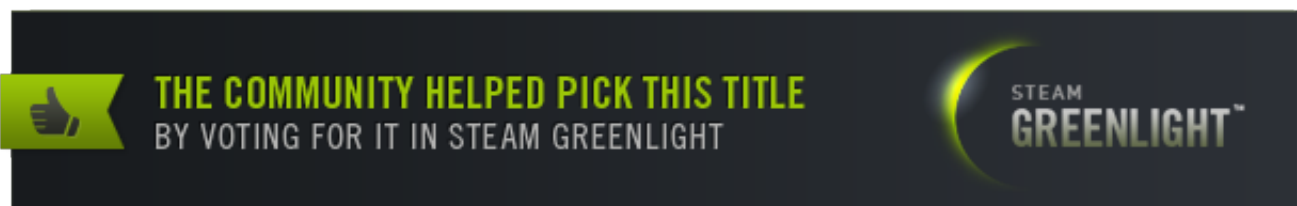

Daily Chthonicle: Editor's Edition Torrent Full



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About This Game



This game lets you try on the role of a Supernatural Newspaper Agency boss and editor. The world it takes place in is a dark and haunted one, with ghosts, zombies, monsters and even shapeshifting murderers, pretending to be human after they have stolen their victims' bodies or infiltrated the humanity. It was inspired heavily by the works of H.P.Lovecraft and it builds on the atmosphere of uncertainty and noir of the 1940s.

Send your sextet of weathered journalists, detectives and occult specialists to investigate murder, affair, and horror in the Town.

Each time, the story will be different. Sometimes, a werewolf is shredding innocent (and less innocent) victims to pieces and it is your task to unmask the creature. Other times, it will be a body stealing alien from outer space, a mummy that some misfortunate archeologist has excavated and is now haunting them. Perhaps it will be Jack the Ripper, still mysteriously alive and lurking in the streets at night.

Or maybe there is a really bad big tentacled monster hidden in the cellar of the University?

It is for you to find out and entertain your readers while bravely standing up against ancient evil.

Title: Daily Chthonicle: Editor's Edition
Genre: Adventure, Casual, Indie, RPG, Simulation
Developer:
Sinister Systems
Publisher:
Sometimes You
Release Date: 30 Sep, 2016

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English







A pretty good basic puzzle game.

Puzzles are well made, sometimes quite hard if you try to *fully* solve (AKA illuminate) them. The graphics are simple but clean. Nothing spectacular. The interface feels like it's designed for mobile, but that didn't cause any problems.

It feels fairly polished, the only bug I found was a fullscreen Linux issue which is fixed in the beta.

IMHO, given it's price, 79%.

. Now this was a very pleasant surprise. I had never heard of Darkestville Castle, it was an impulse buy during winter sale. And boy do I not regret that decision. The game's style could best be described as Invader Zim meets The Nightmare Before Christmas, "dark" but all in a very cartoony fashion. The main character, Demonguy Cid, is very much "evil" as he let's you know any chance he gets.

The writing gets the most important thing right: The humor. This game is funny. *Really* funny. It will make you chuckle and giggle all through out. Also virtually no gross-out jokes which is something I always appreciate. Cid himself is a likeable anti-villain. His voice actor does an excellent job at conveying his scheming, snarky personality. He is unfortunately the only good actor, most side characters' voices range from ok to very amateurish.

The point & click UI is simple and straightforward and undoubtedly inspired by Curse of Monkey Island. You click on a thing and then choose whether you wanna look at, interact with or apply your mouth to that object. Click on things, combine things, talk to people. Your typical point & click fair. No BS mini games or sad attempts at "spicing up" the gameplay. You point. You click. That's it. There is also a hot-spot indicator to ensure you don't overlook any clickables.

So what about the puzzles? The puzzles are good! I never had to look up any solutions. Even when puzzles don't really make sense, the characters & flavor text give very good hints to point you into the right direction. Guy complains about not having enough mint in his drink? Stuff some mint scented toilet paper in his glass. Genius!

I guess the only real complaint I have is that the art style is somewhat inconsistent. Nothing too jarring but it does show that several artists of different skill worked on this.

Bottom line: Darkestville Castle belongs into the category of "criminally overlooked modern-day Point & Click games", right alongside Ballads of Remus, The Journey Down and A Stitch in Time. If you fancy yourself a fan of graphic adventures then play this game.. I cannot recommend this game at ALL - after 45 minutes I had to stop playing, from the frequent crashes at load screens, completely 'out of left field' jumpscares and the story - I can't tell you what the story actually is - from one load screen to another (which are LONG, mind you) it seems like a different game of sorts, very disjointed.

The subtitles in English are choppy and broken - distracting. And Slenderman (YES this is SLENDERMAN, don't let anyone tell you otherwise) can pretty much snag you at any moment without warning or a sliver of a chance to look away or run. When I finally got 7/8 notes and turned around, took 2 steps and he popped without any warning in my face and cause immediate death I was done - I tried about a dozen times to get those notes.

It's one thing for a game to be difficult, or set an eerie tone so you feel compelled to sneak around and carefully search for the notes. It's another to not see him or any hint of him and then when you are almost done he pops in front of you and says NOPE.

Yes it's \$2.54 but this is Gamejolt or Itch.io fodder, and that is even giving it a compliment. I do hate to crap on a game, but this definitely does not deserve to be on Steam.

If you want to see my craptastic time playing it here you go! <https://youtu.be/V7jpfRz-rmxE>

[.An uglier version of a gun that's infamously weak amongst the RER Raid mode elites. Not worth money and even if it was good it's 99 cents for something that shouldn't be DLC.. +](#)

Very nice and fun game!

Might have some secrets, found only a couple so far!

I liked the weapon/mount select system and the fatigue!

=

Didn't like the hunger stuff (bit of fun though)

Expensive for just 3 hours of gameplay!, loving this add on so far! The only thing that I wish is that they would add the Season 2 and possibly season 3 items.

I personally own all of them and love playing them with friends, this plays just as well and is a great tool at introducing people to the game, especially those that live far away.. PLEASE for the love of god do not buy this game. It looks like its good, but I bet they spawned in the items used. No map, difficulty is hard even when on normal or easy, everything is HORRIBLE!. The last installment for the original Ghost Recon game, this expansion is the pinnacle of the game. The AI is even more responsive and their movement makes for many surprises throughout probably making this the toughest the game gets, which is already at a do-or-die. The jungle settings are also quite interesting and allow for lots of cover for both your squads but also for the enemy. As always, approaching the targets is important in itself as it will probably alter the way you play out the rest of the mission.

This is perhaps the pinnacle of not only the game Ghost Recon series but also as a tactical FPS genre. A missed shot here or there will probably cost you a soldier or two so be wary. This expansion should be in every library.

Mostly a good game. Just one level is dogshiit. It's way too hard, also jumping is bugged in this game which makes the level even harder.. I tried this out on "easy" settings. The controls are not intuitive at all. You teleport to a round area on the ground and then a first wave of about 12 knights is storming towards you from three different angles. If they get close to you, that's it. ("You are lose" as the game says)

Lasted about 1 min by teleporting away all the time on my first attempt. Lasted about 5sec without teleporting on my second attempt.

There will be no third attempt.. Aight mate this game is trash lol.. it is a good game very fun to play very relaxing. but it is very short. only took me like 20 mins to complete. if i knew it was short i wouldnt of bought this game for \$12.99. they really should add extra levels or an endless mode. i think it should be cheaper like 5.00 thanks :/. Love the game, great music very calming, challenging game, i mean it's survival for christ sake it can't be easy. multiplayer would be dank, other than that just a chill game to play

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