit repetitive (there's only so many times you can get a frog to cough up a bubble before you're just going through the motions). I wouldn't say I hate the game, just that it's not at all what I expected based on the first game and that I'm a bit confused why they decided to change, well... everything.

As the sequel to Toki Tori 1, I do have to say that I was a bit let down. Change in a sequel is good, but you do have to keep enough the same that it's at least recognizable as a sequel. However, as a standalone game, my only real complaint would be that without anything to explain what we're doing or why, there's no purpose. Apart from that, it's still a fun game. Perhaps for that reason, I'll give it a thumbs up. However, if you're planning to buy this because you liked the first game, keep in mind that it won't be similar at all.. Better than Clash of Clans!

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