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About This Game

LOST AT SEA, 1803
the good ship
"OBRA DINN"

Built 1796, London ~ 800 tons, 18ft draught
Captain R. WITTEREL ~ Crew 51 men
Last voyage to Orient ~ Cape rendezvous unmet

Contact East India Cy. London Office
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An Insurance Adventure with Minimal Color

In 1802, the merchant ship *Obra Dinn* set out from London for the Orient with over 200 tons of trade goods. Six months later it hadn't met its rendezvous point at the Cape of Good Hope and was declared lost at sea.

Early this morning of October 14th, 1807, the *Obra Dinn* drifted into port at Falmouth with damaged sails and no visible crew. As insurance investigator for the East India Company's London Office, dispatch immediately to Falmouth, find means to board the ship, and prepare an assessment of damages.

Return of the Obra Dinn is a first-person mystery adventure based on exploration and logical deduction.

Title: Return of the Obra Dinn

Genre: Adventure, Indie

Developer:

Lucas Pope

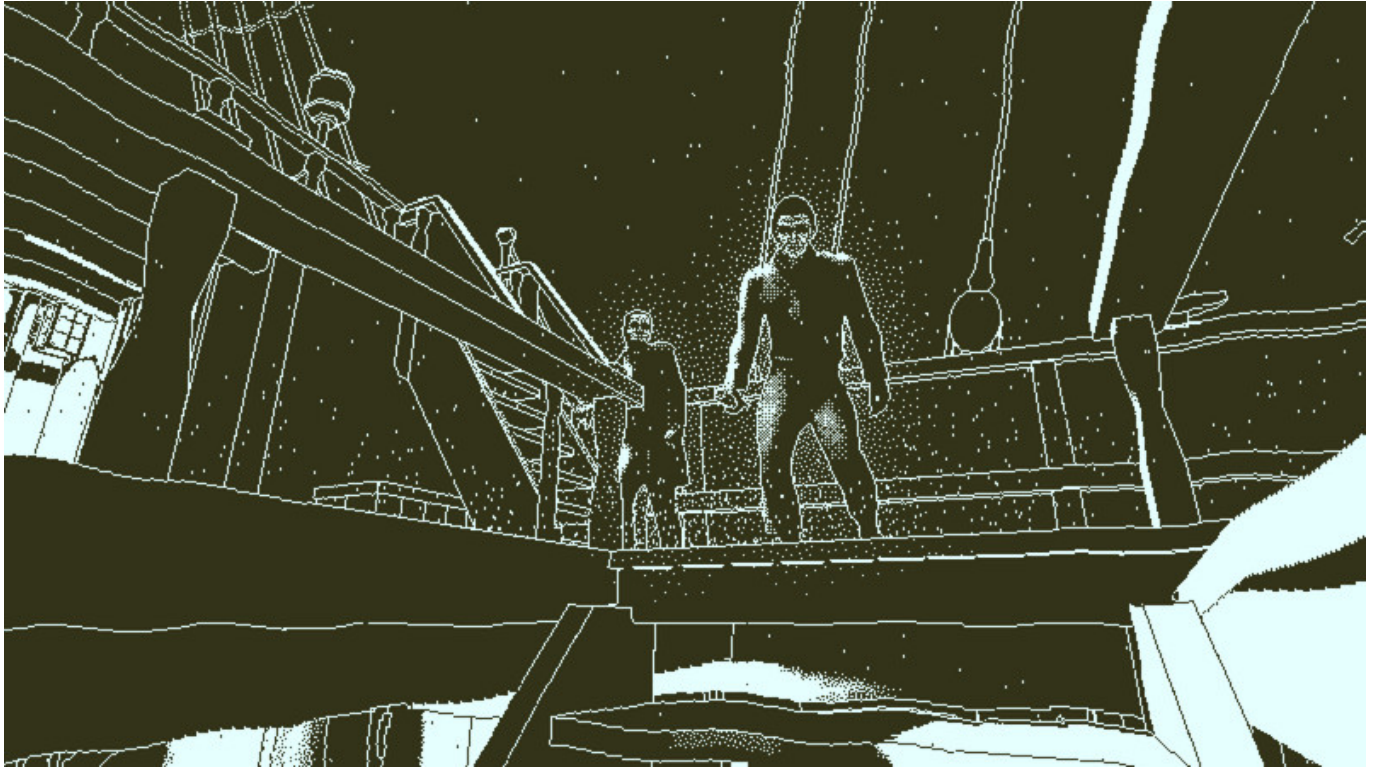
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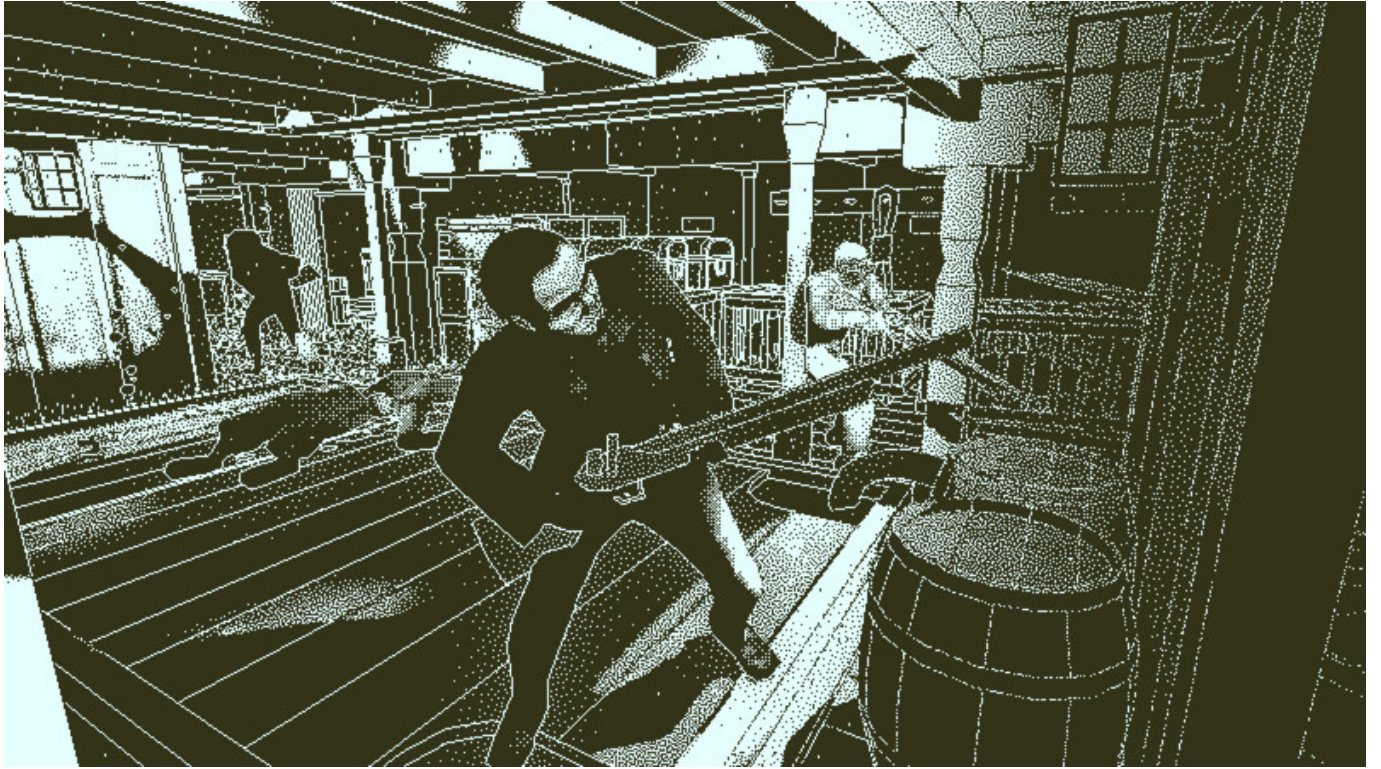
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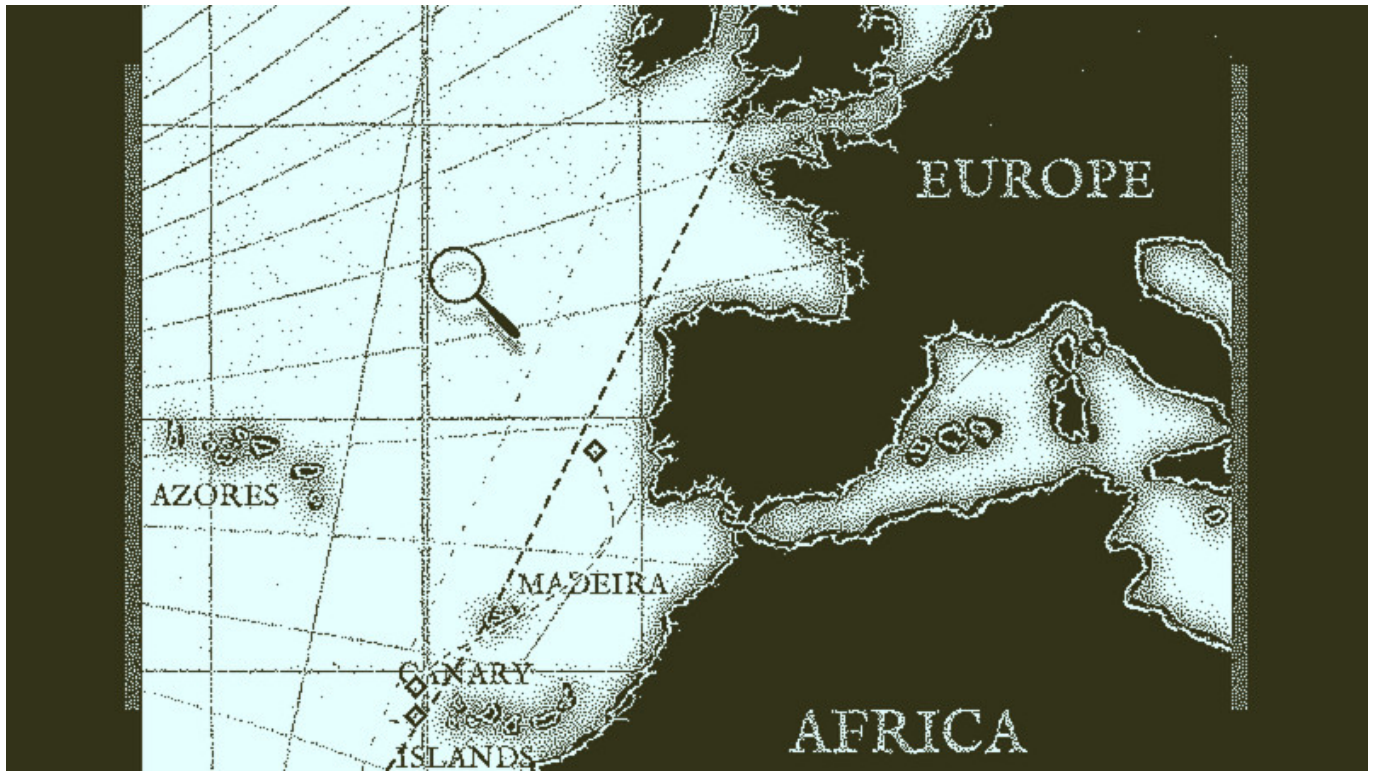
Release Date: 18 Oct, 2018

