
Tally Ho Cheat Code For Ps3

Tally Ho

by Kreg Segall

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As the dinner party continues, you notice Figs slapping both hands to his face, over his false beard. You can see from your position that the beard has started to detach itself from Figs's face, no doubt aided by the steam from the tomato soup.

Figs holds onto his beard in a blind panic, then yelps as the whole thing begins to dangle off his face at an oblique angle. Nobody has noticed yet.

- I create a loud and raucous diversion by announcing that I will now provide some entertainment for all by juggling and singing.
- I reattach Figs's beard under the pretense of admiring his thick facial hair.
- I distract everyone by starting an argument with Col. Firesnuff while Figs fixes it.

Next

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About This Game

Only a perfect servant can solve a perfect mess! Being the perfect gentleman's gentleman or lady's lady doesn't make you an angel. Can you untangle your employer's knottiest problems with elegance and unruffled grace? As the valet or lady's maid of Rory Wintermint, you'll go head to head with recalcitrant aunts, light-handed houseguests, manage a fox hunt and corral exotic birds!

Tally Ho is a 600,000 word interactive comedy of manners by Kreg Segall, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

It's England between the wars, and the 1920s are roaring! When your employer, a proper young gentleman or lady named Rory Wintermint is summoned to their aunt Primrose's country house Ritornello for a weekend, it's up to you to make everything run smoothly...or not! Glide gracefully behind the scenes to arrange everything from the flowers to their love life, or leave Rory to their own devices as you pursue crime, adventure, and romance! Will you lie, cheat, and steal to ensure your employer's happiness, or will you insist upon personal integrity?

- Play as male, female, or nonbinary; gay, straight, or bi, and even poly.

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- Help Rory sort out their love life, or sabotage it utterly.
 - Solve the case of a mysterious sneak-thief--or join them on a crime spree.
 - Aid spies, evade the law, calm flighty flappers, and unruffle Aunt Primrose.
 - Win an Exotic Animal Show and a boat race fairly, or cheat!
 - Dance the lindy hop, or a graceful waltz—or just tut disapprovingly.
 - Ride trains, motorcycles, zip-lines, bicycles, horses, and rusty jalopies!
 - Jazz it up in the Jazz Age, or remain aloof and cool as a cucumber.

You'll be swinging from the chandeliers or serving the canapes in this madcap, but altogether elegant comedy.

Title: Tally Ho
Genre: Adventure, Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 14 Dec, 2017

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English

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The hunting party is returning from the hunt now, headed back to the house for some well-deserved rest and refreshments. The atmosphere is merry, and a passing zephyr wafts some russet leaves off the trees in an impromptu shower of foliage.

How would your time best be spent?

- I join Rory and Frankincense as they hunt together.
- I confront Col. Firesnuff with evidence against him.
- Haze motions me over to ride along with her.
- I approach Aunt Primrose and chat with her.
- My ears may be deceiving me, but I think I heard someone calling my name faintly within the woods. I'll go off by myself and investigate.
- I'm going to leave the hunt, go to the house, and search people's rooms.
- I'm going to leave the hunt and find Valentine.

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"What have you got there? That moist piece of paper," Col. Firesnuff demands.

You put your hand behind your back. "What piece of paper?"

"That piece of paper that was in your hand."

"No, I don't believe I have or had a piece of paper. I think I would know," I say.

"It is perplexing to me why you would lie about having a piece of paper in your hand. It seems almost suspicious. You are a very suspicious person. Something about your physiognomy. But that is neither here nor there. I demand to see what is in your other hand."

- I look him in the eye. "Why would I lie about having a piece of paper? Don't be an ass."
- "It's wrapping paper for Rory's birthday gift for Mrs. Patterson. That's all."
- I stealthily drop the painting into one of the big decorative urns.

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"I'd like to propose a toast in honor of Diana Fogwest," you call out, standing on a chair and motioning for Trina to work her way behind Dr. X's table and grab the briefcase.

All eyes turn to you, including those of Dr. X, who seems nonplussed by your interruption.

You clear your throat. All you have to do is hold everyone's attention for just a minute or so.

- I reveal a shocking and gory secret about Diana Fogwest's tragic death, trusting in my personal magnetism to draw their attention.
- I scold everyone about how they could have prevented her death, trying to make everyone angry in order to direct all the attention to me.
- I quietly note that, though she is gone, her memory lives on as long as we speak of her, which should be a pretty safe thing to conclude with.

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Thoroughly excellent! Deep engaging story-telling and genuine choices with real impact. There are many ways this story can go.. Played through this game in a communal setting over slack with a bunch of friends, each person taking turns making choices what to do next, and we absolutely had a blast. The continually-branching story is at times exciting, hilarious, and whimsical, and it clearly contains an amazing amount of replayability. I can easily see how different choices would have led to entirely different stories and endings. It's clear that in Tally Ho, your choices have real consequences.

On top of that, the writing is top-notch. Very stylized, but encapsulating a fanciful tone that makes it a pleasure to read. Overall, it took us about 2 weeks to get through a single play-through, in a setting where multiple people were getting to it as their daily availability allowed (thus we often had to wait several hours for the next person to make their choice). I suspect that, condensed, a single person could get through one playthrough in 10-15 hours, depending on the story choices they make and their reading speed. But it will definitely leave you with those nagging questions - what would have happened if I'd done X instead of Y? - that will make you want to revisit it.

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