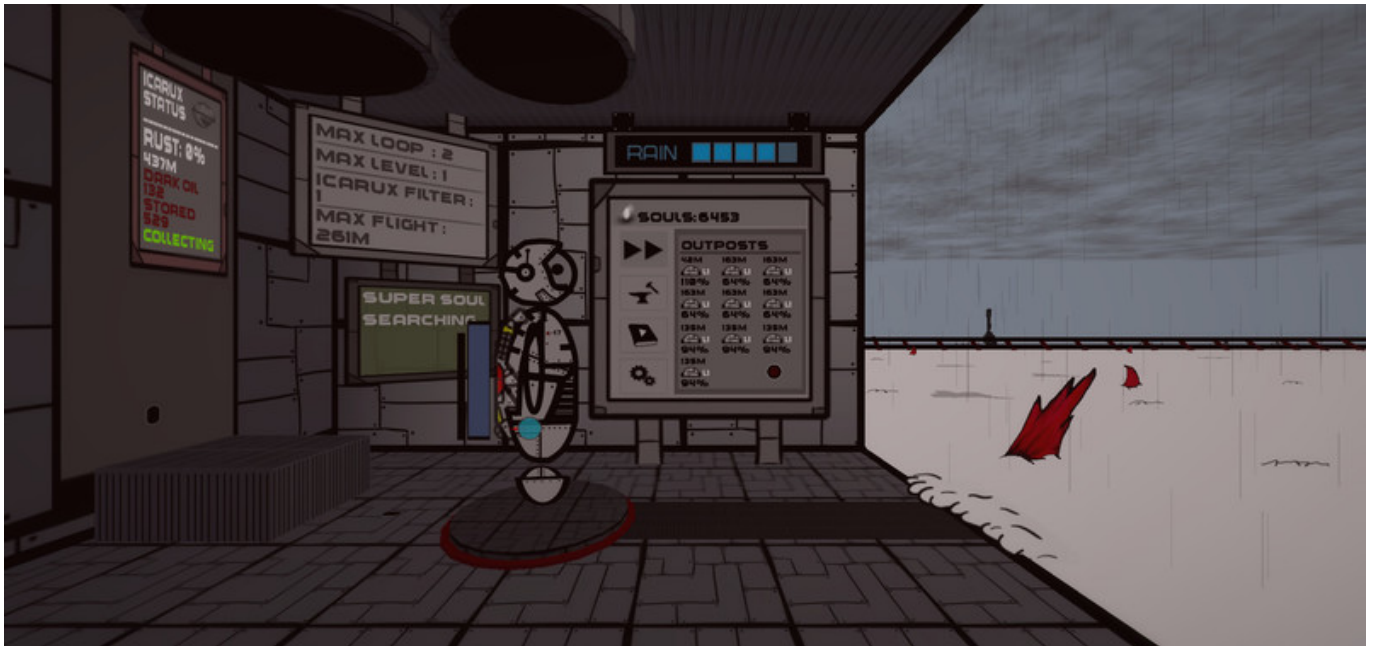

Pinball Arcade: Gottlieb EM Pack



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About This Content

Gottlieb EM Pack (5 tables)

This Pack contains the following tables:

- Big Shot
- Centigrade 37
- Central Park
- El Dorado
- Jacks Open

Title: Pinball Arcade: Gottlieb EM Pack

Genre: Free to Play, Simulation

Developer:

FarSight Studios

Publisher:

Farsight Studios

Release Date: 30 Jul, 2018

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Minimum:

OS: Windows XP

Processor: Dual Core 1.6 ghz or better.

