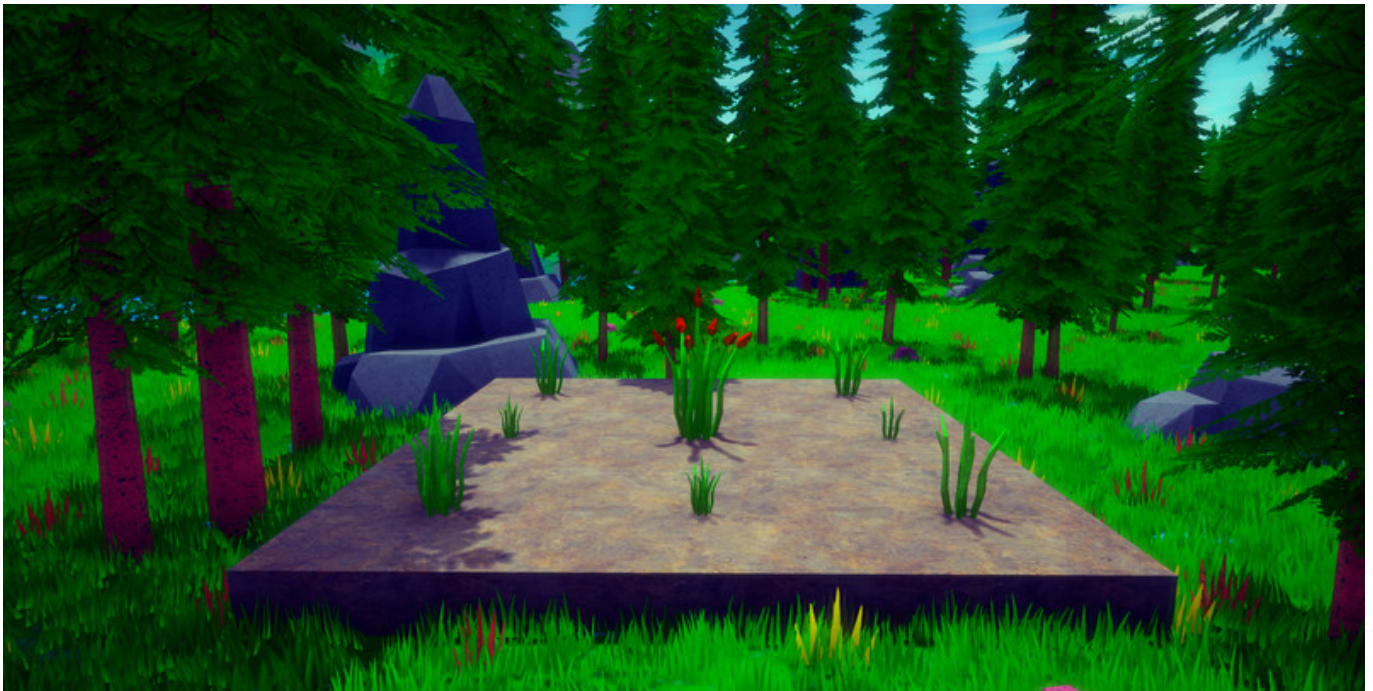


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## The Average Everyday Adventures Of Samantha Browne Reset Key



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### About This Game

Samantha Browne has been waiting patiently in her room for everyone else to fall asleep, go out, or do whatever it is people who enjoy social interaction do. She's hungry. Okay, she's past hungry. She's at whatever stage is right after hungry. It's not that she doesn't have food, she has a box of oatmeal just sitting on her shelf waiting for her consumption. Thing is, she needs some help. Your help specifically and well, helping Sam isn't always easy.

### Key Features

- Original artwork and animations by illustrator and comic book artist, Reimena Yee
- Dynamic soundtrack by Adrianna Krikl
- Player decisions impact the outcome of the game in unexpected ways
- Oatmeal not included

Find the right words to help Samantha or suffer the consequences. Don't worry though, it should be as easy as making some oatmeal.

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Title: The Average Everyday Adventures of Samantha Browne

Genre: Casual, Free to Play, Indie

Developer:

Lemonsucker Games

Publisher:

Lemonsucker Games

Release Date: 18 Apr, 2016

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English,French







No restaurant shift today, so I may as well sneak in some calligraphy training. Hey, you should know by now. I live a bit of a double life.



