
Ticket Free Download [FULL]



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About This Game

The newest, most spectacular innovation in audio-visual enchantment.

In a world where time is running out, where angels, are now demons, and vice versa, and human emotion is no longer a valid format, there is one entity ready to put his FOOT down, and say NO. Play as a lonely timid left foot, determined to make his mark on a world that's ever so crumbling around him. Make your way through exhilarated, magnificent and enchanting landscapes. Move with shoe, live with shoe, breathe with shoe. Be. Shoe.

Traverse through a dense forest, examine the gems through the eyes of your feet, and allow the sun rays to reflect through the intricate cuts of the blue, red, and even yellow precious stones. Ever wondered what it would be like to walk on the ceiling?

Gravity reversed? Fish with legs? Or how about owning your own horse with a personality more extatic and enchantingly realistic than any class clown or surf shop employee? It can all be done with TICKET. In TICKET, every one is a millionaire. you will never be as rich in real life, as you can be in the game-world, both in monetary and spiritual terms.

This game features astonishingly realisting high definition real-world 4D engines, bringing what you see around you every day,

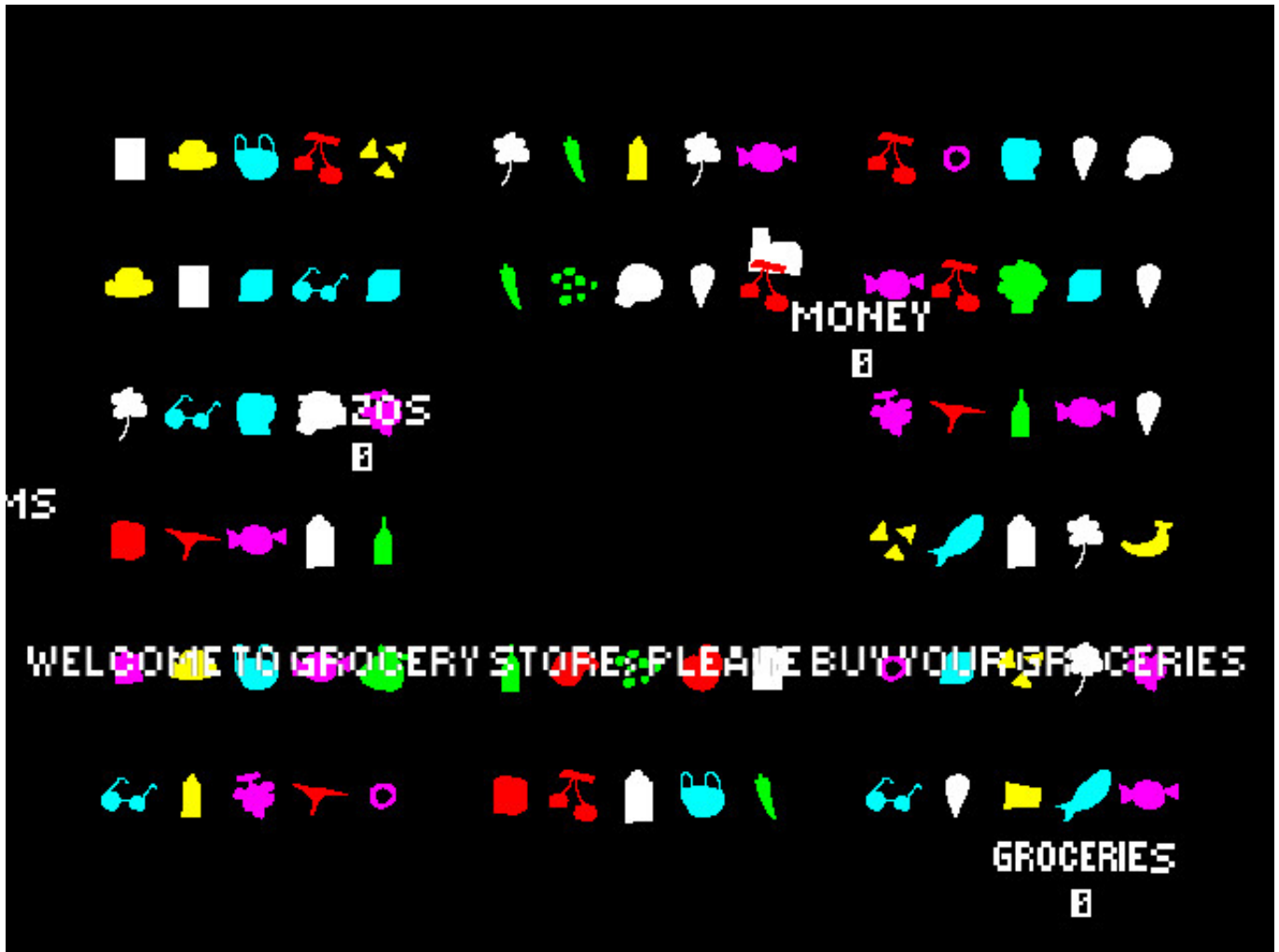
into a hyper realistic cyber-universe, with graphics so real, your brain could never hope to comprehend the full extent of mind numbing beauty this game exudes.

