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About This Game

"Don't you remember me? After all we've been through..."

What do you want to be when you grow up? Paul thought his life would be set after college, but at 22 he's toiling away in a job he doesn't like and coming home to an empty apartment every night. He doesn't know who he is, where he's going, or how he fits into his world.

But then on one dark and stormy night, a mysterious woman appears to him, and everything changes...

The Beard in the Mirror is a throwback to when adventure games came in giant cardboard boxes and if you didn't have the hintbook, that was it; you were stuck on that puzzle for the rest of your life. It's a labor of love from a husband-and-wife team from two different worlds (she's a Sierra fangirl, and he's a LucasArts diehard) who have been working on it together since before they even started dating.

KEY FEATURES

- A classic point-and-click adventure for the modern age!
- Sincere yet lighthearted story with magic, danger, romance, and adventure
- Death lurking around every corner! (Although you'll never lose any progress.)

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- Retro points system to help you track your progress, and see if you've missed any secrets...
 - Just like the games you used to play on your dad's weird friend's computer

Title: The Beard in the Mirror

Genre: Adventure, Indie

Developer:

Oh, a Rock! Studios

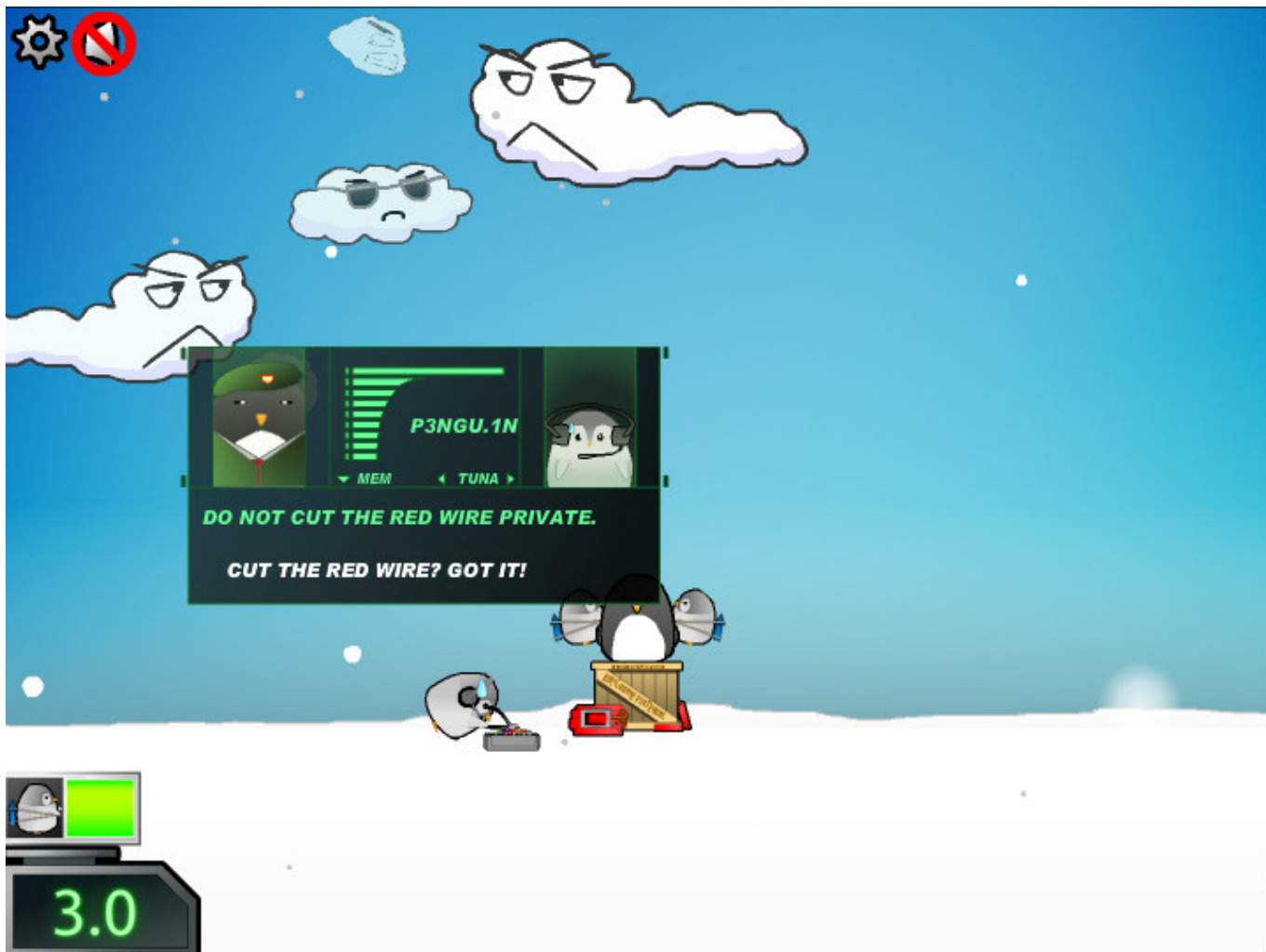
Publisher:

Oh, a Rock! Studios

Release Date: 25 Oct, 2016

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English







the beard in the mirror walkthrough. the beard in the mirror

Holy Crap! This is awesome!! 100 % مرره. I'm a long time fm player and including in that an ex FML player who loved football manager live

so when I saw this game I knew I had to own it.

Have i been dissapointed not a chance the guys who play it in world are great friendly happy to help

the core aspects are already in place to really enjoy this EA title

Working leagues choice of football Football Associations to fit everybody timezone wise

Just buy the game and come see us in world :). Lots of the reviews talk about how it mixes narrative and puzzle solving together, but it keeps them almost entirely separate. There are "flashbacks" and small documents you can read in the puzzles to flesh out the playable characters story but they are repetetive and don't add much. There are small collectibles in the hotel sections that give you the backstory but it pieced together out of order over the course of the whole game.

You walk slowly (really really slowly) around a hotel in the narrative portions to unlock puzzle chambers, the game just tells you where to go and what the codes to open doors are. The narrator babies you the entire way, and if you stray off the main path just to look around, she babies you harder. The voice acting is fine, it's just that the script is not good

Once youre into the puzzle sections it's just a matter of putting things in the right places, very little thought is needed to get through most rooms. But theres always the chance you'll delete a colour you needed or get trapped with no way back, meaning you have to go into the menu to restart the room. This is just bad puzzle design, you should never be stuck in the middle of a solve.

I kept on playing passed the point of boredom because i knew they would introduce new mechanics into the puzzle rooms that i thought might make it more challenging. But even after adding gravity shifting, the puzzles were still just as mundane. Steam has my playtime at 2.9 hours but it felt so so much longer.

If youre looking for something to scratch this itch, my reccomendation is The Witness.. This soundtrack is SORELY underappreciated, and it makes me incredibly sad that more people don't know about it or give it the credit it deserves. If you love classical piano and violin played in a melancholic style, this soundtrack is for you. But the best part? If you own the game (which has seen several bundles), the soundtrack DLC is absolutely free. I speak from the heart, my game music loving friends; download this classical masterpiece and let the melodies move your soul.

<https://www.youtube.com/watch?v=OXFYndJ7zUU>

<https://www.youtube.com/watch?v=nKfFpKKjpyI&list=PLeu1ZIZxUdE5cmkst6MPxYZO4Alie9W5k&index=12>. i really love these guys

[so i decided to show my support by buying this dlc with the base game](#)

[also bought insurgency sandstorm and i cant wait to play it!. 909520394% done with messing up level 5 in the last 10 seconds but other than that ...go ood game ... frustrate ... i cant](#)

There's a very charming game of discovery and exploration in here - I think - I've hit a few snags but I'm slowly figuring-out what's going on.

In my first run I met a triangle who wanted to be my friend - some higsaw pieces who I reunited and some octopus-looking-things which glowed for - well - I've no idea but I intend to find out!

My only grumble is that dying = losing money which would be OK if that wasn't money 'lost forever' from that 'universe' - meaning your progress in that 'universe' was just stunted a bit. Every reload is a 'new universe' too - which solves the money thing but then breaks the exploration thing and

I'm still enjoying it ;0. I am not a pyro I swear! I just like fireworks.. Nice shooter. Hard game. Great atmosphere. Somewhat fine story. Underrated but cool.. All has been said about this great engine. Not noticed if anyone else mentioned the scenarios. This collection is the best, believe me! Worth the money just for those alone.. How this game was presented was simply amazing. It really was made with the upmost care and respect to those with ASD. Of course I had to play it being on the spectrum and I was disappointed. It really could be a good tool to those who might not understand Autism or who wish to understand the disorder better.. Used to play this as a kid and while the controls are a little wonky and need a bit to get used to, I was so excited when I saw this game on steam.. One of my favorite games. Making it working ins't that easy but it's possible, 4€99 is nothing for this game

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