
Crudelis Crack Patch Download



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About This Game

This wasn't Henry Shackelton's best day ever. He was a few tests away from making his obsession on bringing the people from the dead a reality. All in vain – his plans were fiercely interrupted by an attack of some bandits. All he's got left is 60 minutes of life.

Main features

- **The last 60 minutes**
This is the last hour of your life. Don't waste it. Do only things you consider important.
- **Non-linear plot**
The world of 1896 is torn by conflicts. It's up to you which of them and how you'll deal with.
- **12 possible endings**
Every decision brings irreversible consequences which will follow you until the end.
- **Emotional soundtrack**
Richard Wurth is a true master of piano and cello. His unforgettable melodies will accompany you through the whole adventure.
- **Handmade graphics**
Every location has been handmade to bring out its unique features.

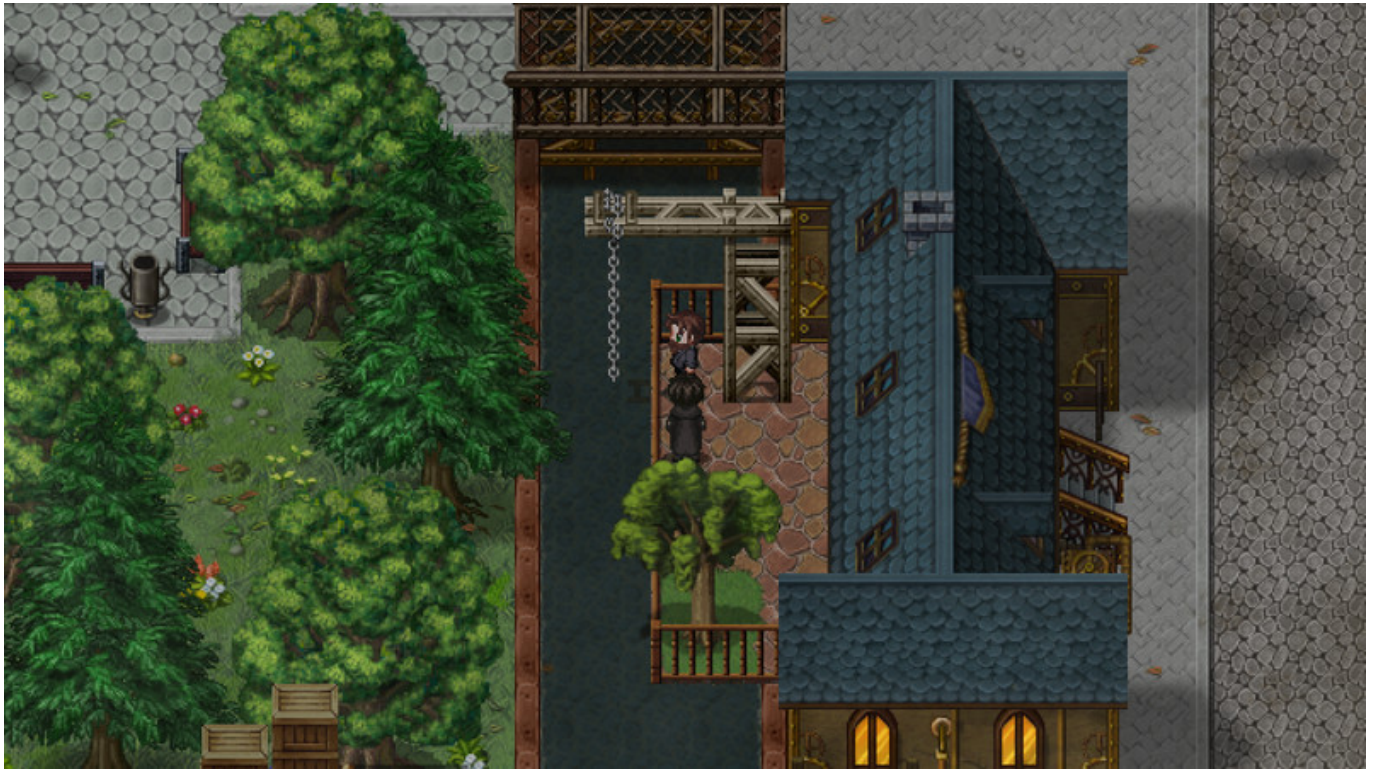
- **Steampunk**

The game's atmosphere is heavily based on historical events that appeared during The Industrial Revolution.

Title: Crudelis
Genre: Adventure, Casual, Indie, RPG
Developer:
Whiskey Jack Games
Publisher:
Whiskey Jack Games
Release Date: 20 Jan, 2016

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English,Polish







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Super cool setting and really fun puzzle solver! Loads of replay ability also!

Do I recommend this game? Yes!. An excellent *RPG Maker adventure game*.

High replay value. Many endings, each deserving a partially or totally different playthrough. A gold nugget, especially for achievement hunters looking for challenge.

Nice music, very appropriate.

Last but not least, a very good and captivating story.

Do not hesitate to buy and give it a try !!

. Very interesting game, It reminds me of Shadow of Destiny which was very underrated. I'd recommend this game, especially on sale. The artwork is beautiful, the dialogue is engaging, the choices are fun and it just keeps you going til the end. I loved the music as well! This is definitely a game I enjoyed playing, thank you!

- Crankage Games (Developer of Metal As P H U K). \u201cThe world to me was a secret, which I desired to discover; to her it was a vacancy, which she sought to people with imaginations of her own.\u201d \u2015 Mary Wollstonecraft Shelley, Frankenstein

Crudelis is the only game from Whiskey Jack Games so far, an RPGMaker game with a non-linear world of its own. The game bears careful elaboration of various independent plotlines and 12 probable endings, yet you'll only have an hour to solve any of its mysteries. It is a short little adventure which may appreciate your attention.