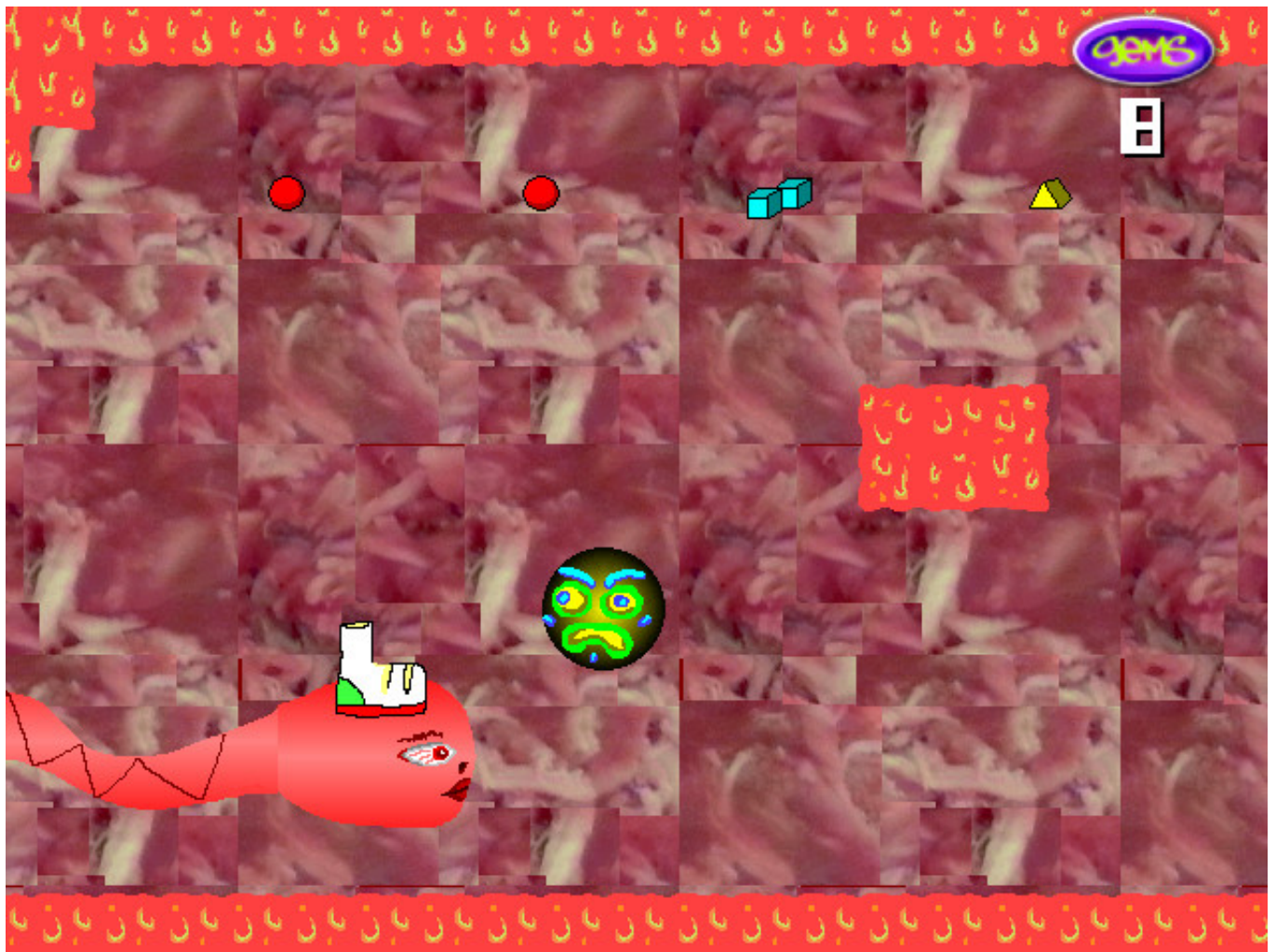
The game's soundtrack is a masterful manipulation of vibrations, intricately designed to elicit the most pure and joyful of emotions when entering the brain through ear holes. 30 works of sonic art guide you through Shoe's troubles and trials and tribulations, elevating your sense of reality to a higher plain as you jump, hop, skip and jump, bounce and spike your way through the world of TICKET.

