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## Lovely Weather We're Having Cracked Download



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### About This Game

#### Go Outside With Your Dog

Lovely Weather We're Having is a goal-free explorer game. It uses local weather data to simulate the weather conditions where you are.

You're locked out of your house in an odd, peaceful landscape with your trusty pooch. Interact with a dozen NPC's whose moods change with the weather.

Jump off a roof. Kick a rock. Run through flowers. Be outside!

"The vibrantly colored world of Lovely Weather We're Having doesn't take you back to a specific time necessarily, but to a mind set, when the world seemed bigger and brighter and more mystifying."

*-Jess Joho, Kill Screen*

"Lovely Weather is a clever little mood stimulator on the contemplative end of the scale, a kind of dynamic Zen box. You open it and poke around a little and maybe close it, thinking "Is that all?"

And then you come back, and the weather's different, and the time of day's just so, and it takes your breath away."

*-Matt Peckham, WIRED*

"it looks gentle and colourful and weathery which is rather appealing as I've had a nice morning of typing and listening to the rain fall outside."

*-Philippa Warr, Rock Paper Shotgun*

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"Watched the trailer and I have no idea what the game is about."  
*-Someone on reddit*

**SOME FEATURES:**

- Responds to local weather data, simulates actually being outside.
- Pleasant sounds, colors, and visuals that I hope you like. Designed with introverts in mind.
- 12 NPCs whose moods and conversation topics change with the weather and time of day.
- Hundreds of conversations to be had (most of them not about the weather).
- Open gameplay, forever.
- Designed to be played in 10-20 minute bursts, endlessly.
- Cute dog.
- A top-secret c h e a t c o d e.
- Rocks you can kick.

