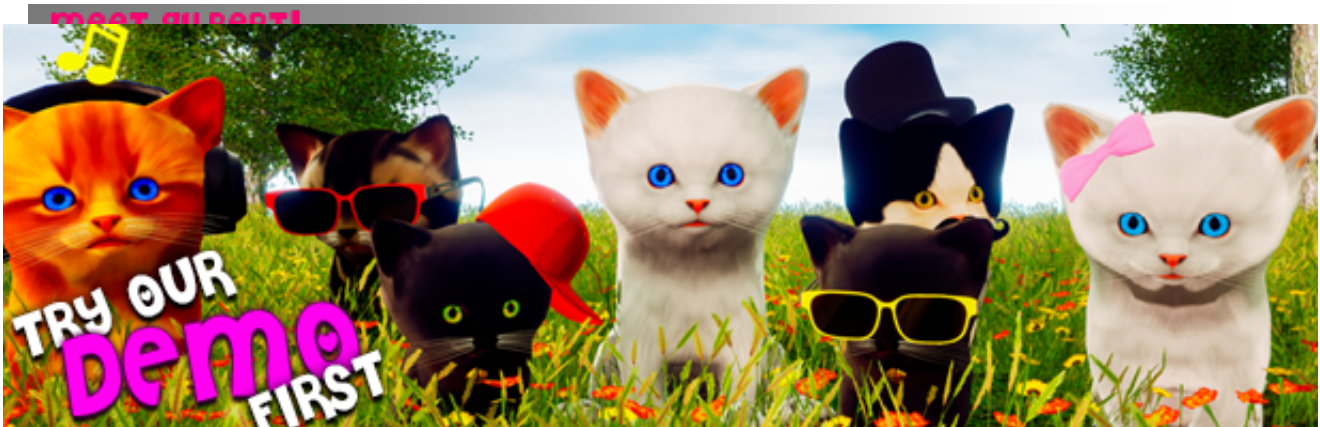

Play With Gilbert



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About This Game



Meet Gilbert! A very curious cat who loves to go on adventures. Play with Gilbert is a sandbox game aimed at young children (Ages 3+) in order to help them get familiarized with 3D platform games and gameplay. The game uses a simplified control scheme which allows young gamers to easily navigate their kitty around the world. The goal is to find all of Gilbert's friends and collect all the fishies.

ABOUT THE GAME

Play with Gilbert is meant to be a fun little kitty game designed to encourage playfulness within children. A game you can let your child play without having to worry about micro transactions, unlockables or trading cards. There currently is almost no skill

level required to play as this game is not meant to be overly challenging.

The game was designed with the help and input from my own 4 year old daughter. It started out as a small personal project to get her familiarized with a controller and to take her away from mobile app based games. Don't expect any deep gameplay mechanics, it's not meant for children who already know how to play more advanced games.



Play with Gilbert does take some light inspirations from classic platformers and while adding a touch of sandbox to the mix. Gilbert, or any customized kitty can go around the levels and find his or her friends, collect all the pink fishies, or, manage to grab the golden fish from ninja lady.

There are four levels in the game and two new free levels added after release. Gilbert's neighbourhood, Timmy and Tommy's house, the park and Gilbert's Play Gym. Each level has it's own kitty's to be found and has tons of places to explore, fishies to discover and collect as well as meeting other inhabitants.

CREATE YOUR OWN KITTY



You can create your own kitty to play with. Complete with accessories to wear and be able to choose from a varieties of fur. You can name him or her and it'll be proudly displayed everywhere in the game. Play with... Whiskers ?

DYNAMIC DAY AND NIGHT CYCLE



Play with Gilbert also has a completely dynamic day / night cycle system implemented. You can choose at which time of the day to start the game. The cycle can be adjusted to how long a day takes, from ten minutes to one hour.

Local Multiplayer



You can play the game with your child or have siblings/friends play together! Local Multiplayer is still in a beta stage with new updates coming in on a regular basis. All the existing levels can now be completed with two players and more, new levels are going to be added for additional new gameplay challenges.

Try the Demo

If you're not sure PWG would be a game you or your child might enjoy then I would suggest to try out the demo first! It comes with two levels and all the customization options included in the full game! I also just wanted those who are tight on budgets to be able to have a fun game for their child to play so I made sure the Demo is quite substantial. On top of all that you can also make sure that the game runs on your system properly before you commit on a purchase.

From One Parent to Another

Hi Parents! As a father myself it was important to me that the design behind this game evokes a sense of exploration. The game started as a small side project meant for my 4 year old daughter to play. She loved it so much that I decided to make it into a more full fledged experience. Everything is designed around my observations watching her play and also through her own suggestions. I hope that your own child has as much fun as mine has.

