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## Payroll Download For Pc [Patch]



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### About This Game

*The only good office worker is a good office worker. - Sun Tzu*

Play through the career of an office worker, and enjoy the thrills and chills that only an office can offer. The point of the game is to figure out the point of the game, so only the most diligent employee will thrive in this harsh world...

### Features:

- MIDI music.
- 640x480px resolution.
- 256 colors.
- Adlib sound effects.
- Daily missions (with a real progression)
- Exploration.
- Easter eggs and secrets.

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- No TPS reports.
  - Achievements.

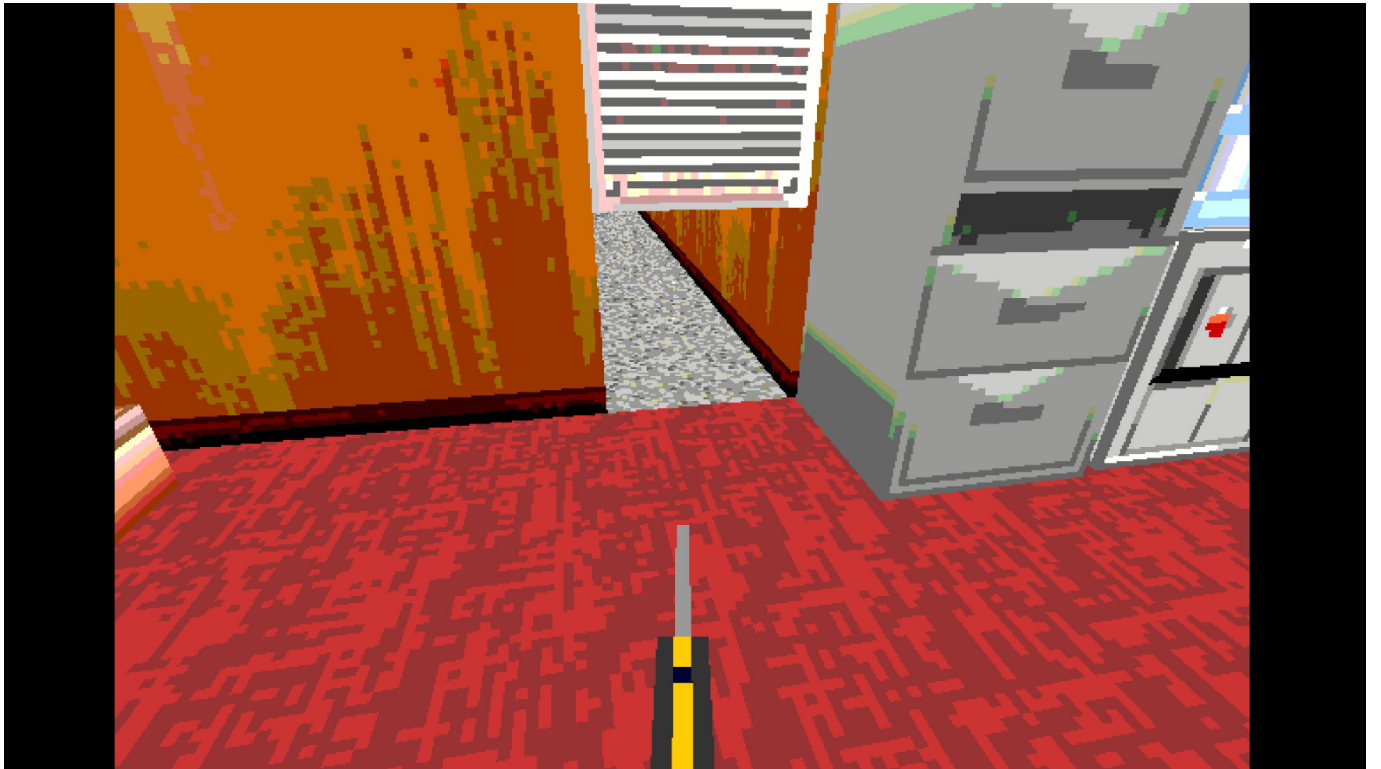
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Title: Payroll  
Genre: Adventure, Casual, Indie, Simulation  
Developer:  
GZ Storm, Astrojone  
Publisher:  
Astrojone  
Release Date: 10 Nov, 2015