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English,French,Italian,German,Japanese,Polish,Russian,Korean,Simplified Chinese,Traditional Chinese







One of the best games I've played. A really entertaining mystery, brought to life by fantastic music and non-chronological storytelling. I really liked the one-bit aesthetic, which felt like the grainy stippling of old newspapers.

It's clear that a lot of time and thought have gone into this, with well-researched details, and intricately interwoven plots. The player is encouraged to think in exactly the way that they might in the real world, which is liberating. And just like in the real world, it also has the effect that you might see patterns where there are none. I think that this is key to the feeling of wonder that I had while playing this: the characters and events of the story felt much more real to me, because I was being motivated to infer all sorts of extra details, in order to solve the mystery.

This pushes the videogame medium forward. You could not get the same effect from a book or a movie.

I played this with another person in the room, and it was really engaging to discover things together, and discuss our (sometimes wild) theories.

This game is a thoroughly-polished treasure. Like a beautiful shell.. Terrific conceit, well executed, with a fun story and some nice surprises. A little bit buggy on Mac - had several hard crashes, but never any data loss and I was happy to push through. Easy to recommend.. Stunning visuals and clever mechanics. A logic puzzle in a format wholly original. Brilliant.. It's short and has barely any replay value, but this game is excellent. A perfect case of quality over quantity.

Best served blind and you should savour it while it lasts.

I wish I could play it through blind again.. For a very short time, I thought the game would be simple and linear. I was very wrong. It is very smart and you spend a lot of time wandering around looking for clues you might have missed. The graphics are super interesting. It is very impressive how readable it is with the super limited palette.. really neat game, highly recommend. Pope is one of those folks who just...go in odd directions with their games yet always seem to know where they're going. Sorta like Michaelangelo saying there's a statue trapped in each stone block he began carving, these odd titles unlike anything else are just there and they're going to be good and he finds them. Hence how we got a whodunnit-and-to-who with magical pocketwatch thingie in the days of wooden ships and iron men with RotOD.

Did You Know: The ship Obra Dinn is a scaled down (in size and crew) real ship HMS Leopard?

The sleuthing in this is one where the game is training you to think like a detective in some ways and learn British ocean-going shipping in others in a way that has you knowing cold what a steward wears, what a "lascar house" is, and how discipline works on the high seas of the Georgian period. It never gets too obscure (although the final stretch involving many, many English, Chinese, and Russian sailors being sorted out by minute details of ship layout comes close to being the "bad stretch" of the game), and watching the game switch from watching gruesome fates to sussing out via process of elimination had me finger-gunning the monitor like a joyous dork despite the morbid subject matter.. Lucas Pope does it again. This is the best mystery puzzle game ever made. Nothing comes close and maybe nothing ever will.

The sound design is top-notch. The style is just a sight to behold. The use of monochromatic dithering (yea I googled it who the f*ck didn't) really fits well with the age of sail illustration look.

The story is incredible. A blend of irony, dark humor and betrayal. At times its dramatic like you're exploring the Raft of Medusa and sometimes it can really crawl under your skin. It's fantastic

Every mystery can be solved with pure logic and it's really rewarding when you uncover the story of the Obra Dinn with deductive reasoning alone. I've rarely ever been so satisfied finishing a game, spotting the smallest details and combining information to identify crew members. Finding out the names of the women, who the pipe belonged to, the Chinese men, recognising every character in the end credits, and seeing that f*cking scumbag Nichols' estate get a hefty fine and just ultimately solving all the fates of the crew members left me with just the greatest satisfaction of all. Better than food or sex or any drug. PRIDE. Real genuine pride for completing a f*cking mental mountain of a game. That is the best part of this game, of any game. The feeling that I'm better than you f*cks that can't finish this game by themselves because you've got the mental capacity of my sh*t's and still need help to wipe your f*cking\u2665\u2665\u2665\u2665\u2665 That's right. I'm better than all

of you who thinks this game is too hard for your tiny brain. It's a fact. If I'm f*cking you off right now then go back to Obra Dinn, use your head and grow some balls.

10/10. This is easily one of the best games I've ever played.

Return of the Obra Dinn is a phenomenal mystery-solving puzzle game. The ship Obra Dinn returns to port with its entire crew of 60 dead or missing. Equipped with a notebook and a magical stopwatch, your job is to identify all the remains on the ship and discover the fate of each passenger. The stopwatch allows you to hear the last few seconds before someone's death and lets you walk through a frozen scene of the moment of their death. You have to notice clues such as voices, crew clothing, the locations of the crew (both on the ship and who else they are near), and more to piece together their identities and fates. The "Aha!" moments you get as you view each death, begin figuring out who is who, and finally realize just what the hell happened on the Obra Dinn are fantastic.

The game explains the mechanics very clearly but offers no hints and does not hold your hand. It is honest about what to expect, going so far as to tell you that you can't always be 100% certain who someone is and you will need to use process of elimination sometimes. However, a fair portion of the crew can be identified with complete confidence, and the rest can be narrowed down to 2 or 3 possibilities. Every time you figure out the identity and fate of 3 people correctly, the game confirms it so you don't have to guess all 60 crew members at once. With careful observation, repeated examination of the evidence, and a few IRL notes, you should be able to figure everything out without frustration.