Also important to note is that there are no micro transactions, unlockables (everything is unlocked from the get go) nor are there any cards or achievements. These things are thrown at children constantly and I am personally not a fan of them so I decided to leave these things out.

The game is about having fun, trying to find all the kittens, collect all the fish or try to get the golden fish yet it won't force or push you to do so. If you do collect everything in a level, the end reward is a nice fireworks show, nothing more. I wanted to keep the rewards to a minimum and something that means more than some unlockable reward or a high score, something that

can be experienced.

FEATURES

- Play as Gilbert or your own custom kitty.
- Fully dynamic day / night cycle.
- Start the game at whatever (in-game) time you want.
- Seasonal events (Halloween and Christmas).
- Choose which level to start and travel between levels during gameplay.
- Two in-game seasons, summer and winter. (Winter is only visible during December)
- Local multiplayer split-screen

PARENTAL CONTROL

- Add a time limit for each play through
- Lock the options through a password system
- Lock the game
- Disable seasonal events



Title: Play with Gilbert
Genre: Adventure, Casual, Indie
Developer:
Joure Visser
Publisher:
Joure Visser
Release Date: 15 Nov, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7, Windows 8 (8.1), Windows 10

Processor: Intel Core2 Duo 3.00 GHz / AMD CPU 3 GHZ

Memory: 4 GB RAM

Graphics: 1GB (AMD Radeon HD 7970 or Nvidia GeForce 1060)

DirectX: Version 11

Storage: 9 GB available space

English







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Game seems to be fun tactics but for what little I played, it had no character or atmosphere. Units are very generic. If you like flavour in games, you won't like this, be my guess. Admittedly, I lost interest immediately so didn't play long.. One day I'll reach level 2. This map is fantastic I havn't had time to drive all the lines yet! Perfect for someone who is looking for lots of lines and a big city.. Plevr is a fun, lighthearted, customizable media player.

The developers made good use of the Vive touch controllers, and it feels natural to grab and rotate the movies in your library. Some other nice features to mention are that it's super easy to reposition to screen to pretty much any viewing angle you'd like. For example you could easily be watching a movie laying down in bed, a reclined chair, or sitting in a chair.

I really like the simple gesture for changing scenes. By tapping a button next to you, you can quickly flip between environments make you feel in control of where you are. The scenes given out of the box are fantastic... I love the modern house with the wind blowing through the curtains.

Since they're integrating with plex you get a lot of the cool features like movie cover art and descriptions. So far this is one of the best players I've seen to get those kinds of additions, and the framerate feels good.

Keep up the great work devs!. Don't get me wrong, I love mahjong, but this game really was lacking for me. There is a lot of misspellings in the dialogue, the story is pretty meh, and some of the layouts are so ridiculously hard that it is frustrating. There is much better mahjong games out there.. First game published by Artifex which I didnt like. I have played all of them except Demon hunter and Time mysteries trilogy. I have feeling that graphics are not as good as other Artifex games and the voice acting is really bad, I had to laugh sometimes when I heard some characters speaking. Story is poor and boring. Puzzles, if you played any other Artifex game you know exactly what you can expect. If you want to buy this just to spend some time solving puzzles go for it, now it is for sale 4.8Euro. Otherwise look for other Artifex games they are much better. A fun game based on the book The Ables. This game is essentially a sequel to that book, but you don't really need to read the book to understand what's going on in the game. They do a pretty good job of exposition while still throwing you right into the action. It's not a particularly inventive platformer, but there is a compelling story and the game itself is fun to play. It also works well with an xbox controller.. Second part of a trilogy takes one hour more to complete the story line, but it's still very short and miserable.

5V10

IN' THING SUCKS!. why the ♥♥♥♥ do i have this game?. This was fine for what it is. A quick little base building jaunt. Not a lot here, but there is a low price so enjoy.. This route is highly detailed and set in a very beautiful part of Germany. The trains included are also nicely detailed and fun to drive. Overall, I would recommend this route.. Pros:

+ This game became my favorite entity in my whole life so far, I didn't know it was possible for a human mind to experience such joy;

+ I believe the game wasn't written by a man of science, or for that matter sentient being, but instead appeared in our dimension through some unbeknownst cosmological event;

Cons:

- Sometimes inconsistent camera controls.. Loved this game! Even though the art style was a bit fuzzy, if you will, the concept and storyline is pretty sweet! I would definatly play again!. So far this is a absolutly adorable rouge like. Good difficulty, lots of items, good amount of enemies, cute all age freindly graffics, hours of replayability, its got it all! And best of all is its small price, well worth the money!. Bad

Just about says it

the netcode is so bad that jumping everywhere makes you unkillable

I'm not even gonna finish this, it's a bad cut and run job, don't touch it. How the game is supposed to be played: Strategically position your citizens in various professions so as to build your kingdom to the fullest, balancing multiple resources against natural disasters and raids by savage monsters, teleporting across the map exploring the world in a grand adventure.