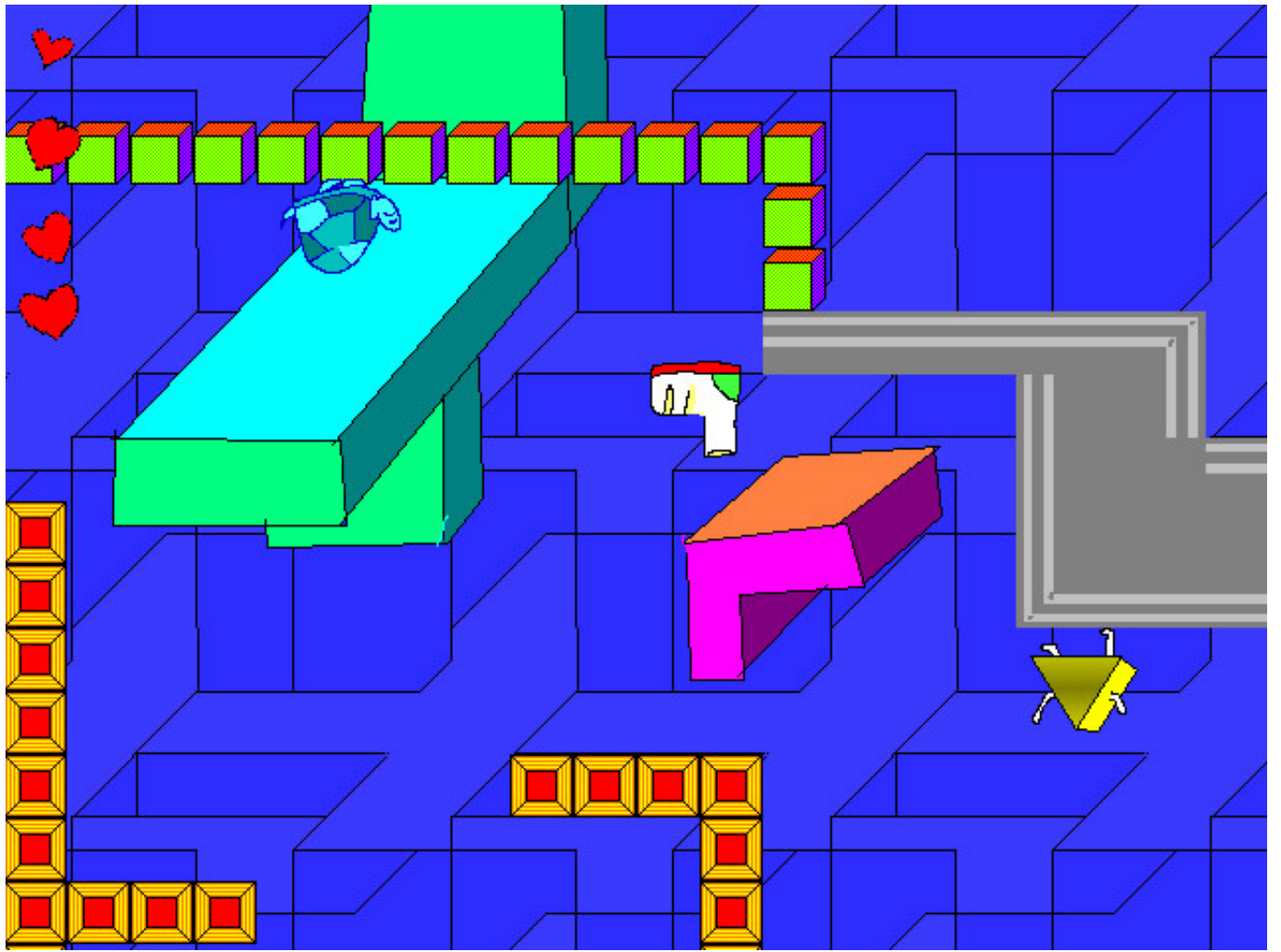
Title: Ticket
Genre: Action, Adventure, Indie
Developer:
magicdweeoo
Publisher:
magicdweeoo
Release Date: 16 Aug, 2016

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English







excellent game. Graphics: 5/5 - Trippy, surprising.