Memory: 1 GB RAM GB RAM

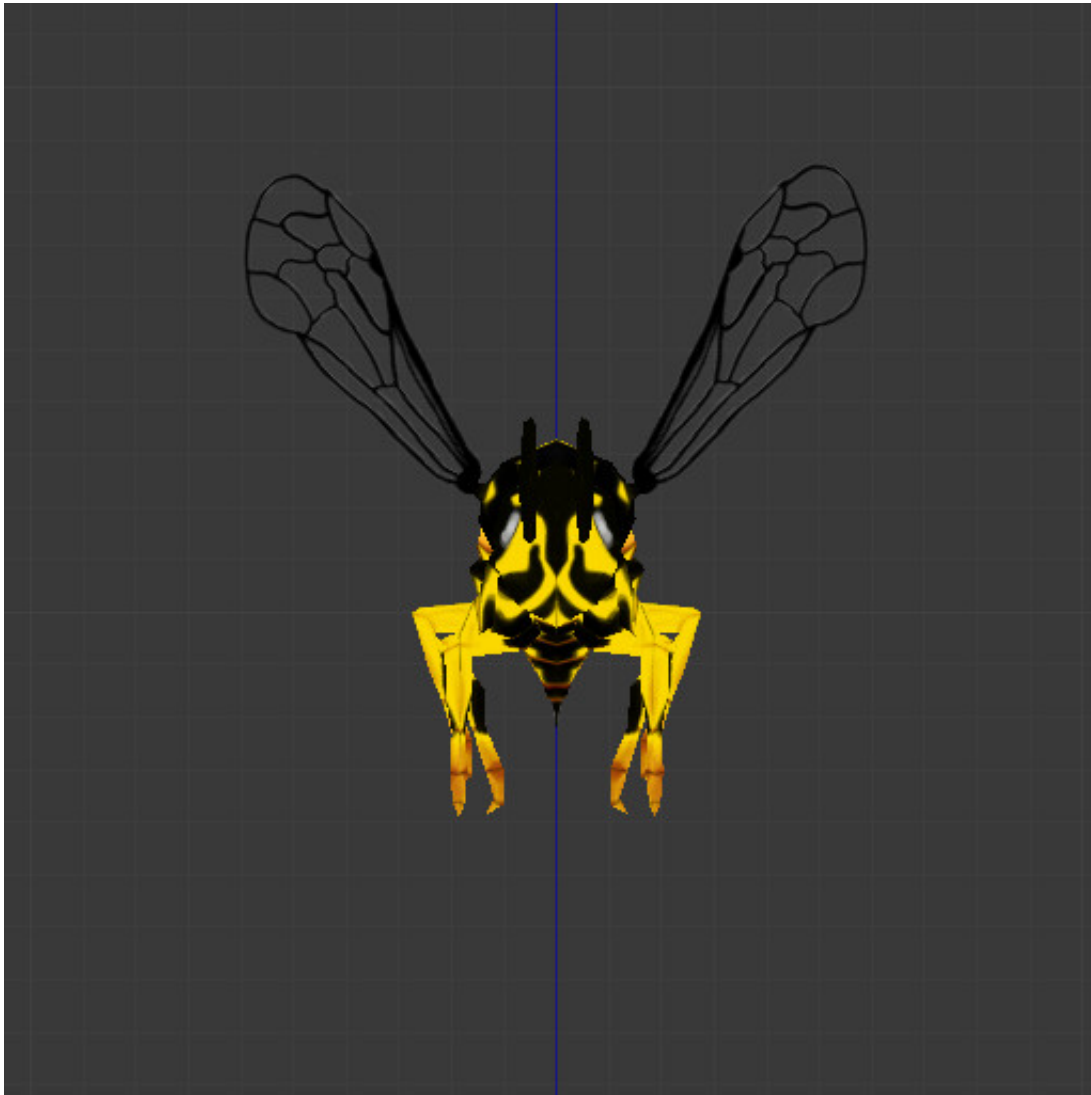
Graphics: Graphics card supporting DirectX 9.0c and Shader Model 3.0