How the game is actually played: Completely gut your army and retreat from every battle, relying on the monks to recruit for you between missions. Don't actually fight at all as the losses will never be worth the absolutely miniscule gold you get in return. Don't invest in any alchemy shops either as you will never *ever* get the 250 gold you put into it back. Instead, turtle up, run from every fight and ride on the in-between level rewards to buy your population all the way to victory, and feel dirty inside for such a cheap victory.

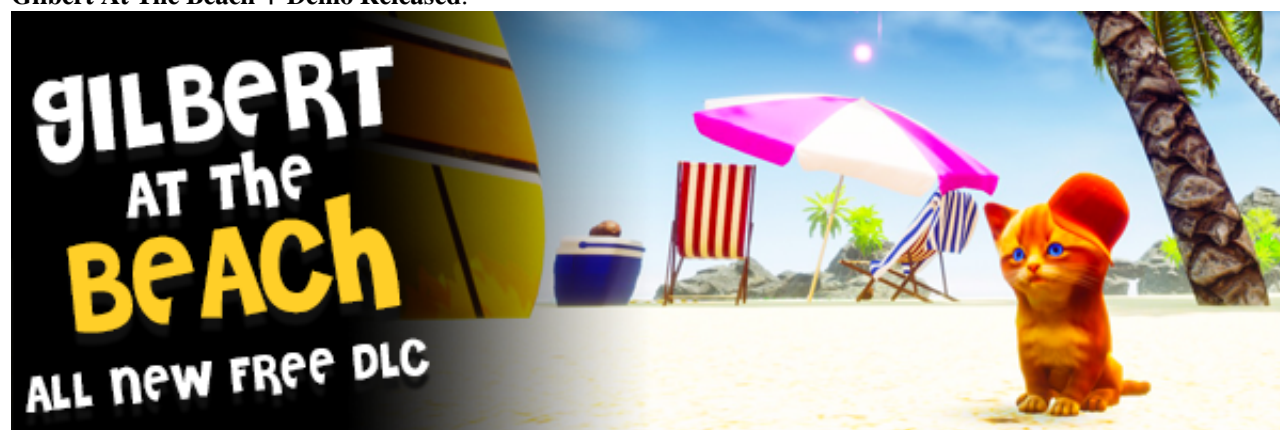
Pros:

- Only cost me \$2.

Cons:

- You get what you pay for. I've had more fun counting ceiling tiles.. Very engaging art piece. Very good binaural soundtrack. Nice to see HMD VR used in this way.

Gilbert At The Beach + Demo Released:



Gilbert Update For May 2018. **Small But Important Update:**

Hi everyone.

I noticed the game had two pretty glaring bugs that weren't there when I tested the levels last. These two issues are:

- No collision on a part of the pavement in "Gilbert's Neighbourhood"
- Weird collisions in "Timmy & Tommy's House"

Both these issues have now been addressed and should be fixed. On top of that I also changed kittens that are found to be remembered forever, well, as long as you're in the level. If you change level or quit the game the kittens will be reset.

Here's the full list of fixes:

- Any found kitten will forever remain as counted. Only map changes or quitting the game will reset the counter.
- Fixed bug where Gilbert can hiss infinitely
- Fixed the sidewalk collision issue in Gilbert's neighbourhood.
- Fixed odd collisions issues on Timmy & Tommy's House.

New updates are planned and should be released soon. I'm also working on an alternate control scheme for the older players that involves the two thumbsticks. :)

Apologies for the weird bugs, hope their all fixed now.
Joure. **Play With Gilbert Bug Fixes!:**

Hi everyone.. **Gilbert In Space:**

Dear Cat Lovers. **Gilbert - New Game Mode: Fish Run:**



The logo for 'Fish Run' features the word 'Fish' in large, orange, 3D block letters. A small, colorful cartoon fish is perched on the top of the letter 'i'. To the right of 'Fish', the word 'RUN' is written in large, white, 3D block letters with a black outline. Below this, the phrase 'A new multiplayer mode' is written in a smaller, black, 3D block font with a white outline.

Fish RUN

A new multiplayer mode

I've been experimenting with a new game mode for Play With Gilbert. I've had a few ideas but I wanted to move away from just coop. The levels in coop are fine, for now but I felt that something that you could play against someone else would also be a fun addition and I just finished the first game mode: Fish Run.

