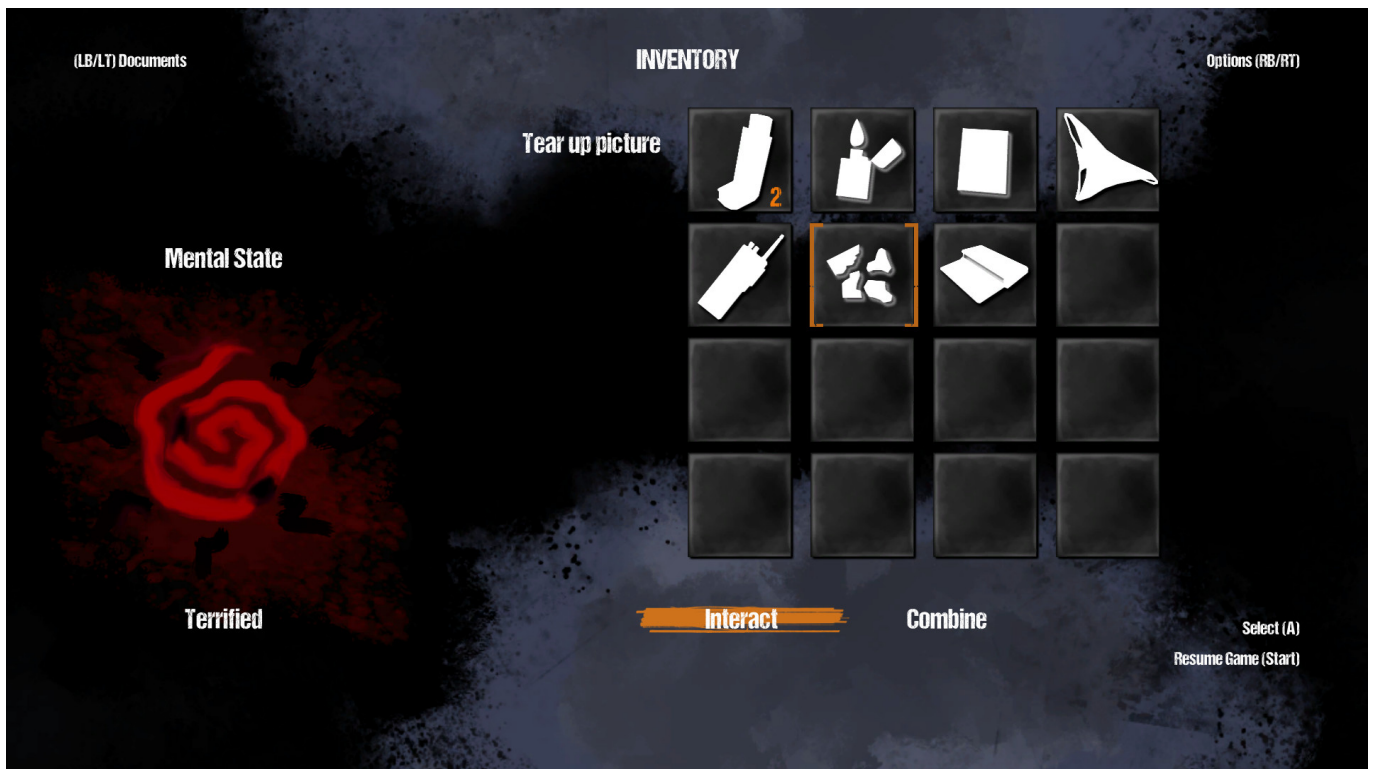

Long Night Torrent Download [portable]



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About This Game

Long Night: Alone I break is the first episode of a three episodes season. The next episodes will be released in the next few months

Concept

Long Night is a Third Person Survival-Horror video game series which aims to reconnect with the atmosphere of its ancestors, the old classics from the 90's and early 2000

With this game Trickster Face wants to put Lurking Fear back to the center of the gaming experience, rather than pure action sustained by an escalation of noisy special effects.

Here we have no shot guns nor giant monsters, but simply David, a youngster who can only count on your pugnacity and your instinct, to survive, and save his friends.