The music, voice acting, story, and level design are all outstanding. The graphics are unconventional, but I found them to be charming and appropriate.

The single flaw I can find with Return of the Obra Dinn is that it has little to no replay value. Once you solve the mystery, you're probably not gonna forget it any time soon.

Final verdict: If you like puzzle games and have any interest in Return of the Obra Dinn, then buy the game. If you think \$20 is too much for what seems to be an average of 10 hours of gameplay per player, wait for a sale and then buy it.

One of the greatest game experiences I've had in years!

With the simple premise of putting a name to a face and finding out their fate, this game feels more like a real detective game than many other games striving for realism. Where many detective games simply give the answer away by showing you a multiple-choice option, Return of the Obra Dinn gives you so many possible answers - all the same for every person - that you can't decipher the actual answer from the choices presented.

The result is a game, where you're actually invested in everything around you, looking into the smallest details in the environment, paying attention to every word in every conversation and - almost to the point of guessing - deducing what MUST have happened to somebody, or who they MUST be, given the information you gathered. I'm hesitant to call them "clues", because it really feels like very little is handed to you as a clue. You're pretty much not handed anything. You have to find out not just what is relevant for the puzzle, but generally just what to look for. You constantly get that feeling of "Wait! What if...?" and then you go explore some theory, often realizing how an answer was just right in front of you.

This is a game that will make you constantly flip between feeling like the cleverest detective ever, and the dumbest, blindest smug to walk the earth.

I played taking real-life notes, and it felt amazing. So much is going on and testing out theories can sometimes take you on completely different paths, and I had to write things down to remember my train of thoughts - and that's a compliment! It really made me feel like a detective.

Also the game is absolutely gorgeous and you never get tired of the soundtrack. It's just damn near a perfect game!. Great game, really surprised me. A fun way of uncovering the mystery that happened. However, some of the deductions are very unclear but overall a great experience worth your time. You should of course play on the Commodore display.. I really want to enjoy this game, but with such a narrow field of view I get very nauseous and dizzy after only 10-15 minutes, making it unplayable for me. The shrink modes are of no help to me.. This game is simply brilliant. Yeah, it is strictly one-time playthrough (Ok, maybe a second one to savour the delivery once more), but that 7-10 hour have brought me more joy than tens of hours on tens of hours of modern AAA-sandboxes.

Some professional filmmakers say sound is far more important than pictures, and Obra Dinn is a stunning champion for that idea. Music, Dialogues - curt, yet authentic, absolutely put you inside the story. It is left to a meticulously built visuals - "photographs of death" - to finish off an impression. And the story, oh the story, which you kinda think you've figured out right at the start - it will show you twists, turns and sudden depths of human condition and inhuman surroundings you are not quite ready for.

Yeah, and though you can probably study XIX century maritime customs on this game, it doesn't sell "The tour edition" separately, like some projects best left unspoken of.

All in all - a unique game experience, emotional, brain-teasing, fantastic and surprisingly deep for it's untold manner. An experience not to be missed at any gaming era.. Ah, there it is. It's that lovely feeling of having played a genuinely great game.

While sadly lacking easy replayability like Paper Please, I have zero hesitation to encourage anyone into puzzle and point and click to give Obra Dinn a go. I am not spoiling anything, just play this.

Play it slow, take your time and savor the moments because I doubt you will experience anything like it again.. Pope is a genius, the game is a blast, an incredible detective story with really clever solutions.

A must play. Do not spoil this game for yourself!

This game's greatest flaw is that you can only experience it for the first time once.

A Masterpiece that needs to be played by anyone with a passing interest in puzzle solving or more unique types of storytelling. The visual style won't be for everyone but combined with the fantastic score it really does a great job at setting the mood.. 5/5 Will play again :D

A really cool game!. This is a truly fantastic game. You truly feel like a detective going through past events. Tiny clues are hidden everywhere.

One of the coolest games to come out the last 10 years. This game is going to change how detective/investigation games are done in the future.

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