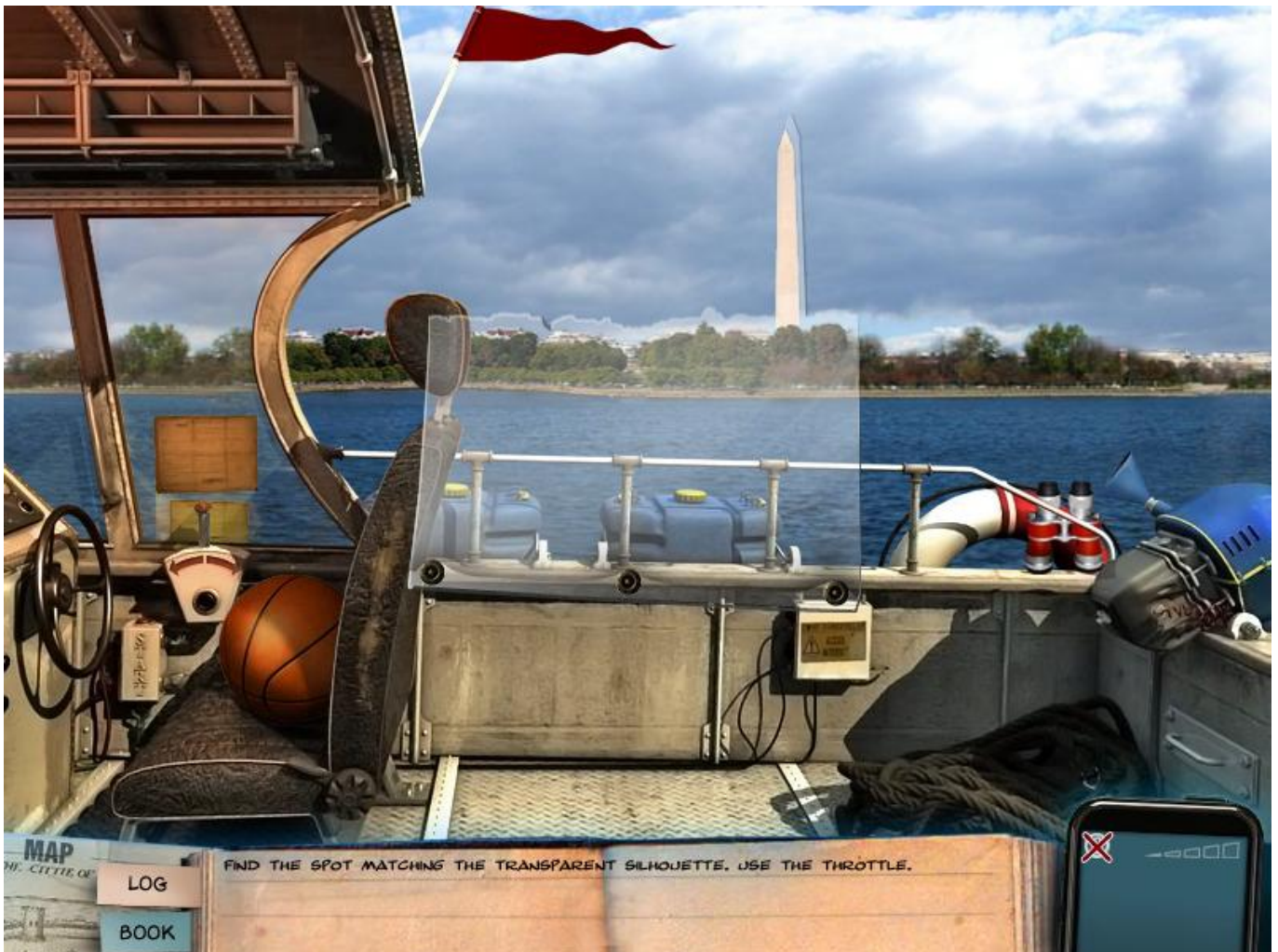

Face Noir Torrent Download



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About This Game

A moody tale that combines the intrigue and atmosphere of a Raymond Chandler novel or Humphrey Bogart film with classic point-and-click adventure gameplay, Face Noir follows private eye Jack Del Nero as he's falsely accused of murdering the man who left a little girl in his protection.

As Jack tries to figure out the identity of the girl and clear his name, the disillusioned detective finds himself up against a city infested with corruption and economic uncertainty. The more he uncovers, the more he discovers about the darker depths of human nature.