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English







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*Ehh I'd pass on Payroll. After first turning it on, I thought this felt like it could be something special, but the more I played it, it felt ho-hum. I think it looks beautiful, but the actual play was underwhelming. It could have been more abstract and dare I say edgy. Yes, it has a Stanley Parable feel, but none of the heart.*

*I will say that it's a decent achievement hunting game to 100%. Getting all of the achievements is fairly easy and there is a sweet guide to help you. The gameplay is certainly far superior to most cash-grab achievement based games.*

*Essentially, this is a walking simulator with a series of fetch quests, and some interesting secrets. It is very short; in fact one of the achievements is to simply play the game for 2 hours. Controller support is nice, and the whole game feels polished. The dev obviously put a lot of care into it. I just wish it was more of a thinkpiece.*

Pros:

+It looks beautiful

+Overall has a lot of polish and controller support is good

+Good for 100%ing and achievement hunting

+Cheap

Cons:

-Ah, that music is too generic for me

-Not a whole lot going on, or to think about really

-Not something I care to play after getting all the achievements (compared to another short game - Thirty Flights of Loving, which I would showcase to friends)

-What is all that 'payroll' dialogue you forced me to sit through? It went on forever and didn't really make sense

It's cheap, this is true. Buy it if you are looking to get fairly decent games to 100%, but if you are looking for something with the quality and tone of The Stanley Parable - I fear you will be disappointed.. ### WARNING: the following review space is a Pro-Gamer Zone. You have been advised. ###

What is Payroll? Well, I'll leave the philosophizing to the eggheads in thinktanks, because I'm a Gamer. As a gamer, I'm always looking for fresh and exciting new digital experiences chock full of immersion and graphics. Payroll, as they say, fits the bill nicely. If you've never wondered just how high (or low!!!) of a score you can rack up in a simulated 3D role-playing environment, while being involved in a powerful emotional narrative that makes Dilbert look like something for babies, well, can you really call yourself a Gamer? 'Nuff said.. good game!!! only compliant: want office hanky panky. please add hanky panky in mixture to payroll 2. office panky in cubicle common fantasy. Short fun game. I like the scoring at the end and the easter eggs which made me want to search the entire building.. Nice little game.. This game proves that Astrojone are on a (Pay)roll!!!. This game is a case of "great concept, poor execution".

In Payroll, you assume the role of an office drone. The game is meant to feel like a windows 95 era throwback, and captures the spirit of the era with it's simple mechanics and 256-color graphics. Unfortunatley, that's about all it gets right.

The gameplay is frustrating, and you are only given the most cryptic of indications of what you are supposed to be doing. Every character "speaks" in a manner remnicant of the adult dialogue in a Charlie Brown cartoon. The tasks are menial, and there is pretty much zero fun to be had. You're better off watching old reruns of "The Office". I really can't find a single reason to reccomend this game to anyone. Don't waste your time.

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What the heck am I even doing. Pay your dollar and work for this virtual company for a while. You will probably like it.. Welp I just wasted a dollar.

Saw this game through an article and thought it'd be interesting to try out.

It would be, if it actually worked!

Upon opening the game I was greeted by a mass of glitching textures and letters which occasionally flickered and changed.

Couldn't do anything. At all.. Short fun game. I like the scoring at the end and the easter eggs which made me want to search the entire building.. Imagine stanley parable, but 20 minutes long and looks like it's from 1995.

Pros: I love the graphics, has multiple endings (about 5 endings), what you do affects your rank in the end (slacking off by taking LSD, going to the bathroom without washing your hands, and snooping around, lowers your rank).

Cons: No randomly generated tasks so when you beat the game you're just playing it again to get a different ending and achievements, the game is a little too short but the price justifies it.

Overall, I recommend it. Very good game indeed 8/10. This game can be compared with The Stanley Parable. Walk around and do what is asked of you... or don't.

As to the gameplay, Payroll is most definitely inferior. Less options, less of a game overall to play.

Graphically while The Stanley Parable is more impressive, Payroll has a fun style that I haven't seen in a while.

As to the achievements, Payroll wins without a doubt. There aren't any achievements, like "Play 24h on a Tuesday" and "Have an erection during the baby minigame". Getting the achievements in Payroll made the game way more fun and it also made my try and figure out what I can even do in the game.

Plus, it's way cheaper than The Stanley Parable.. It's exactly what it looks like, and more than I expected for that price.. good game!!! only compliant: want office hanky panky. please add hanky panky in mixture to payroll 2. office panky in cubicle common fantasy



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