It's year 1896, and our world bears a setting dominated by the marks of industrial revolution. Henry Shackleton, a scientist with some local renown and little monetary accommodations has been working on a mysterious machine. As he was about to make the final experiment, a band of petty criminals break into his house. As surprised as Henry himself, bandits panic and one of them stab Henry during the affray. Slowly bleeding, Henry crawls into his machine to make himself the guinea pig for a last hope... and it works! Now he has exactly one hour to discover about either the events leading to his demise, or any other bubbling business within the town of Abarian Creek before his borrowed time expires.

It sure is intriguing, huh? Well, before describing anything concerning the plot or gameplay, I must say that the game doesn't hold your hand at all. There will be various choices that you'll make during a playthrough, and small or big, they mostly effect the direction and eventual outcome of your game. According to whatever item you'd pick, in which order you'd talk to an NPC - or not talk at all - , whether you'd listen to some advice coming from characters or that obscure looking place you'd visit, everything changes. It is really, really easy to miss certain details since you'll be having limited time within a singular playthrough anyhow. It was challenging for me to go through the game for whatever I may have missed, and even after 15 or so playthroughs, I think I've only seen 8 endings and some of the mysteries solves. I'd say some mysteries were too obscure for me to shed some light into.

Has it been a chore to replay it over and over again? Nope, not really. The labor put into display, both for the handmade artwork, original sprites and the exceedingly good soundtrack of the game made sure that I wasn't bored at all. Sure the narrative is not top notch, and every mystery cleared on the way keeps giving birth onto new and more complicated ones, but I liked the whole experience. Some more dialogue - or even monologue - options to flesh characters and events out a bit more would be welcome, but it is a decent enough trial for a first game in the genre.

Gameplay mainly consists of various investigations, and the pacing of the storyline as you decide to follow it. There isn't any combat out here, or not in the traditional sense. There may be some scripted conflicts, but most of them are completely left to your choice. Overall, it may be categorized as an investigation adventure. Some tips given by the developer may help here: always run, don't abstain from cheating or lying to get your end since you'll die within an hour anyway - no long term consequences for you - and make sure to act pragmatic. Compassionate choices end up revealing more trouble most of the

time.

Well, the full price of 6 dollars wouldn't be an exaggeration, considering the amount of work put into it. But after exhausting your options with the game, you won't be revisiting it, and none of the endings were remarkable enough to give a lasting impression, at least for me. So, I'd advice you to go for it on a decent sale. Enjoy!

Please also check out Lady Storyteller's Curator page [here](#) - follow for regular updates on reviews for other games!. This game I had been waiting to go on sale for quite some time. Unfortunately it sort of ruined my expectations since it has a good premise (trying to figure out who nearly killed you) but the execution is pretty bad. For starters the game is like half controller compatible. Several buildings you cannot enter/exit unless you directly click on them via the mouse which is frustrating. But just figuring out what to do, and what you can do is a lesson in trial and error. For example buying the train ticket for 500 ducats DOES NOTHING.

Buying one of the super expensive guns DOES NOTHING! If your combined spent and current gold is over 2500, the game does not count it for the achievement only currently held gold counts. But overall the atmosphere is nice, the gameplay just needs more polish.. I think, the game is not replayable. I experienced just one ending which is running with a baloon. I really do not wonder about other endings, because I have half-guesses about others.

There is open-town map which has steampunk atmosphere. I love everything about Steampunk, but I do not like the town. I think is not exactly Steampunk.

I like the soundtracks, so I took the 'original soundtrack'. The soundtracks based piano like other RPGMaker games, not so specially.

Dialogues with NPCs are incredible linear and boring. However some are interesting like The lecture (I did not listen it. But if I try again later, I will do.)

6/10. I think, the game is not replayable. I experienced just one ending which is running with a baloon. I really do not wonder about other endings, because I have half-guesses about others.

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6/10. I don't really write a lot of reviews, but I've just finished this game and found that it warranted one.

PRO:

+ Replayability. I think I've done around 10 playthroughs. It would probably have been more, but I cheated and looked up some answers on the forum.

+ Choices matter. Say one wrong to word to anyone and you might have missed the opportunity to unravel what really happened.

+ Non-linear. You can do whatever you feel like doing within the 1 hour you're alive.

+ Minimap to never get lost.

NEUTRAL:

+/- Because it's non-linear, the plot can be a bit confusing depending on what route you're on. The twist at the canon ending can also come out of nowhere because of this.

+/- You have to play it with your mouse. If you don't use your mouse, you'll miss a lot of objects and some doors will not open anyway. (I'm used to only using my keyboard when playing rpg maker games.)

CON:

- Character sprites style are mismatched. There's three (or even four to the well-trained eye) different style of characters running around. It's something that has annoyed me ever since I saw screenshots of the game. It was often quite jarring in my opinion, but that might be because I make sprites myself. Still would have been nice if the developer had picked only one style...

- No save function. This game autosaves, which is really nice. Unfortunately it's the only way to save. Imagine you just died and you want to retry the scene to see what another choice would do, well you're in tough luck. 9 out of 10 times the

save starts right from the moment you died cutting to credits immediately. Then there's also the issue that you have to replay from the start if you picked the 'wrong' choice somewhere along the line. I personally would have liked to be able to have one save as well as the autosave function.

I recommend this game to other adventure lovers who enjoy trying to find all the multiple endings. If you're still doubtful, you can always buy it on sale :)

This game is amazing! I lived every second. Got stuck twice and don't like time pressure but other than that a really nice little game. Investigate your own murder, explore a little town, meet lots of people, do a few side quests... This needs more reviews and players asap!

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