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This game is a very relaxing. I play at night before I go to sleep whenever I'm too hyper and need to calm down. It's got a nice feel and I don't really play visual novels but this one is amazing and very well put together!. While the idea is intriguing and the art is nice, the gameplay execution is very poor. Many of the choices simply don't make sense. Instant oatmeal is instant. You add hot water, and it's done. What do you mean, the oatmeal isn't even near done? That's not how instant oatmeal works??? Also why is "asking someone" how to use a kettle an option but "googling it on your phone" not? Given what we know about Sam, looking it up online seems much more in character but it's not even a choice. I get that the options are limited to prove a point, but it's used to an extent where it just feels lazy.. In *The Average Everyday Adventures of Samantha Browne* you play as Samantha, a college student who lives alone in a dorm. She gets hungry and decides that the best thing is some oatmeal. However, she also has severe social anxiety that will encumber her trip to the kitchen and back. It is up to you to try to make the correct decisions and keep Samantha's anxiety level to a minimum.

*This game is a visual novel meaning that it is mostly story-driven and much of the game is just reading. You make choices along the way that dictates Samantha's actions during the course of the story.*

*As I understand it, the main purpose of this game is to show what it is like for a person to have social anxiety. I admit that I am not an expert on this topic. Although I have certainly had times in my own past where I had difficulty interacting with others or getting nervous over relatively minor things, I have never been diagnosed with any sort of disorder.*

*To start off with the positive aspects of this game, I thought that the artwork was pretty good. Although not necessarily detailed, it looks good and helps to tell the story.*

*However, I thought the writing in this game was weak. As a shorter visual novel, there was not much room for any character development. As such, Samantha came off as a rather unlikable character who gets angry and apparently hates the few people she encounters for no real reason. There is a sort of implication that being spiteful is just part of having social anxiety, which I doubt to be true. There are ten or so endings in this game, but there is not a lot of variation between them. Even though you can achieve 100% completion in under an hour, it still felt like a chore to complete.*

*Despite the nice art, I thought the main character was rather unsympathetic. Since the story revolves around her, I feel that I cannot recommend this game. Still, it is short so if you are curious enough it might be worth a play.. that game just a horse\u2665\u2665\u2665\u2665\u2665. I let the game run and stay on the "dizzy hallway" scene*

*...the sound of it helped me sleep.*

*She finished her oatmeal.*

*And that was that. :)*

*. This is fun and relatable. Though short i have a connection to this piece. It shows in a small form, the introverted reality that is the life most live in. Soicial anxiety, isolation, and fear of leaving to the outside world. This game made me start to think about myself and my social anxiety. I know it sounds silly but i do like this game for these small inconvenient reasons. If you're not a fan of these things then you are free to have your own views on this game. But in all i do recommend this small game to anyone who might find it. Have a delightful day.*

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Really amazing game. Love, Love, Love it.. This game has a good point it's trying to make but unfortunately it falls flat and comes off to me as an unrealistic portrayal. The only reason for this is because we aren't given enough time to get to know the main character.

My point is, everyone experiences anxiety in their life and whether it's crippling or just something that you get from time to time is the important part. Here it's impossible to tell if this is just a socially challenged adolescent too baby to get out of their comfort zone or a person actually too worried about the worst case scenario to function. Anxiety is too easily described by other developmental challenges everyone goes through. This is why I am so hung up on this very important distinction and I don't believe the game does a good enough job of showing that difference.

As for the game itself. Based on the theme and it's length there are few things to say. Not being able to skip the timer sections was annoying. Because having to reset when you fail and go through it all again was annoying. The way it plays out is pretty much worst case scenario in every possible way except the decided right way. It would have been nice to explore the anxiety and watch it play out in more ways than just total meltdown or hurray I made oatmeal. Aside from that because you already know your character is going to completely break down if you don't choose the correct option it's not even fun to explore the other options at all. In fact it kind of took any sympathy I might have had for the character away. The game reinforces the idea that if a perfect scenario doesn't play out for these types of people or if they ever feel uncomfortable then they won't be able to function or have a mental break. This is just not true and again for a heavy topic just exploring the way it makes you feel and not how you live through it or deal with the difficulties when life doesn't go your way again takes away any sympathy I was feeling because it's not a good representation if you leave out those aspects.

I enjoyed the first 3 minutes. It had less substance than I thought it would and I just can't recommend it for the reasons above.

3V10. I would definitely recommend this game. It's just amazing: cute art, realistic story, a cup with a cat and one of the sexiest protagonists I've ever seen.

Thanks you, devs). It's a fun game.. It's a cute short vn about a girl trying to cook her oatmeal

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