Sound: 5/5 - Marvelous sound design. Score highlights the character of the game.

Story: 5/5 - Tells you just enough to engage and encourage.

Fun Factor: 5/5 - This is what video games are all about.. *Ticket was by nature like a talented student who could easily score an A in any exam. However, he is also a rebel boy who hates the system like poison.*

He thought.

Getting an A was nothing short of associating himself with the system, that ain't never gonna happen. Hence he decided to get an F - which would probably be enough to declare a clean break with the system.

In order to guarantee an F, he passionately dropped all sort of doodles and swears onto the paper.

Strangely enough, in the end, he still got a solid B somehow.

Would he feel contented or frustrated about it? I simply don't know.. Ticket is a new form of media where spiritual enlightenment is finally possible through playing video games.

But in all honesty, I really love ticket.

Ticket is kind of like if you played through 20 games in Yoyo Sandbox before it shut down (for the people who don't know: basically the official game maker itch.io but with a million worse games) and I think that's a very special experience. The game feels like "I have 20 ideas but let's all put them in one game" both ironically and unironically. There's something new to do every level, new characters around every bend, and honestly you cannot prepare yourself for what comes next unless you watch a walkthrough. I was afraid that the trailer would spoil everything cool about the game, but then as I was playing the game I realized that the trailer is 95% original content that isn't even in the game- and the game even references it, putting magicdweedoo's voice advertising how great the game is in the title screen.

The personality of this game is so great. I feel like these days it's really hard to distinguish good weird games and bad weird games. There are a lot of people who make cynical games with the thought of "hey if it's weird enough people will love it" and it doesn't feel natural or funny. Ticket feels very genuine, every level has an air of passion and care put into it. I never got the feeling of "ok this is too much" and the game knows comedic timing and atmosphere very well. I wish I could talk more about the game, but I feel like anything going into specifics is a spoiler because every new "twist" in this game is a great experience.

There are a few negatives though, and they mostly have to do with the game's style. The game not only feels like a Yoyo Sandbox game, but plays like one too. The controls are fairly tight, but the game makes you push it to such extremes that I think I got stuck on every level (minus the gimmick ones) after the first one for a period of time. You have to make almost perfect jumps, if you die you go all the way back (except on one level where there's a checkpoint), and every level is like a maze "where do I go" puzzle game that you have to figure out. However, I don't think any of the levels overstayed their welcome despite this. Except "DIGGER". God that game controls horribly (on purpose). Good thing it's optional unless you want an achievement or two.

Also, I felt like the game was a bit short. I wasn't disappointed with what I got, but when it ended I still wished there was more. The game is only 2 hours long if you are playing it for your first time, probably only 10-30 minutes if you know what you're doing.

Overall, I love ticket. It's worth the price 100%. My only regret is feeling bad about buying it on steam since I feel like I want to support the developer directly. I want this guy to make more games.

Also quick shoutout to Saintttimmy on youtube, the current speedrun world record holder [9:25.75] at time of writing this review. I don't know him personally or anything, but I've followed his channel (check it out for games similar to this) for a while and without seeing this game pop up there I never would have known about it. I think most people who play this have similar experiences too, since this game is fairly unknown and the only other place I've heard it mentioned is people who watch vinesauce.

That's really a shame, because I feel like the world needs to know about Ticket.. its very nice. very good and nice

shout out to magicdweeDoo. ticket is the epitome of game design- in fact, design itself. ticket boasts incredible hand-drawn graphics with smooth, sharp contrast that not only pop out of the screen but lend a hand at creating clear visuals. combined with its finely-tuned, revolutionary gameplay which was crafted from the ground up with the perfect image of a perfect game in-mind, everything just works. like a puzzle, everything just clicks into place to form a perfect square. like a calm, serene river, it becomes a natural flow in your mind. when you play ticket, you become ticket, and that's what makes ticket perfect.

you jump in it. I guess it's time for my first positive review?

