[box title="Info" color="#D9D9D9"] [list style="black-bullet"]

<ul>

<li><b>Game</b>: Year Walk</li>

<li><b>Developer</b>: <a href="http://simogo.com/">Simogo</a></li>

<li><strong>Available on</strong>: PC, Mac, iOs</li>

<li><strong>Release date</strong>: March 6 2014 (PC) April 3 2014 (Mac) February 21 2013 (iOs)</li>

</ul>

[/list][/box]

<span style="line-height: 1.8">Once upon a time, there were people looking for fortune. They sought answers to questions that they would not get from anyone other than divinities. The secrets of the future are tightly sealed to whoever does not risk thyself year walking. This is what Year Walk is about: knowing the future. As you are cast into the body of your unnamed protagonist, you soon learn that many questions trouble his  
  
explanation does not fall short of the esotherical nature of your journey. I felt that the fact that the experience of year walking was enhanced by this sense of uncertainty.

[caption id="attachment\_3087" align="alignleft" width="300"]<a href="http://www.misscliks.com/wp-content/uploads/2014/04/yearwalk1.jpg"><img class="size-medium wp-image-3087 " style="border: 1px solid black" alt="" src="http://www.misscliks.com/wp-content/uploads/2014/04/yearwalk1-300x187.jpg" width="300" height="187" /></a> Source: <a href="http://simogo.com/work/year-walk-pc/">Year Walk</a>[/caption]

Only a few control options are given to the player. A fusion of a side-scroller and a Myst-like adventure game, the moving panorama that make the game’s principal way of exploring the environment sets you as a viewer of what the future might be as well as putting you at the center of its discovery. What is interesting is the effectiveness of the navigation while using the system: transition through layers of environment are short and might come to appeal players that

considered to be around two hours, this kind of content comes around really handy if you want to get the most out of the game.

[caption id="attachment\_3089" align="alignright" width="300"]<a href="http://www.misscliks.com/wp-content/uploads/2014/04/yearwalk2.jpg"><img class="size-medium wp-image-3089 " style="border: 1px solid black" alt="" src="http://www.misscliks.com/wp-content/uploads/2014/04/yearwalk2-300x187.jpg" width="300" height="187" /></a> Source: <a href="http://simogo.com/work/year-walk-pc/">Year Walk</a>[/caption]

Sadly, the game is quite short and you will easily make a full play through in a single session. You will finish the game and feel that you want more. Only 2 hours of content held me away from the end of the game, however, the narrative resembles the one of a short story so it may be for the best. It is important to note that there is still some replayability option for those who seek the special achievements related to the game such as completing it without the map or by going around certain puzzles.

<div>

[column size="1-2" style="0" last="0"]<a href="http://www.misscliks.com/wp-content/uploads/2014/04/YES.png"><img class="alignnone size-full wp-image-3112" alt="YES" src="http://www.misscliks.com/wp-content/uploads/2014/04/YES.png" width="295" height="232" /></a>[/column]

[column size="1-2" style="0" last="1"][heading bg="#35b038" color="#222222"]Pros[/heading] [list style="check"]

<ul>

<li>Sets an effective atmosphere</li>

<li>Good inclusion of narration to gameplay</li>

<li>Gets the player easily invested</li>

</ul>

[/list]

[heading bg="#892434" color="#ffffff"]Cons[/heading]

[list style="cross"]

<ul>

<li>Could use a larger number of puzzles and play time</li>

</ul>

[/list][/column]

</div>

<div></div>

Year walk is an atmospheric adventure game that puts you in a casual horror mood by throwing mysteries at you. It successfully tells you a story without having an explicit narrative and easily gains the player’s interest toward the related lore.  Its art style and its unusual control scheme makes for most of the game’s charm and while the game is not very long, it comes at a fair price, with some room left for enjoyable replayabilty. Overall, Year walk is an accessible game that may be appealing to more than the core adventure-gamers audience.

<table width="539" border="1" cellspacing="0" cellpadding="0" align="left">

<tbody>

<tr>

<td valign="top" width="184"></td>

<td width="171"></td>

<td valign="top" width="185"></td>

</tr>

</tbody>

</table>