Emily Is Away Torrent Full



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About This Game

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Remember a time before Facebook and Skype? When Windows XP was the next big thing and AIM was king. Relive that era with Emily is Away. Create a screenname and browse buddy infos in this chat-bot meets adventure game. Explore your relationship with Emily, a fellow high school student, in a branching narrative where you choose the outcome. And most importantly, change your text color to lime green so people know you're the coolest kid in school.

Features

- Buddy icons, profiles and away messages.
- A dialogue decision-based branching narrative.
- Over an hour of nostalgia-inducing gameplay.
- Five chapters spanning five years of the main characters life.
- Computer sounds you hoped to never hear again!

Title: Emily is Away

Genre: Adventure, Casual, Free to Play, Indie, Simulation

Developer: Kyle Seeley Publisher: Kyle Seeley Franchise: Emily is Away

Emily is Away Release Date: 20 Nov, 2015

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English







emerly35 has signed in

emerly35: Hey, what are you doing?

Me: Playing a game emerly35: What game?

Me:\u2665\u2

10\/10 You don't rank up dating. this game easy game was made to kill time simply click on the clave I advise those who do not want to take the long game

extract achievements easy. I put my name as Brad.

Jokes on you Emily.. The game is about you having a crush on a girl from your high school and chatting with her.

The game puts you in 3 years of the character's life where he chats with his crush Emily.

It's kind of fun. You say something, then she replies, then you have to reply and it goes on.

Each time you have to reply, you will have three choices of what to say. So you have a few options and it won't be like watching a premade tv show.

Picking what to say is not all you have to do. You have to type it too. Well, not quite by yourself. There is a premade sentence for each choice. When you start hitting your keyboard buttons and try to type something, the letters began to be placed one by one. So you can either try to guess what your reply choice will say and try to type that, or simply just spam one button until the sentence is complete. Whichever type you are.

It's kinda fun but also saddening and stuff. Just like a real crush. If you don't want to go through the pain of having a crush on someone, don't play this. If you do want to, then play it. It only took me 0.9 hours to finish it (I started button spamming in the second half of the game). 0.9 hours isn't very much so you won't lose anything. Specially since it's free to play.

If you're a guy, you can play this. If you're a girl, I don't see the point. If you're a lesbian girl, yeah play and have fun. If you're a shemale, well then I'll be confused to advise whether to play or not so it's up to you. Heheh, just kidding.

I'd give the game 7V10 I think. Made me relive some bad memories of when I had a crush on a girl and f**k did that hurt!

---Spoiler---Read at your own risk---

No matter what choices you make, how you behave and what personality you will have, you will end up with one ending. I tried it myself.. You can imagine how tramautizing this experience for me is when you know that I actually have a crush on a girl named Emily

10\/10 would experience simulated and real life rejection again. Spend 40 minutes to collect all achievments :D But i dont like Emilly after all that.

Collectin John Ceena Ahcievment make me really funny:D

Good game 4fun:) Try it. A heart-breakingly beautiful game. Notice: This review is based on my personal experience, which is very similar to the story of the game. Call it a semi-spoiler. With that said, those with intentions of playing the game without being spoiled, please look elsewhere.

I used to have a lot of friends back in high school. And there was this one person with whom I never spoke too much. After graduation, she left for the US. We were able to get in contact with each other through social media, though. I

think I struck a conversation with her first, and that's when our friendship started to blossom.

A few days in, we start to talk about almost everything, being all nice to each other and stuff. We speak about what school was like. Just sharing memories.

A few weeks in, mid-2012, and we talk to each other non-stop. We tend to stay up late for each other. Sometimes, we'd ask each other stupid questions just to keep the conversation going, because it was fun.

A few months in, end of 2012 to early 2013, and we have practically found solace in each other, and talk to get away from things. We share info on our problems. We complain to each other. We debate on things. And there are many times when she felt like she wanted to come back here to meet everyone again. This was the closest I've been with a person online.

It's about mid-2014, and we've run out of things to talk about. She talks about how she doesn't feel too alone anymore. and how she's making new friends now and then. And I say that I'm really happy for her. She sells cupcakes, and goes out with her friends once a while.

It's 2015 ... I send her a sort of petition to sign, but it was just a desperate attempt to try to resuscitate our excessively engaging conversations again. It didn't work, ended up talking about college again. It felt like talking to her the first time all over again.

2017... and counting ... I haven't spoken to her since then ... and it doesn't feel like we're friends anymore.

Although I am a stranger to the nostalgic visualization that the game represents to those who are familiar with AOL Instant Messaging (as I have clearly never used it), Emily is Away nails this emotional aspect of my life so hard, it made me think of the times when I actually had a lot of fun talking to my friend. The fact that I can't have that back again makes it all the more hurtful. And all the more reason to give it a try, so you could appreciate what you had while it lasted.

This game, in short, is a reminder that all good things will always come to an end. And I feel $\u2665\u266$

get cucked simulator. EMILY IS AWAY ENDINGS

- Best Ending: goodbye.
- Good Ending: goodbye.
- Bad Ending: goodbye.
- Worst Ending: goodbye.. He was a boy She was a girl

And this is the saddest of my reviews

He likes Green Day She loves Coldplay She indeed cold played like a pro I must say

He wanted her She'd never tell

Secretly she wanted him as well

But out of all the dudes From which she could pick

Of course she picks Brad the professional d1ck

He was a sk8er boy
She said see you later boy
He wasn't good enough for her
She VHS and chilled with Brad
While he'd never treat her bad
This game just keeps driving me mad

Sorry girl but you missed out Sk8er boy is away now Could have been more that just good friends But this is how the story ends

Too bad that she couldn't see See the man that boy could be There was more beyond her screen His fading soul in that last scene

And I too died inside a bit For every time he pressed delete Asking nudes would have been better Than talking about madafak1n' weather

At last he could only say goodbye And I could only stare and cry Then when he finally went away

I just wanted to be gay. A very interesting concept. You are a socially awkward person who is talking to a girl while

trying not to stuff up your friendship. Make the wrong choice and you will loose your friendship. A good timewaster...

PROS:

- 1. New Concept
- 2. Interesting story
- 3. Quick
- 4. Good time waster CONS:
 - 1. Very Quick (30 mins of gameplay)
 - 2. Repeats
 - 3. Relates too strongly with social complications in the real world A good game and I can't wait to see number 2 in June.

Overall: 7.75\/10

Would recommend!. Love the RPG\/FPS elements, really love the fluent combat as well.... No but actually I did really enjoy this game it's good for like a 30 minute to 1 hour time waster and is a cool and pretty interesting story (Even though it's a tad generic). My only draw back for the game was that sadly their wasn't another ending. I defifnitely recommend it, especially if you want a cool nostalgic experience or just a a time waster for an hour. And it's also free to play, so I would defitely try it out.. you just listen to some girl complain about her problems. The game tries to invest the player emotionally through the sole use of internet chat messages. While commendable, the lack of control over the conversations and context left me uninterested in the titular character, which is not introduced in any way and whose personality can be quite grating, which was unfortunate, as you as the player are supposed to want to end up with her. Since I did indeed drift apart, I consider I got a happy ending. Welp, it is something. Feels nostalgic hearing the Windows XP sound!

GOODBYE

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