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Yooka-Laylee Digital Artbook Download For Pc [portable Edition]



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### **About This Content**

Yooka-Laylee's 24-page digital manual and art book features exclusive details on the characters, worlds and challenges set to feature in the highly-anticipated platformer revival! Oh, and there are a few excellent puns in there too, if you're interested.

The digital artbook includes never-before-seen concept art and in-development images offering an insight into the creation of the game. Marvel at the post-it note origins of serpent salesman Trowzer! Say 'wow' as you discover that Dr. Quack used to ride a tank! A must-have for fans.

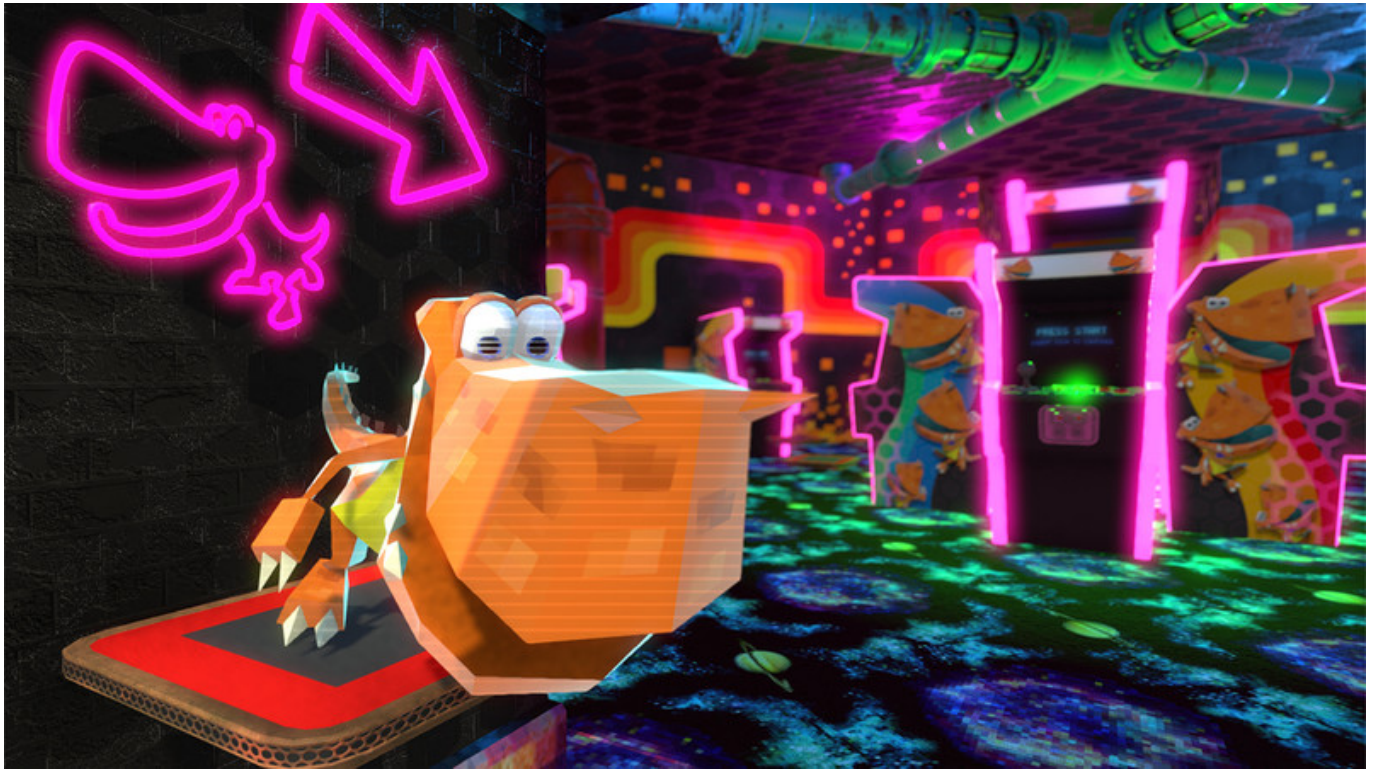
These files will be found in your Steam folder in - steamapps/common/YookaLaylee/Digital Art Book

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Title: Yooka-Laylee Digital Artbook  
Genre: Action, Adventure  
Developer:  
Playtonic Games  
Publisher:  
Team17 Digital Ltd  
Release Date: 11 Apr, 2017

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English,French,Italian,German,Russian







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A waste of \$4, barely any art. It's mostly a game guide not an art book.. A month to wait for the artbook, to gain an 11 pages PDF (without the game guide).

When I bought the Digital Deluxe Edition, I thought "because of its astounding art and characters designs", the artbook would be a huge encyclopaedia about the game's Making Off.

I'm very disappointed. I'm an aspiring character and concept artist that wanted to study its arts and concepts, to gain miseries 11 pages of content.. Been almost a month, haven't received the artbook, contacted support, nothing happened.. This is just a game guide with 4 pages of concept art, it's terrible.. If you're interested in this, just google the character's names and "concept" you'll probably find more that way than are even in this Four-Dollar-You.

I think instead of a

"hilarious"

post-it note scribble of Trowzer, I'd have a lot more fun with the actual art design process for the character. I don't get why this has to be so lazily put together. It's not even an art book. It's like 5 pages with the rest being a game manual. What about the level concept art? Maybe UI designs? Scrapped moves or ideas? Those stuff are actually a lot better than some crappy puns and if I gone out of my way to pay for it you should just ionno, have an employee take a few hours out of their day to scan them?



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