Title: Face Noir
Genre: Adventure, Indie
Developer:
Mad Orange
Publisher:
Phoenix Online Publishing
Release Date: 17 Oct, 2013

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English,Italian,Russian,German



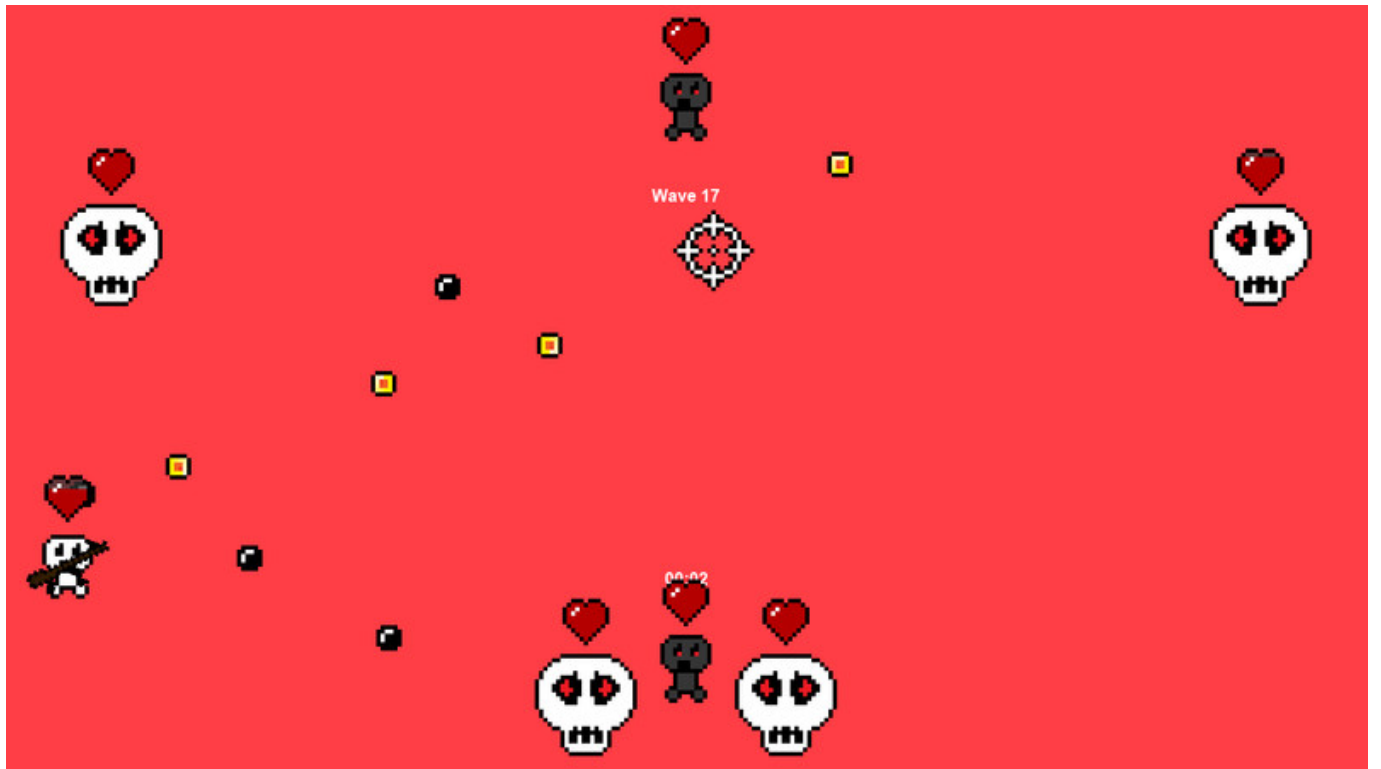
- View Oculus Controls
- View Keys Controls



Credits

- Vr Desktop
- Left Handed
- Right Handed





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good game worth playing. I'd suggest buying this when it is on offer. The unit and portrait packs for that matter tend to go down to about \u00a330.33 when there is a sale. So you can pick up the whole lot of them for a few quid.. The missions are difficult but not too difficult. The resource management and building are fun. The fact is, there are really two games here, one is a clicker that requires some decision making. one is a resource manager/builder that requires some thought and goes on autopilot.

Note: it is *not* a difficult, or even very challenging game, but is good for blowing off steam. The story is cute.. Es un juego interesante, colorido, donde buscas piezas como si fuera wally que necesitas para resolver rompecabezas. La música es agradable pero si fuera mas variada el juego estaría realmente bien.. We need achievements.. "Pretentious game" in a nutshell. Slightly better visuals will rip your eyes off due to being written in flash, so no texture filtering. Narrator's voice is unbearable, like a whiny teen shares his unique and so original love story. Meh.. 10\$ to desing your character + 2 Maps and a ♥♥♥♥♥♥ spawn system ... its nothing more than a ok f2p title. Can't get some of the keys to rebind, it just gets stuck on one option. Also the movement keys are still not rebindable which is a game killer for me. Game refunded.. Longtime JRPG fan, as well as an independent artist. So I admit up front I am extra inclined to support projects like this. First thing, at the time of this review, the game is in alpha. It's got some rough edges. Audio levels are wacky, dialogue is incomplete, and there are a ton of performance hitches in what is otherwise a visually unique and beautiful game.

