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## The Botanist Free Download [Xforce Keygen]



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## About This Game

The Botanist is an optimistic game about growing plants and becoming independent, where every word in the world is a seed that grows a unique plant.

You are let go from your job, with very little compensation and even less in the bank. You choose to see this as an opportunity. To finally take the time to try and reach your dream of becoming a botanist. Work hard and believe in yourself, and you can achieve your goals.

## Key Features

- Complete customer requests and build your reputation, to try to become a professional Botanist.
- Curate a seed catalogue all of your own, where every word will grow a unique plant.
- Choose words that mean something to you. Your loved ones, pets, or favourite places.
- Collect varied pots and vases to create displays that suit you and your clients.
- Commemorate your favourite arrangements with your camera, and cherish the memories forever.
- Chill out to an original soundtrack by Robert Paul Allen

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## The Background

One night, in mid 2016, I (James Biddulph, Developer) couldn't sleep, so I got up and made a little garden simulator. I was stressed out, and living in the city, but nature and open, green spaces, always helps to calm me down. I didn't think much of it at the time, but I made the game generate a random plant based upon a random word. It was super rough, and didn't look great, but I was just making it to take my mind off things.

I showed this little game to a few people, and it seemed to connect with them. I noticed that people would always do very similar things the first time that they played. They would type in their own name, their pets name, loved ones etc, to see what kind of plant would grow. It was amazing to see them connect the plant to the person. Maybe the plant was very chaotic and messy, which made them think of their cat, or tall and graceful like their partner.

I saw this happen with enough different people to convince me that I should turn this idea into a full game. I hope that it connects with more people, and maybe even helps you if you are having a hard time, like the original prototype did with me.

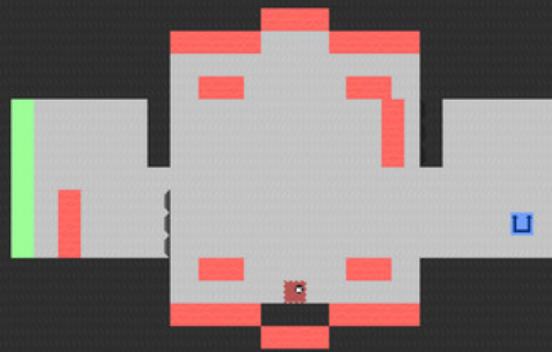
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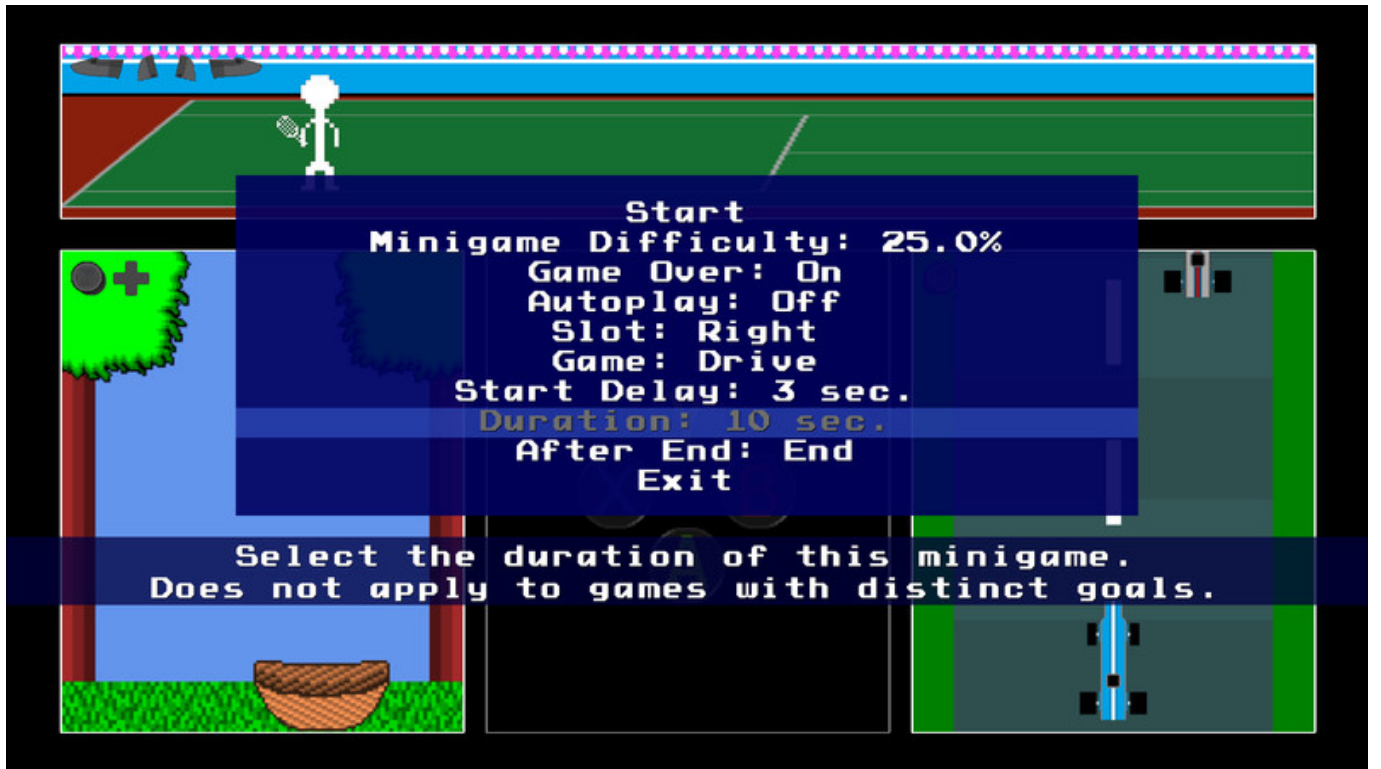
Title: The Botanist  
Genre: Casual, Indie, Simulation  
Developer:  
Jamo Games  
Publisher:  
Jamo Games  
Release Date: 5 Oct, 2017