Below is a video where I recorded myself playing against my daughter. She's been helping me test the new game mode for the past couple of days before she goes to bed and we've been having a blast. I don't play overly aggressive with her for obvious reasons and I aim to either let her win or tie the match, which in itself is a bit of a challenge on my end.

https://www.youtube.com/watch?v=Bs_qbf7r13M

I'll break down the game mode here if you don't want or cannot watch the video.

Basically we have two ninja ladies running around like mad dropping orange fishies. The two kittens now need to collect as

many as possible within a 90 second time limit. Whoever grabs the most wins the match.

I also made sure there's a draw setting because that could happen, which is also demonstrated in the video above. There are currently two levels for this game mode but I am planning at least one more so stay tuned for that.

Some Fixes. **Gilbert In Space - New Free-DLC Released:**



Dear **Play With Gilbert** Friends!. **Play With Gilbert 1.5 Preview Available:**

Dear community members, avid cat lovers, gamers around the world: young and old!

As you may recall I mentioned that I'm currently in the process of updating Gilbert to version 1.5. I've listened to a lot of commentary, feedback, complaints and also listened to what you liked about the game.

I just added a new beta branch available to anyone who owns a copy of Play With Gilbert. This new version is in a "work in progress" state. Numerous features are currently not working properly or just not working at all.

However, in this new beta branch you'll be able to try out the new Gilbert player character. I started from the ground up and I do believe that Gilbert controls so much better.

He now jumps higher and is now able to do a double jump, just like any regular cat. Okay, maybe that's not true. :P The idea of course is to make Gilbert more fun to control and I do believe that this is the case.

At the core nothing has changed too much, and the foundation remains the same. You'll be able to play the game with just one control stick, or both. Where the right stick controls the camera.

On top of that you can now reset the camera using the old teleport button. (Teleporting still works, you just have to hold the same button down for about three seconds.) I also fixed the other kitties getting stuck under the floor.

I also changed the camera position (It's now slightly further away), giving the player a better view of the surroundings. I would very much appreciate some feedback regarding the new changes as I continue to update the game until everything is pretty much working as it used to.

You can opt into the Beta simply by right-clicking on "Play With Gilbert" inside your steam client. Then click on properties and navigate to the Betas tab. After that all you need to do is select "gilbert_1.5_preview" from the drop down list and you're good to go.

I will be monitoring feedback and once most of the features are working again will I push the new version to the public/default branch.

On top of that I will also be releasing a new map to celebrate the 1.5 update, which will be a surprise for now.

I'll continue to post updates until the final 1.5 is out. I hope this will reinvigorate some of the people who did not appreciate the old movement system.

Please feel free to share your opinions and of course any ideas for possible future content as well.

Sincerely,

Joure Visser. **Gilbert New Kitty Added + Kitten Count Fixed:**

Hi Everyone!. **Gilbert New Years Information Update:**

Hi everyone.

I listen to pretty much everyone who posts, even if I don't always respond immediately. I have been compiling recent complaints and requests, etc and am here to respond to them.

While I haven't received that many complaints, a number of these have been valid and also ones that raised questions for myself regarding things the game could be improved by. I anticipated that the game would do okay and it's done better than expected.

However I find myself in a bit of a crux. I have been hearing complaints about the general gameplay and controls etc. As most probably know the game has been created for and with input of my daughter.

The game is aimed at young kids who might want to play something other than another mobile game but are still new at them. The controls are simplified and the gameplay is simple.

While I still think there's a merit behind this design choice I do believe there's a lot more that can be done with the game. Complaints regarding controls and gameplay as well as the tutorial section have been noted.

What I am going to do now is head back and recreate a new experience. While the basic premise stays the same I have a much more grounded idea of which direction I think I want to go in with Gilbert.

This means that I will expand the game thoroughly and with a lot more effort which will result in a price increase once I'm done. So for everyone who already has a copy there's something to look forward to.

Other things that I will be introducing is a much clearer system to guide players. I'll be using color coded (Pink) objects etc to help guide players as to where they can go. I will also redesign all the levels and I am working on a level-streaming approach which will make the entire experience seamless.

I want to further flesh out existing gameplay systems. The basic idea will be that Gilbert's neighbourhood will be redesigned into the main hub. In this new redesign, gameplay exploration and will carry a much heavier role.

Other levels will be redesigned depending on what I want to experiment with.

I want to re-do the tutorial section into a much more clearer experience with a larger obstacle course and one that can be easily skipped..

Obviously this will all take time and I will roll out these changes in parts. I will also keep the old levels available in a new "Gilbert Classic" mode. I will continue to listen to feedback and will try to help those with issues.

That's it for now and I wish you all a happy new year !!!

Joure.

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