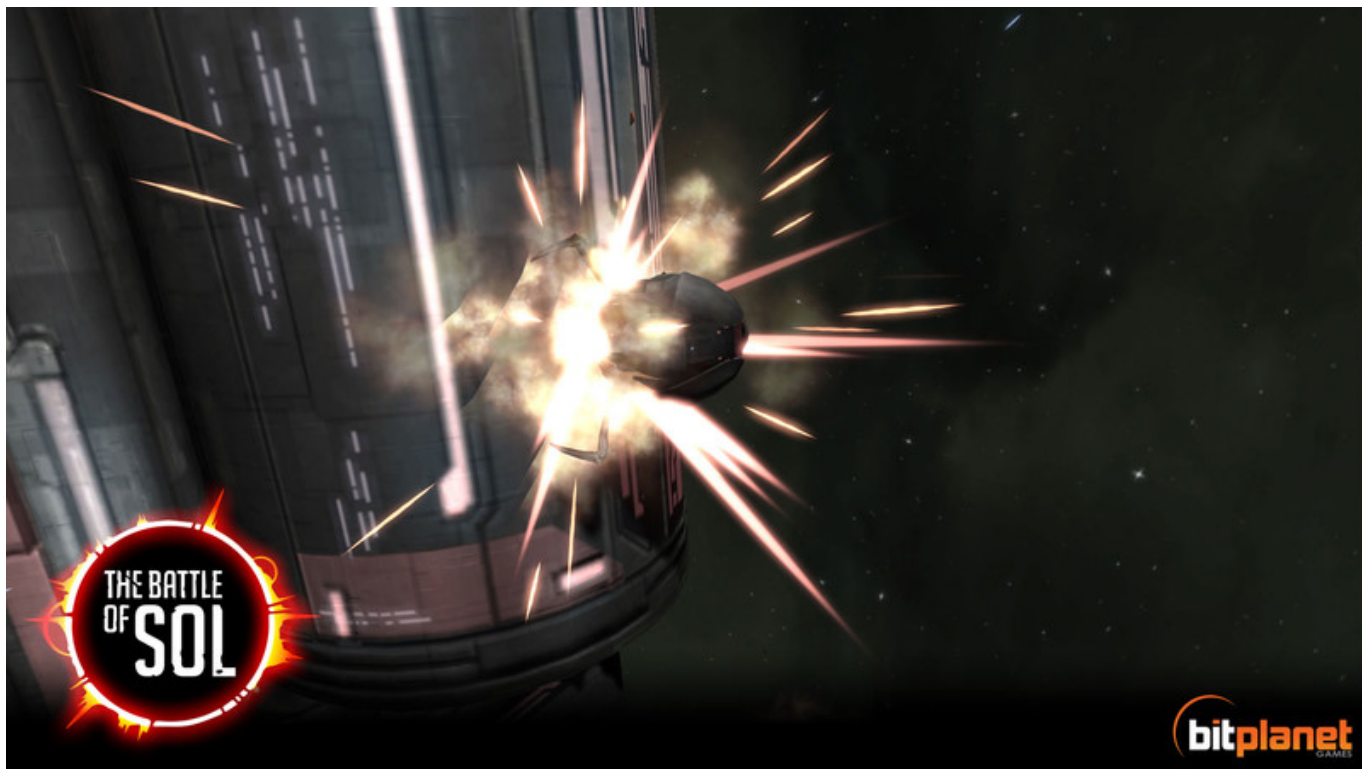
DirectX: Version 9.0c

Storage: 11 GB available space GB available space

Sound Card: Direct Sound capable card.

English,French,Italian,German







After revisiting this game recently with some friends and enjoying it so much, I felt it would be unfair of me to not leave a review, especially if it helps support a talented indie developer.

The Count Lucanor is a surreal survival horror game that tasks you with exploring an old castle, leaving your own (limited) candles on the ground to light up an otherwise oppressively dark environment, all the while solving puzzles, avoiding prowling enemies, and interacting with a cast of intriguing characters that are equally psychotic and entertaining. It's not a particularly long game, maybe 3-5 hours depending on how thoroughly you explore, but with multiple endings, it lends itself well to replay value - and even with a single playthrough, the game shines brightly in every category, from the ways your choices can affect the rest of your playthrough, to the world building and lore, to the Resident Evil-style gradual exploration of a single environment, and everything inbetween.