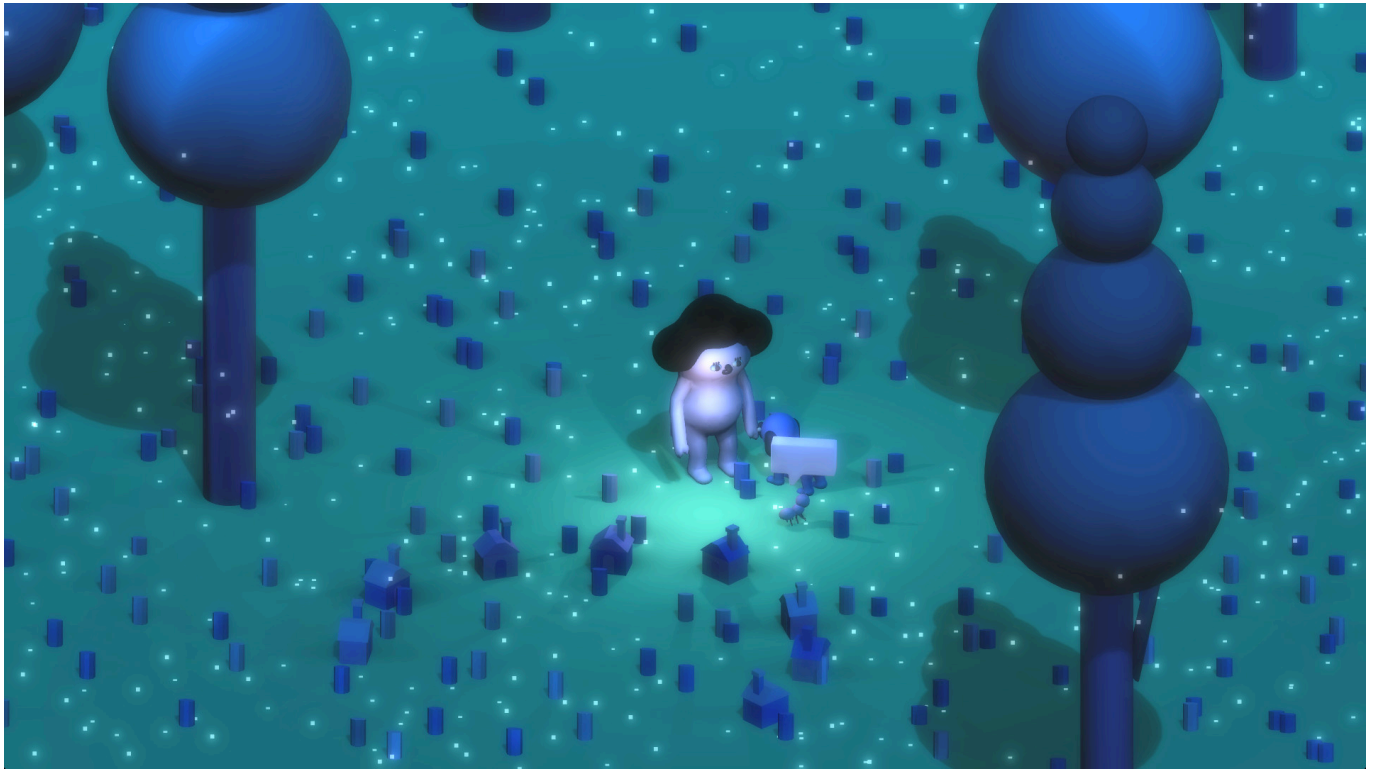
**\*\*SEE YOU OUTSIDE\*\***

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Title: Lovely Weather We're Having  
Genre: Casual, Indie, RPG, Simulation  
Developer:  
Julian Glander  
Publisher:  
Glanderco  
Release Date: 10 Nov, 2015

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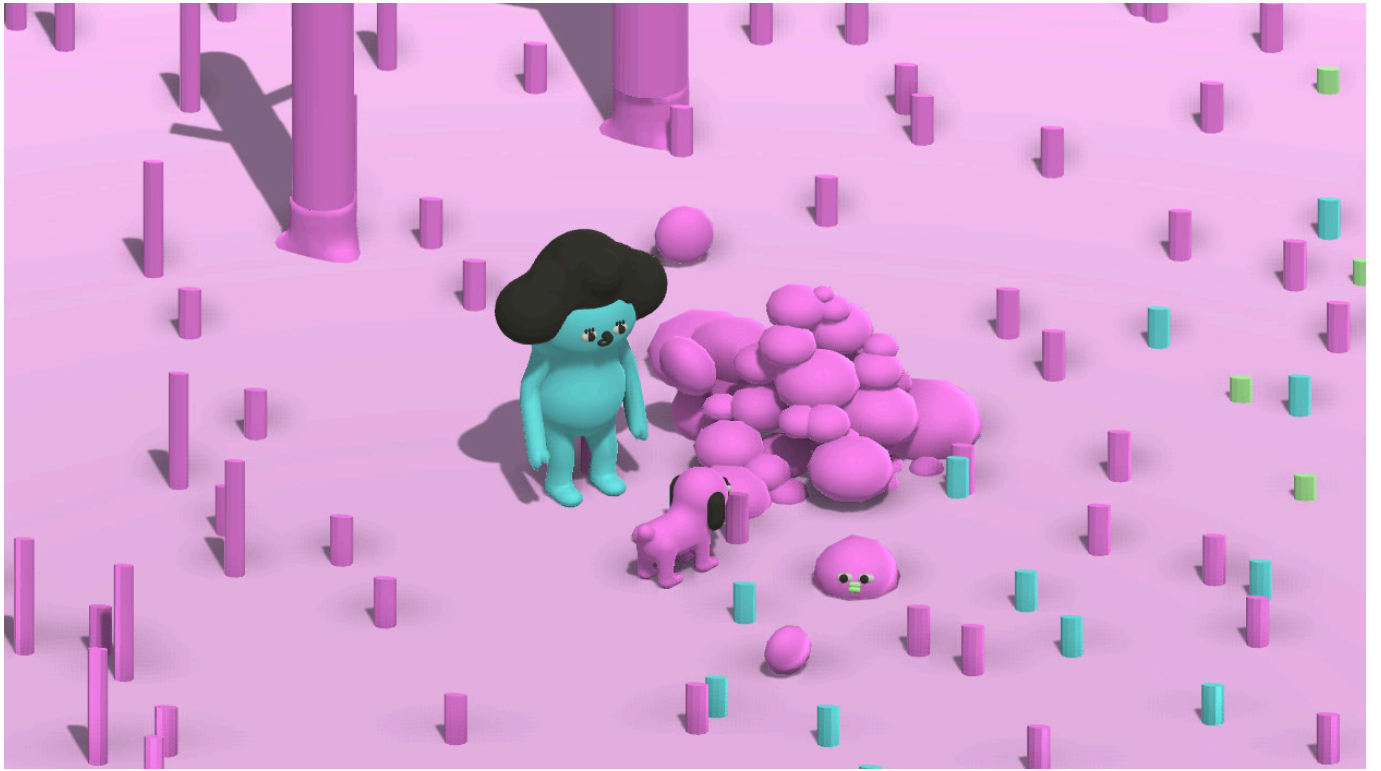
English



