
Tick Tock Isle Patch

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About This Game

In the year 20XX a confident, young horologist by the name of Strike is inadvertently transported into the past while attempting to repair a mysterious, abandoned clock tower 5d3b920ae0

Title: Tick Tock Isle
Genre: Adventure, Casual, Indie
Developer:
Squiddershins
Publisher:
Squiddershins
Release Date: 19 Nov, 2015

English

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Steam Awards Nomination Committee 2018. The game is a great buy for the price. It's not long, only about 2 hrs, but it's a fun 2 hrs. It's pixelated graphics and lovely music go along nicely. Only odd thing about it are the controls, but they're simple enough to get used to.. A pretty short but fun game, with small mixtures of: puzzles, platforming, and adventure, that doesn't break the bank and with a great soundtrack to boot!. A short little game (1 hour) about time travel. Play as Spike, the clock repairman, who has arrived on Tick Tock Isle to repair an old clocktower. However, not all is as it seems. jump through different time periods to solve everyone's problems and get the clock up and working, as well as back to your own time! Overall, an interesting game that felt more like a point-and-click even though it's all played with the keyboard. Typical problems with it that I have with most games of this genre - lots of back and forth. Run across the map for one item, and then back across for another that you have now unlocked. Only made worse by the jumping between timezones :P Overall, though, it's a small area, so nothing too bad.. This game sells itself as a "short adventure" and is priced accordingly. This is a nice bite-size time travel adventure game where you go back and forth between two years fixing a clock, err make that time machine, while helping a

family fix several of their problems. The graphics are done well and the music is varied and upbeat. I beat this game in 2-3 hours. I was expecting short based on the price and description. This is a game I'd recommend it provided good entertainment for the cost and several laughs too.. Sidequest: the game run around and solve issues for other people for 2 hours. theres also a handful of fun platform minigames. the game only requires the arrow keys and enter key to play. Makes for a fun date night game.. A delightful casual adventure game, emphasis on the casual as it doesn't take much thought or effort to work out what to do next, or how to solve any of the problems, which honestly is sort of a pro if you're tired of the usual puzzle/adventure where you just end up using every item you have until something works and you can finally move on with the story. Great humor,feel-good story, wonderful soundtrack and, I feel, just the right length for something of it's kind. Definitely recommend if you have an hour or so to kill.. A short game in which you're sent to repair a clock tower, and end up having to help the family that lives there. Featuring inventory puzzles which, I think, have just the right amount of challenge to them. Not a bad way to spend a buck, all in all.. It's borderline for me, I completed it but I was getting bored in the last 30 minutes. Tick Tock Isle will take 90 minutes or less, and I do think it could've been shorter since there is a lot of backtracking. The map is pretty confusing, and even if you know the layout, you will have to search all the rooms to find the next items to progress the story. There's not a lot of dialog or flavor text, and it's not really funny. The pace really dragged at times, searching all the rooms to find what was expected next, but the whole package didn't feel like 90 minutes. Being built in Fusion really doesn't help, meaning no options and the Escape key kicks back to the main menu with no question. I'm interested in what the devs can do in the future, but I can't really recommend this game. It's not bad, but not worth the time still. The initial mystery fades away into a routine item hunt.

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