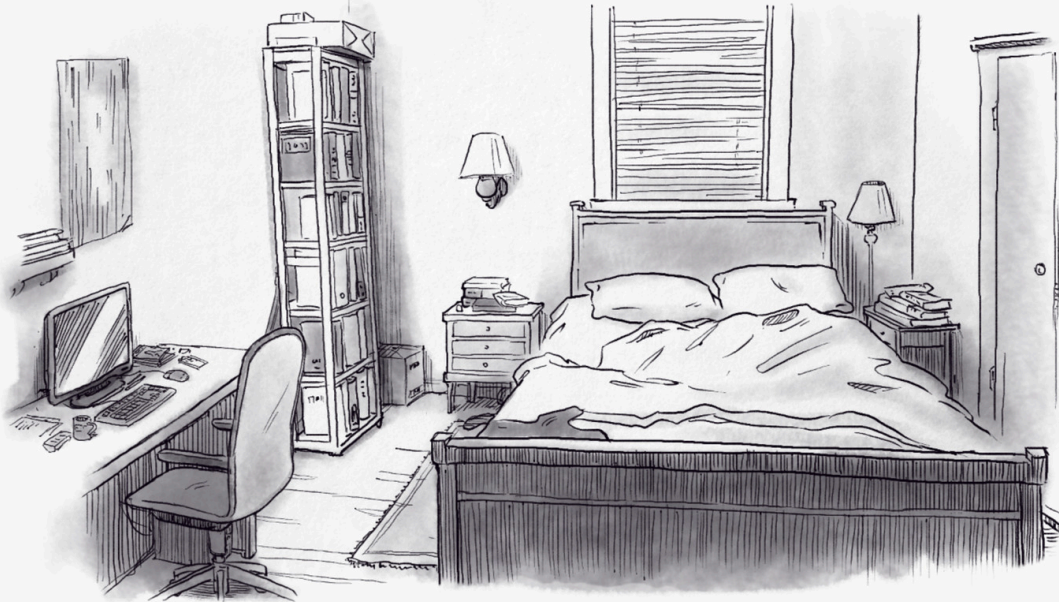


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20something Activation Code [portable]



It won't hit you for a while.

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## About This Game

20something is an interactive fiction game. It's a candid and honest look at dating, relationships and navigating life as a man in his twenties, for whom interactions can provoke a little extra soul-searching. It's a semi-autobiographical tale of loneliness and dating in the big city which touches on life while struggling with autism and depression.

20something is an emotive piece of interactive fiction featuring multiple paths, numerous choices and illustrations by Ivan Ulyanov. The game has around 30 minutes of playable content and several high quality illustrations.

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Title: 20something  
Genre: Indie, RPG  
Developer:  
Jake Tucker  
Publisher:  
Jake Tucker  
Release Date: 26 Jan, 2017

7ad7b8b382

English

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You've got 14 Whatsapp messages. 14.

"So we're in the queue for the club"

"Jake"

"Hey"

"Getting drinks at the bar now?"

"What U upto?"

All from Casey.

"Why are you ignoring me?"

"What'd I do wrong?"

"Jake!!!"

You're barely halfway through when you tire of it.

"Just, give me a damn minute" you send. "I was watching a movie. Christ."

Blasphemy aside, you think maybe this was taking things a bit too far, but when you can't enjoy a movie in your own home on a Saturday night, what's the point?

**You don't hear from her again for a week.**

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The sign up screen is blunt, but these are the questions you have to answer to use the site:

Name:

Eye colour:

Height:

- Tall
- Short
- Average

[Update your profile](#)

You should probably fill in the basics at least

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Would've liked it if it would have been at least an Audio Book with a nice narrator-voice. Its not so much interactive and story is not very deep. As a lil personal project it's okay, but would not recommend it to anyone.. Unless I'm mistaken, this short interactive novel would appear to have been made with Twine (the free and easy-to-use software program, not a sturdy piece of string). As Twine projects go, it's a little spiffier and more ambitious than most, though not exactly by a landslide.