The Count Lucanor tells an intriguing tale, with beautiful high-res pixel art animations at key moments throughout the story, and plenty of genuinely creepy encounters to keep you wondering what's around the next corner. It may not scare you like Amnesia would, but it wears its horror proudly on its sleeve and delivers a fantastic experience that I would highly recommend to anyone.. Interesting simplistic card flip game. 6 map variants from Egypt to China you have the goal of identifying the object or symbol of interest and flip cards until you find its same match pair. Increase your PSI chain by flipping cards in series without fail. The game starts off simple enough asking the player to flip 2 cards with a 50% chance of said card being the image requested. This can climb to 6 cards making the chances slimmer as you play.

RNG is what drives this title. I am not aware of any means to fudge this faster. I picked this game up on sale for 0.49 USD and it offers almost 500 Steam achievements for less than 2 hours of playing "guess and check" but I must admit, I had the assistance of Steam user guides for tips on how to get the 444 spam achievements as soon as possible. (A hint: Stay in Egypt)

Still, for the simplicity and lack of interesting features it was a solid 100% for the profile. It is what it is, a shameless get.. T.G. Hyper Librarian and TG, required for synchro decks.. nice to look at and you can play at 3 different skill levels. I remember first playing this game on a LAN party while in Iraq(2003)....we had bootleg copies of the game, but still! When I got back home, I found it for the Original Xbox(2005) and played it for several years....now I'm back to playing on PC....Freaking Awesome Game!!!. Ok...This was a ride. I want to preface this by saying; I would not recommend this game for what it's worth. In fact, I really wish I was able to get my money back if at all possible.

The game's trailer leads viewers to believe a very creepy, eerie type of gameplay, which it does! At first. The next parts of this review will possibly include spoilers, so please be wary, new players.

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The game begins with a standard spooky theme; possible haunted house, a cold case/closed case, murder mystery. During the first few moments of gameplay, things are tense and the game does very well at keeping the paranoia with surround sound and ambient lighting. However, things get frustrating quickly.

The flashlight that the player will need throughout 3-5 rooms of the main building does not last long enough for the initial speed of the character, nor does it indicate where/how to recharge the battery (new batteries are not around, and after finding the first battery, the second and only other one does not show up for quite a while after.).

The format of the 'text boxes' is placed inconveniently to the upper part of the player character's head, and foreground textures/beams/spiderwebs obscure the boxes, leaving players unable to read possible crucial information. On that note, after the flashlight runs out, the dialogue boxes are not illuminated, making it impossible to read whatever may be in any pitch black rooms. These dark rooms may sometimes contain intractable items and puzzles, making this equally frustrating.

The flashlight battery runs out quickly, and hidden in the upper right corner of the screen is the battery's 'life' bar. I understand the optional screen lighting and dithering/anti-aliasing are available, but these options do nothing to make it clearer or more noticeable until the bar turns red.

The playthrough's i've watched others play of this game encountered the same issues, what with being without the flashlight and battery for most of the gameplay.

The next few issues I have with this game are continuity errors and/or poor language or articulation of written details. What I mean by this is: The notes and messages throughout the game rarely, if at all, explain the ghostly phenomena happening around the character. The notes sometimes contain run-on sentences, metric vs. imperial errors (The game takes place in England, which does not use the standard US imperial system including 'miles' and 'feet' etc.) , and whatever the 'story' may be is completely lost over time.

The story suddenly turns into an amalgamation of unresolved cold cases turned haunted house, to something about an abusive father, the player character supposedly experiencing a form of hallucination, to a prior family being burned under the accusation of witchcraft? There's a lot to take in, to say the least.

The 'voice acting' in parts of the game found on tapes throughout the game are sometimes difficult to understand especially without subtitles. The conversation(s) sound very forced, very flat and cringe-worthy scripted. There is no emotion or sense of urgency for the characters involved, and the random inclusion of one character being from Mexico vs. Spain is completely irrelevant when it comes to later notes given/obtained.