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The party don't stop til the cops show up! Awooo! But, for clerical reasons, each new day of partying begins at 1 PM.





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what lovely weather we're having pink panther. what lovely weather we're having today. lovely weather we're having. lovely weather we're having spongebob meme. lovely weather we're having. what a lovely weather we re having. lovely weather we're having pink panther. lovely weather we're having game. lovely weather we're having in spanish. it is lovely weather we're having. lovely weather we're having in spanish. what a lovely weather we re having. it is lovely weather we're having. lovely weather we're having pink panther. what lovely weather we're having pink panther. lovely weather we're having meme. lovely weather we're having pink panther gif. lovely weather we're having spongebob. lovely weather we're having gif. lovely weather we're having gif. what lovely weather we're having. it's lovely weather we're having pink panther. lovely weather we're having pink panther gif. louis armstrong lovely weather we're having. lovely weather we're having handmaid's tale. lovely weather we're having spongebob. it's lovely weather we're having pink panther. what lovely weather we're having today. lovely weather we're having meme. louis armstrong lovely weather we're having. what lovely weather we're having. lovely weather we're having game. lovely weather we're having handmaid's tale. lovely weather we're having spongebob meme

The sort of game you play while drinking a warm cup of chocolate. Worth your money.. It remains a concept rather than a finished product and I don't regret having quenched my curiosity but the question is : Do you recommend this game? The answer is an honest "no". It lacks substance, objectives, there is very limited exploration and an overly confined world even if the weather concept is interesting (albeit not extremely new). I found a way to jump across the fence behind the backyard into the "Void" and I thought to myself that there might be something more to this game than I originally thought! I will probably fall into a fantastic alternate world beyond The Void, maybe another part of the Earth with a different weather, maybe even another planet with its corresponding atmosphere! But no, it's just a bug where if you jump across the fence into the The Void, you don't respawn or anything. The screen just stays white. Thought the devs should know.. It remains a concept rather than a finished product and I don't regret having quenched my curiosity but the question is : Do you recommend this game? The answer is an honest "no". It lacks substance, objectives, there is very limited exploration and an overly confined world even if the weather concept is interesting (albeit not extremely new). I found a way to jump across the fence behind the backyard into the "Void" and I thought to myself that there might be something more to this game than I originally thought! I will probably fall into a fantastic alternate world beyond The Void, maybe another part of the Earth with a different weather, maybe even another planet with its corresponding atmosphere! But no, it's just a bug where if you jump across the fence into the The Void, you don't respawn or anything. The screen just stays white. Thought the devs should know.. This game changes insignificant things about a small isometric world based on your local weather readings. Maybe if you're uncontrollably curious about extremely minor aesthetic details, you'll love this game. Every time you boot this game up will feel like Christmas morning.

For the rest of us, you could get a better experience by just going outside and talking to your weird neighbor in real life.. I really love the concept of the game and visual representation, but it's just not enough, is it? It's too small, there's nothing to do there. I only wish the map was larger with more interactions. Excellent concept.

I wish there was music on occasion like the one in the steam trailer included.

Not much in depth except for talking to NPC's for some minutes.

Some other's have found ways out of the map. If you like that type of exploration, give it a shot, but still short lived so far.

Rating: 2 out of 5, for not seeming to be complete. Doesn't seem to be enough to call this even a minigame.