(Instant remark, im usually not making positive reviews, because when i like game too much, i kind of don't know what to write, with ticket though - completely different story, especially because it can be underrated game)

Ticket is a great platformer, with "underground" feel to it - ms paint looking graphics make a really good style in this situation. Strange music, with few not strange but catchy tunes are greatly adding to this strange atmosphere.

It strange, but so enjoyable, I really like it

Pros -

Few Different and strange styles, from "ms paint"-ish to gameboy-ish

Music that fits strange atmosphere of the game perfectly

Strange atmosphere that fills every single of your left shoes

Short

Cons -

Short (yes, while i would like it to be longer, it might then lose all its charm)

Digger mini game (OH MY... IT'S RANDOM ALGORHYTHM SUCK, IT SO MANY TIMES LOCKED ME OUT OF EXIT, I WERE READY TO RAGEQUIT, AND WHERE IS CRY OPTION WHEN IT NEEDED???)

Music on day 10... While it made me laugh, it is very annoying (but still can be tolerated)

I Still (probably) left something out, but i honestly recommend this game, it's strange, it's fun and it's a legit platformer with good controls and strong feeling of strangeness in my left foot

P.S. Don't know if it will be interesting to anyone, but I've completed it with XBONE controller, it played great with it.. When I first picked up Ticket I wasn't expecting much. in fact I was expecting a \u2665\u2665\u2665\u2665\u2665 platformer that had no chance at being good or having any good redeeming qualities but oh how I was SO wrong. Ticket is a beautiful, magical, fun game made by the wonderful genius magicdweeDoo that has newest most spectacular innovation in audio-visual echantment. each level is filled with both the right amount of character and the right amount of challenge that even the most elitist johnny could play-through it and have no trouble enjoying it. not to mention all of the amazing and cool friends you make through out your journey that will have you drawing an entire hardrive of fan art of one character from just how amazing and fleshed out and loveable they are. In Ticket everyone can be a millionaire, you can never be as rich in real life as you can be in the game world. Both in monitary, and spiritual terms. ever wonder what it would be like to walk on the ceiling? Gravity reversed? Fish with legs? or how about owning your own horse with a personality more extatic and echantingly realistic than any class clown or surf shop employee. Ticket also has a soundtrack packaged with exotic gems that is worth buying 10 times.

what more do I have to say? this game is a true piece of modern art. go buy it and playthrough it until you can speedrun it more than 700 times.

MOVE WITH SHOE.

LIVE WITH SHOE.

BREATH WITH SHOE.

BE.

SHOE.. Dark Shoes IV. its very nice. very good and nice. I have spent time in a mental institution and I don't regret buying this game. Those two facts are probably not related.

A question for the creator, what kind of shoe are we playing as? The answer to this question will affect my enjoyment of this game. **Trust me on this one, buy the *Ticket and take the ride.***

Puns aside, titles like this represent everything great about indie video games. What a beautiful game. Don't get it twisted - it looks cheaply done, but the devil is in the details and every little thing is hand-crafted. I finished it in one sitting - it grabbed

a hold of me and I couldn't stop asking 'what do they have in store for the next level'. Whatever you think this is going in - you are wrong.

Essentially, this title is a fairly hardcore platformer with a neat story and setting that you just have to experience for yourself. Controller recommended, for sure. There are actually several RPGish elements in there, too. There were moments where LISA popped into my head. Different games for sure, but I think the cool artwork and great soundtrack just made me associate the two.

Pros:

- +Best video game trailer since Potatoman Seeks the Truth*
- +Story is really great, and the humor is spot-on*
- +Actually has a good bit of depth; to 'do' and unlock everything would be both satisfying and take a great deal of effort*
- +The music is outstanding - in fact it's one of the few that would actually be good to listen to outside of the game*
- +I love how the artwork changes each level, and seeing the enemies done in that clay-style and then retro, etc. was really cool*
- +Seriously, just when I was about to rage quit - an option to 'cry' showed up; I really appreciated that*

Cons:

- Some picky stuff here, so take it with a grain of salt, but the hit-boxes could be tweaked a bit*
- The balloon jumping mechanic is used a ton, and it was a little frustrating at times*

Now if you mainly enjoy AAA titles, be forewarned that this is a very 'indie' game. There is weirdness by the truckload. I fully recommend giving this one a go.. remove digger from the game

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