In the beginning, there's no information detailing the name of the wife/lady of the household, so most players will believe the woman described in the first notes/diary entries noted of whom committed suicide , is said 'mother', yet the revelation that she is instead the maid/helper of the house is not made clear till close to the end of the game. Details about the mother rarely mention her name, and the whole thing about it is completely confusing and takes me out of the 'world' of this game and just makes no sense.

The 'mapping' of controls is wonky and lack of customization within the game makes this very difficult. Even formatting outside the game, requires both use of mouse and keyboard through trial and error at times. There also exist multiple bugs wherein the character's idle animation will continue to play if the player character is injured, and some items do not show up in the inventory despite showing an icon above the characters' head indicating otherwise.

It's also confusing to include items not usable in the inventory, if everything else is somehow able to be set to the quick menu. (Example being the lighter, never once mentioned or used, yet is part of the players' inventory for random purposes?) , the "puzzles" are hard to understand and a mess of pixels and took longer than necessary to complete as it was close to impossible to comprehend what the 'image' was supposed to be (This despite being shown what the image 'should' look like on the side), there's just.....way too much.

It feels like this entire game was rushed with only the trailer somewhat polished to show the potential horror elements.

TL;DR:

PROS:

- Atmospheric music
- Lulls the player into false sense of security at times, only to be surprised by the paranoia inducing ambient sounds and movements.
- Beautiful execution of fluid pixel animation V walking animations.
- Death sequences are terrifying initially

CONS:

- lack of quality articulation in written notes
- poor controls/mapping
- poor quality in text boxes being completely blackened when in dark rooms, making it impossible to read the characters' interactions where necessary.
- story branches into seemingly random tangents and no real closure
- poor voice acting V flat emotion
- bugs mentioned among other things

Overall, I highly doubt I would've spent as much time on this game as I have, had I known the issues ahead or even watched partial playthroughs of said game. I would not recommend this game for replay value nor would I for especially streamer/gameplay based playthroughs specifically on the notion of being unable to read crucial points of the game in the aforementioned dark areas.

This game was basically spooky, random nonsense with a flat overall tone and fancy animations where necessary. If you're looking for a true, horror yet pixel experience, you're best looking elsewhere, as this one just falls under frustrating and confusing.

The game is very sloppy and in its current state is a sad excuse for a Video Game. It consists of multiple spelling mistakes, including "Brining" instead of "Bringing." The worst part is The Westport Independent might be considered finished. There are many bugs and exploits, and one can easily lose the game. The employees, contrary to how the description claims, aren't very "reactional." This game was nothing as described or expected. It runs terribly, and there is a very randomized and low-quality system for both Popularity and Suspicion.

[IMAGES, POSSIBLE SPOILERS.]

http://steamcommunity.com/id/cookiesvscakes_YAE/screenshot/355024085886065516

http://steamcommunity.com/id/cookiesvscakes_YAE/screenshot/355024085886068289

http://steamcommunity.com/id/cookiesvscakes_YAE/screenshot/355024085886070401

[SPOILERS OVER]

Don't get the game, get it when it's properly completed, if ever.

~coolbloxxie, CEO of Ace Logging Co.™. This seems like the sort of thing I'd like, different robots with different abilities working together to solve puzzles, but it's too short and the puzzles never become difficult. Also it's a bit boring to have to move all the robots, the same problems as Lost Vikings, but not quite as lively.

It's worth pointing out that this is a sequel to a freeware game with identical gameplay and equivalent length. I would recommend playing that first.. Not bad.

This game claims to be inspired by 'Monument Valley', but it's difficult to say that it is *like M.V.* It's easier to say that it *kinda rips off M.V.* in many ways, but with much less 'Escher'. There are a few unique ideas, but most folks will be marching right through the puzzles in no time, with very few hangups. My play time of 1.3 hours included beating it plus folding 3 loads of laundry.

Is it worth the 2 bucks? I think so. Is it spectacular? No, it's 2 bucks.. Really fun game, and pretty addictive. Hoping for more levels, took less than 10 minutes to complete, except from that really fun.. Its awesome! Never seen such a unique game!

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