However! This game has so much heart and creativity. The music is great, and the battles are tactical and flashy (if JUST a bit too long). The main characters are brother and sister, and their relationship gets off to an interesting start (UPDATE: I initially did not believe the game let you play as the sister, but the devs pointed out how to do it. Thanks!!). To me, this kind of game is the reason Early Access exists, and I'm happy to support the team making it.

TL;DR - If you have a soft spot for JRPGs as well as some patience and empathy for talented people doing good, ambitious work, give this game a try.. The Team is Great to play with, love the Chaos Dwarfs as the team I enjoy the most. And just for the Lore in warhammer.

The Down Side is no big hats however They are still Chaos Dwarfs. And who could not Forget the Hobgoblins.

The HobGoblins have the Big hats which is werid because I think they stole them from the Dwarfs and the Dwarfs are like "Where is my hat Slave!" But in short you will have fun with this DLC. Its Green Skins that are HobGoblins and Chaos Dwarfs which is a Dwarf working together to make the world a better place in slavery.

10V10.

Genji mains incoming !. Pile of hot garbage.

Really the best way to put this. If you want these games - emulate them.
Because that's what you're getting here.

Entirely phoned in, very small number of generic achievements. Most of the games are just the same game with different skin; the Gradius style of shooter.

The digital book is like 2 pages for each game and was clearly just thrown together to say a digital book existed.

The settings are broken to different degrees on different platforms but the display is off on all of them - and enjoy the gaping black areas at the sides or top - they couldn't be bothered to fill that space with cool concept art or anything.

Really, do yourself a favour and just get the ROMs and play the games that way if you're feeling nostalgic. Don't tell Konami it's ok to cynically cash grab the fans of their videogames - who they clearly don't care about anymore.

They'd rather make pa\u2665\u2665\u2665\u2665\u2665o machines and it shows.

. Waste of money and time. Regrets were had.. This is a hard review I really wanted to give this game a pass but unfortunately the execution was barely passable. Gameplay mechanics are overall clunky, the graphics are not there, and the progression is one dimensional.

Here is a bit more depth to the review into the only 3 game modes included in the game:

- Manage game mode: This is where you set up and expand your company. This could have been a great system if there was more interaction than just pressing buy on a skill or item until you run out of cash. That is as much depth as this has.

- Control mode: It is basically a top down click the icon game. An assistance call comes in, you grab the nearest available car and click on the call location. Over and over, and over, ad nauseum. Extremely frustrating that there is absolutely no onboarding for any of the mechanics either. All of a sudden the month ends and you find out you did a poor job, just because the tow trucks you are sending out don't change tires... oh I had to send out just a basic car? doesn't make sense that the guy on the tow truck can't help, doesn't it?

- Missions mode: This one is the one you get pitched more but it's as shallow as a dinner plate. New missions are only unlocked after grinding quite a bit on control mode. Given, the portrayal of the NPC's are something I can completely see happening in real life. Unfortunately the controls are clunky, clicking does not always respond to your input. You get random cars ghosting through the player, etc. To make things even more disappointing is that as soon as you do the mission once, you can do it with your eyes closed the next time. They repeat down to the last detail so there is absolutely no challenge.

In conclusion I would give this game a pass. Wait for a sale or something as it's not even worth the launch price. I did get some entertainment out of it but, honestly, had I known I would have played something else.

Graphics 6/10

Gameplay 3/10

Replayability 1/10

3/10 overall score. Great art game for VR, awesome to see a familiar brand of paint in the game being used too!. My favourite DLC

The Nomadplanets add a lot more mobility to the game and the Nomad Beacon is the most epic thing in this game:)

(it allows you to crash a nomadplanet into 1 regular planet.....funny way to destroy a Ai homeworld). I think that the motion controllers on the Vive are perfectly suited for 'Bow and Arrow' games and while there are a wealth of them, this is one of the better ones, even in early access.

The game still needs some variety but what is there is quite solid... AI not too smart but still they make sure you have to get that shot right or you'll pay for it. The teleport locomotion feels spot on, maybe you can spam it a little too much when running away

but otherwise very good.

Well worth the money, hopefully it gets more enemy types and some hallway eye candy!. They are continually teasing content for this so-called "big update". How about instead of teasing it, update the ♥♥♥♥ing game already? Never buy ANYTHING from Intermarum. Big bunch of scammers.

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