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## The Longest Journey Torrent Download [torrent Full]



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### About This Game

The Longest Journey is an amazing graphical adventure, where the player controls the protagonist, April Ryan, on her journey between parallel universes. Embark on an exciting and original journey of discovery, where you will explore, solve puzzles, meet new people, face terrifying monsters, learn, grow, and live the adventure of a lifetime!

- Over 150 locations spanning two distinct and detailed worlds
- More than 70 speaking characters
- 40+ hours of gameplay
- 20+ minutes of high-resolution pre-rendered video footage
- Cinematic musical score

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Title: The Longest Journey  
Genre: Action, Adventure, RPG  
Developer:  
Funcom  
Publisher:  
Funcom  
Release Date: 17 Nov, 2000

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English







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My favorite game ever made. This is honestly so wonderful, the characters and story have stuck with me for almost 20 years since I first played it... April and Crow are important to my life somehow!. Certainly the most notable thing in this game is the voice work of characters, which was wonderful for the time this game was released.

The story line is actually good, but nothing remarkable. There are some specific creative points that may make it worth to check the full plot.

The graphics could have been better, but they are acceptable.

The game is challenging and does it work for a good point and click. There aren't many parts where what you have to do is much far from the expected, but it happens (what I mean with this is that the game doesn't expect much non sense actions from the player, which is good).

I've seen some bugs, but they didn't break the game at all. Well, just the last one, which deleted my save file (was close to the end, so I gave up and just checked the ending parts on YouTube).

Overall, better than many point and clicks that came after, so would surely recommend it for the ones who like the genre.

7V10. I played this game when it was first released and have vivid memories of loving it. I didn't remember specifics, just emotions, which is so rare in games that The Longest Journey deserved another play-through 20 years on.

I'm not sure what I was expecting perhaps a pixel-hunting nightmare with a little flare that stood apart from its counterparts instead I got the thoughtful, emotive journey I half-remembered from my gaming past.

The thing that sets this apart is the characterisations. April isn't just your average boobs and booty heroine. She's sassy and has attitude for miles, which is hugely refreshing. Crow our heroic side-kick is hilarious. Cortez is a noble guide. The list goes on and the characters both amuse and tell an incredible story. There's also amazing voice-acting here, which isn't always the case and I should tip my hat to the developers for their attention to detail.

The game is a little clunky and there are a few moments where logic might fail and require a handy walkthrough to nudge you back on course. Mostly I found this where you were required to repeat actions more than once in order to get another clue. The puzzles involved are fairly manageable and the vast majority of the game flows beautifully. The only real bug I hit was that it messes with my computer fonts but it's nothing that a restart doesn't sort out.

Even though I've played The Longest Journey before the game still held magic and adventure; humour and excitement. If that isn't enough to entice you there are two more games in the series! Dreamfall: The Longest Journey is next on my to-play list followed by Dreamfall Chapters. I really hope I get to see Crow again, that rascally bird!

10V10. I had bought The Longest Journey because i wanted to play The Dreamfall Chapters and i decided to play the first two



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games before.

After i played all of them, i realized I love The Longest Journey most.. Like the vast majority of point and click adventure games, The Longest Journey places emphasis on puzzles, dialogue, setting, and story.

In The Longest Journey you take control of April Ryan, an aspiring artist escaping from an unsatisfying home life to chase her dream at an art academy. She arrives in the fictional city of Newport and does her best to settle into her new life but quickly gets bogged down by bizarre dreams and an array of seemingly unexplainable events. She becomes thrust into a plot revolving around the waning "Balance" between her world of "Stark" and a universe parallel to her own known as "Arcadia." To avoid cataclysmic consequences she must embark on a journey to restore the Balance while also questioning why she was chosen for such a task.

Shifting between Stark and Arcadia gives the player two unique and interesting settings to explore. Arcadia is a lush fantasy world filled with magic, evil alchemists, talking moles, merpeople, and a plethora of other fantastical elements meant to appease a fantasy nerd's cravings. Stark on the other hand is simply another name for Earth in the distant future. It offers a more dreary and industrial landscape within the poorer regions surrounding April's home (cut her a break, she's in college). Though much of gameplay in Stark takes place within these regions when you do venture beyond their boundaries a more lavish science fiction setting awaits.

Puzzles are plentiful throughout the game and, along with dialogue, are used to move the plot forward. Some of these puzzles make sense, are relevant to the story, and feel satisfying upon completion but the same cannot be said for all of them. Some puzzles are just outright obscure, requiring a specific sequence of events or the locating of items with few if any hints from the plot or setting. It might be in your best interest to keep a walkthrough handy for when these moments arise.

As I progressed through the plot of The Longest Journey I found the story to be creative but not flawless. The overarching theme of the narrative is one of destiny or fate as April struggles to cope with her selection as a major influence on the fate of the two worlds. The story is very linear and your in game choices have no influence on how the plot unravels. The player is presented with an abundance of information about Stark, Arcadia, and the relationship between them but time is not always taken to explain each of these plot elements thoroughly. So while the atmosphere of the game was immersive I felt that its history, structure, and backstory was rushed, lackluster, and at times cliché. The writers of the game appeared to be very much aware of these flaws and, to their credit, did a decent job of minimizing any dissatisfaction brought forth by them. This was achieved through the engaging and humorous personality of April Ryan.

With out a doubt the game's strongest point is that of its main character. The game is filled with dialogue and the constant barrage of witty remarks unleashed by April never got stale. Some of the previously mentioned flaws in the plot are specifically mentioned by April and the manner in which she pokes fun at them softens their blow considerably. April is not the only comical character and humor persists throughout the entire game. Most conversations offer multiple questions and responses and I would highly suggest listening to all of them. April is inevitably forced to undergo character development as the story progresses and the game's writers do a decent job of presenting this to the player in a satisfying manner.

All dialogue is accompanied by voice acting that is extremely well done with the exception of one character who was intentionally made to sound monotonous and annoying but his dialect is nonetheless amusing. Every conversation is recorded and can be accessed and read in a conversation log in the main menu. Also in the menu is a diary kept by April that provides summaries of her completed tasks and more humorous reactions to the ongoing events in the worlds around her. Occasionally dialogue tends to drag on for too long but if you are a fast reader you can skip the voice acting to end the conversation quicker. The game does have a soundtrack but it is seldom used. This void is usually filled by ambient white noise relevant to the surrounding environment.

The game was released in 2000 and the graphics have not aged well. The player models during both gameplay and cut scenes look downright awful by today's standards. The backgrounds offer some unique artwork but the game's low resolution prevents them from being very captivating. The animations are some of the worst I have ever experienced in a game, even games from the time period in which The Longest Journey was released. With the sole exception of April's standard running/walking,

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players move awkwardly and their movement is sometimes incredibly delayed. There are also some issues that stem from running the game on modern machines but I did not find them to be too invasive. Fixes for these are available online.

An entertaining main character, a unique multi-world setting, and an abundance of humor make The Longest Journey an enjoyable and worthwhile adventure game in spite of its flaws.





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