Otherwise, it's peaceful ^\_\_^. me & my friends play this game together and we love it to pieces. my only complaint is i wish dwayne (the little rock with hotdog bun lips near the forest) was a more fleshed out character. i feel he has much to say about his life and i would like to become closer friends with him. that is all.

also watch me & my friend play\draw fanart of the game here: <https://www.youtube.com/watch?v=yJEEkk-2P6w>. It's like Pok\u00e9mon Go but without Pok\u00e9mon and without REALLY leaving the house. Took me eight minutes to see everything.

[Buy it at 90% sale. Even better: Don't buy it.](#)

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For the rest of us, you could get a better experience by just going outside and talking to your weird neighbor in real life.. This is a beautiful, peaceful lazy-day simulator. You can watch the day and the seasons go by.

Pros: you can go for a nice walk when there's too much weather to go outside in the real world.

Cons: I accidentally kicked my bike over a mountain and couldn't get it back.. Here's my Blind Let's Play:

<https://youtu.be/Vc6Jrc8z-Rw>

[Simply one of the worst 'experiences' I have ever had the misfortune to play. I genuinely believe that this game could cause people to go insane simply due to the complete lack of ANYTHING. They say that staring into the nothingness of space could make a man go crazy, perhaps the same could apply to a lack of content?. It is lovely weather we're having.](#)

[Its a really awesome concept piece. I love the effort thats gone into it. Its just really chill and relaxing. One of my favourite games for environment for sure. Its like a painting, not super interactive but lovely to look at.. Look, I love the premise of this game. I suspended my disbelief with the 'u' and the 'ur' in the synopsis. It could have, after all, been from the heart.](#)

[I get that it's only what it is. A decoration. Amusement. But it seems to lack something of a thematic foundation. It's about going outside. So what?](#)

[It's not obscure enough to qualify as intriguing outsider art. The quirkiness is too forced to leave an impression of genuinity.](#)

[The presentation is unpolished and the concept feels like a stump.. A very lovely experience.. This game just doesn't have enough content.](#)

[You can walk about and not really interact meaningfully with anything. You can't interact with your dog that follows you about. There's a bicycle which you can walk into, some rocks and things which make interesting noises when you walk on them. A hilltop to walk up, so you can walk along rooftops. It doesn't lead you anywhere interesting.](#)

[There are NPCs who will say about 2 lines of dialogue to you. Then you turn around and talk to them again, and they say something else. But in total, it seemed like there were about 4 things they would say, each. Maybe it was due to the weather that they hardly had anything interesting to say. It was sunny and cloudy, early evening.](#)

[One NPC gave me an idea of something I could do... and I did try.... but I don't think it's really possible to jump. All you can do is walk off things.](#)

[The in-game map is very small.](#)

[After 8 minutes I felt like I had exhausted all the content in this game. After 19 minutes, I felt certain of it, so I resorted to the super secret cheat code.](#)

[In the instruction manual \(YES! Games still have those!\) there is a super-secret code that lets you toggle debug things. I would not normally touch such a thing, but... to be honest, it makes the game a lot better. It lets you zoom the camera out, and walk faster.](#)

[You can also ruin the "exploratory" experience and alter the temperature, time of day, and weather, to see how the game changes, meet different NPCs, see a few different things to run into.](#)

[After 26 minutes I felt like I'd seen everything the game has to offer.](#)

[I really wanted to like this game. It has the potential to be something like a micro Animal Crossing - but without the hurtfully judgemental neighbours. \(Or the fashion, or collecting, or money... but mostly this was the potential I thought this game could offer\). But.... it all just feels too shallow for me. It needs more content.](#)



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All this game did was make me want to play Noby Noby Boy on PS3, which has a very similar art style, and is also more-or-less goal-free... but has more interesting content to see every time you come to play it (though no dialogue), and gameplay which involves eating and stretching, which are two of my favourite pastimes.. This game is very unfinished. The game promises dialogues but they are only two sentences long. There is a bike that you can't ride, you can't sit or swim in the water. Art style is interesting but definitely not worth the 5\` for 2 minutes of entertainment.

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