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Never launched on startup for me but might work differently for other people.. Don't get this game. I feel as though I could have just wasted my money on a pile of dog poo that some shifty merchant was calling chocolate.. Having taken a chance on "HighSchool Romance" i thought I'd give this game a shot too, since i really dig the artstyle for these games. I was not dissappointed.

the Pros of the game:

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The story and choices have been fleshed out significantly compared to last game not to mention at some points the story got more serious than just highschool "slice of life" and that's not a bad thing. The characters dont seem too stiff or out of place, the art has been expanded and the backgrounds dont look bad either.

this isn't waifus galore like Highschool Romance, but its own thing, and there's nothing wrong with creativity, also glad to see males exist in this universe (lol) the story is longer than HSR's was and thats good. it made me chuckle and i enjoyed the game.

the Protagonist is well done, the story is believable (in context) and overall i am pleased with having a new game from these guys.

onto the Cons of the game:

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[Spoiler Alert]

[Spoiler Alert]

[Spoiler Alert]

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1. the lack of time away from the plot ( like the vacation with Hoshi in HSR, also mad that i couldnt spend summer break with Selina!) it would have been nice to spend time outside the school more than just a one off outing.
  2. the Lack of Eri content
  3. more endings for Shira
  4. almost thought there might have been a Warren end, the game seemed like it might have it, and didn't

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9/10 would delve into the dark arts again  
. Free and fun game, seems like it would be fun with friends.  
. I have one word to describe this game....

Terrible.. Painful. I'm you from the future: please don't buy this crap. Ever. And now you can kill me. Sorrow out.. Very early in development, so it's lacking in a lot of departments. That said, the core gameplay is tight and with some time most of the problems will be fixed and most missing features will be implemented. Also, the dev seems pretty engaged with the community and is very active, at least on discord, while posting constant updates about the development timeline. Overall, at it's current state it's a very 'rough' game with a good core that only shows signs of improving.. It gets boring really fast. No horror at all.



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Very short yet sweet little book. There is no dialogue or music with words. There is instrumental though. It reminds me of my family. I don't have a dad (seperated) and my mom isn't around that often as I would like. I always watch over my little siblings. Make sure they eat and get ready for school. Things like that.. it's too hard, and too expensive. If I had played Transference in 2018, it would have made my top 20 games of 2018 for sure. I deeply regret not buying this last year. If you liked games like Layers of Fear and Observer, I highly recommend this game. It's definitely one of the most interesting stories I've played in a while too. It had elements of Stranger Things, Transcendence, The Cell, and various other games, movies, and books that I've absolutely loved. If you like any of the stuff I've mentioned at all, please, please, please go get this game. You won't regret it!

I've started a series for this on Youtube for anyone that wants to see it in action and decide for themselves:

[https://www.youtube.com/watch?v=-bTLE0E5PI&list=PL08FwntTpxPAtrZR4t4ld\\_7w\\_axLOifoB](https://www.youtube.com/watch?v=-bTLE0E5PI&list=PL08FwntTpxPAtrZR4t4ld_7w_axLOifoB). Incredibly emotional and wonderful experience with a massive amount of replayability. This is a must-have for any Choice of Games' fans.. The characters are really cute; however the story line is mediocre.. The concept of this game is awesome. I have been waiting for a game like this for a while. Was really excited for it but after playing nearly 2 hours, it became depressing quite quickly. In the last 4 days of in-game time, the game bugged out so many times, I got annoyed and unfortunately refunded.

My reasons for quitting the game;

When turning music down in main menu options and clicking apply, during game it would shoot back up.

No proper tutorial to show what everything in UI does.

When you hover over some of the UI icons, no description except top bar where money is displayed.

I had to keep restarting the game to try and fix issues.

Waiters were getting stuck on tables and glitching out.

Chefs wouldn't move from doorway to kitchen at all.

Guest stopped coming for 5 days in a row even though previously guests were giving high reviews.

Can NOT close restaurant over night or skip to next day at all.

Cannot rotate staff roster.

For all the reasons above, I'm sorry but IMO, its not worth the price.

Things the developers need to improve;

Gameplay needs a little more improving and made easier to play at the beginning.

Give more freedom with controlling staff.

Give the option to advertise business

Improve tutorial and make it more entertaining.

Fix issues with Sound.

Introduce an Options menu within the game and not just main menu.

Who knows, maybe down the line I may return.

. Well.. I was looking forward to this game since I had both the original 2600 version as well as the 2010 version.

The opening was nice. Graphics are really amazing but require a heavy duty system/video card.

The game itself is unplayable!!! Bugs galore. Game plot is unclear. Gugs galore. Baddies cannot be killed. Bugs everywhere!

You're playing as a gurrrrrr! Very buggy! You craft things that you don't know what to use them for. You can see through walls if you stand close enough! In one of the large halls, there are windows with daylight shining through, but then there's a hallway behind the hall which is really confusing.

Then there are the bugs. You will get stuck way too many times and just quit playing and have to start over because there's no save point nearby.....

Menus cannot be clicked, you have to put the cursor off by an inch for the menu item to get highlighted!

I can't believe a respected company would push something like this out with all the bugs.

Not recommended. Frustrating. Unplayable!

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