It has no sound, only the occasional lovingly hand-drawn illustration, and opts for the bog-standard blue links to indicate where you can click next to progress/make choices (though in all fairness this may have been a well-thought-out aesthetic decision, rather than just default laziness). The story it tells is relatable if unexceptional, and there's absolutely nothing wrong with the author's command of the written word (always a nice thing in text adventures, I'm sure you'll agree). The font is perhaps a tad on the small side - especially if you have a small monitor - and almost entirely devoid of frills, but it gets the job done. There's a couple of minor spelling errors, but nothing you'd fail an essay over. And it has self-deprecating Morrissey and Joy Division references, which is certainly never a bad thing in my book.

One definite negative is that it doesn't appear to have a save function. I mean, yes, it's short - under thirty minutes kind of short - but a save would still be preferable. And there isn't a HUGE amount of agency, but perhaps enough to make it replayable, should your first run-through of the storyline prove sufficiently intriguing. I personally gave it a quick second spam-through, and it does have some decidedly divergent paths, should you find the possibilities compelling enough (I didn't, but then again, I'm no longer in my twenties, and largely lost interest in the perils of the "dating world" some time ago).

The biggest issue for many, I suspect, will be the price. Is it worth three dollars? Honestly, I think the dev was pretty brave to ask ANY price for what is on offer here, much less more than 99c. My advice were they a friend would have been to chuck this one up for free, solidify your "audience", and make the next one longer and as cheap as you can possibly make it on Steam (i.e. 99c)!

There's certainly nothing overtly incompetent or hate-worthy here...on the whole, a rather "nice first effort" indeed. "Underwhelming" is perhaps the nastiest insult you could throw its way. I certainly wouldn't recommend it at full price to anyone bar the most ferociously Twine-curious, and would advise even sale-hunters to keep their expectations low. (Unless you're recently single and feel like a touch of the straw which broke the camel's back: an optimistic view of relationships this sure-as\u2665\u2665\u2665\u2665\u2665ain't, so if you're looking for that extra little push over the brink, this may well be the product to do it.)

Verdict: 6.5/10.. 20something is a touching interactive fiction game that cuts to heart of the world of dating and intimacy for a young man in his early twenties. Scenes are told through a highly relatable stream of consciousness, humorously interwoven with 'bad but good' action movies, 'bad but good' parties and 'bad but good' dates. Amongst the soul searching and eerily familiar romantic encounters, the story also touches on mental health issues and alcohol abuse, two topics young men often feel unable to talk about in healthy and productive ways, and are helpful to see represented in media. If you're are a fan of interactive fiction or indeed anyone who has navigated the perils of online dating, fumbling encounters or long awkward moments, then I highly recommend this game.. 20something is a touching interactive fiction game that cuts to heart of the world of dating and intimacy for a young man in his early twenties. Scenes are told through a highly relatable stream of consciousness, humorously interwoven with 'bad but good' action movies, 'bad but good' parties and 'bad but good' dates. Amongst the soul searching and eerily familiar romantic encounters, the story also touches on mental health issues and alcohol abuse, two topics young men often feel unable to talk about in healthy and productive ways, and are helpful to see represented in media. If you're are a fan of interactive fiction or indeed anyone who has navigated the perils of online dating, fumbling encounters or long awkward moments, then I highly recommend this game.. An interesting game if a bit shallow. Not so much roleplaying as you are pegged into the role of what passes for a 20 something year old in today's world. The "game" is well put together if a bit bland and it's blandness might speak to some going through a similar situation. Overall 6 out of 10.

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The interface is also annoying. There is no save feature, for instance, so you have to finish it in one go. The game is short, but it feels so long and there is so much reading, that I needed to take breaks. I don't mind reading in my games, I got introduced in Infocom back in the 90s and fell in love, but the writing in this game is just too art school.

The best I can say is that the game isn't broken. No crashes or bugs.

Bottom line: I almost kind of enjoyed my time with the game, but despite almost liking the ending, the rest of the game just doesn't make it worth it. Go read Nick Hornby instead.. Unless I'm mistaken, this short interactive novel would appear to have been made with Twine (the free and easy-to-use software program, not a sturdy piece of string). As Twine projects go, it's a little spiffier and more ambitious than most, though not exactly by a landslide.

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