Synopsis

This black tale takes place in an American holiday camp next to a forest, at the end of a summer in the nineties. The heroes are a group of four teenage friends, accustomed to meet there every year. Spending their last evening together telling horror stories for fun, they find themselves plunged into a nightmare, bringing their most secret anguishes to life, tormenting them. All of a sudden everyone is on his own. During the night David will try to find and help his friends, but doing so, he will have to face worse than the fear that pursues him.

Features:

- Take control of your environment, keep the balance of your mental state to run and hide from your nemesis
- Resolve enigma to understand the intimacy of the 4 teenagers and become the wall between them and their fears.
 - Explore Long Night camp to discover great side quests, giving better understanding of the background.
- Choose to play with Old School (without checkpoints and interaction icons) or Modern Gameplay (with all the help you want)

Warning:

Long Night is rated 17+ M for mature by ESRB for the following content

Violence
Blood
Sexual Themes
Nudity

Title: Long Night
Genre: Action, Adventure, Indie
Developer:
Trickster Face
Publisher:
Trickster Face
Release Date: 7 Jul, 2014

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Minimum:

OS: Windows XP 32 Bit

Processor: 2 GHz Dual Core

Memory: 2 GB RAM

Graphics: nVidia GeForce 8600 GT, ATI Radeon HD 2600 XT

DirectX: Version 9.0c

Storage: 1 GB available space

Sound Card: DirectX 9.0c Compatible Sound Card with Latest Drivers

English,French





Dewey's Family portrait



(A) to grab photo part

(RT) & (LT) to rotate part

long night ahead meaning. long night gowns. long night full moon. the long night have gun will travel. long night episode too dark. long night cost. long night's journey into day. long night of horrors payday 2. long night barren land. long night episode budget. long night battle strategy. long night prequel. long night game of thrones spin off. long night crypt. long night inside the episode. long night at wrong beach. long night director. long night in spanish. long night chart. long night death count. long night comments. long night ign review. wolverine long night hudson. long nightgowns. long night finale brightened. long night at blackstone. long night ikka lyrics. long night in wrong beach. long night impossible odds. long night guster lyrics. long night game of thrones prequel. long night dragons. long night criticism. long night jon snow. long night song. long night dead of winter. long night a song of ice and fire. long night drive

Zero stars. This game looks good but that is all it has going for it since it needs to fool gamers into buying it! I just played it for the first time and I'm running from some banshee chic, but my avatar runs out of breath of I run for to long. Nothing in the environment reacts to the interact button, the story is a bunch of stills which I can forgive but to call a game "like the classic survival horror games of old" can only be true if the classic Resident Evil, and Silent Hill games sucked!!!! This game has no atmosphere, no patients for building up tension and is just plain bad. Don't buy this one. Torrent the game and then delete it because this is how bad it sucks.. This is very, very Resident Evil. Not really a jump-scare game, but more like an under-the-skin kind of horror. It's like John Carpenter gone 8-bit. Unfortunately, due to my being a spineless coward when it comes to video games, I quit not long after the encounter with the scary prom queen who wants your undying (or possibly undead) love. I'm gonna make myself try again, and when I do, I'm sure I'm in for a treat.. Don't do it.

Got it for \$.99 thinking it's just a dollar. That money would have been better off in the trash. Controls are terrible, gameplay in general is crap. It's 2016 and there's no episode 2 for obvious reasons. Ain't worth it.. Okay, the execution of it all was pretty good. The developers took some serious inspiration from Silent Hill with surreal atmospheres, frustratingly deliberate camera angles and view-dependent control schemes. Overall, it was well executed.

The reason I do not recommend this game is that it is waaay too short. I know it's only episode 1, but the 2.4 hours I spent playing the game do not warrant the \$5 I spent to get it. Most of 2.4 hours I spent playing this was me repeating the same frustrating chase scene or overly confusing shark puzzle. I know this is titled as "episode 1" but even episodes have resolutions to the stories within them. The story that was started was in no way resolved, and the ending raised way more questions than it did answers. I left the game feeling unsatisfied, and wanting more than I got. While wanting more is usually a good sign, and encourages players to buy the next piece of the series, I don't think I will be buying the next one. Especially if the episode is as short as this one was.

If you want to spend \$5 on a very small, albeit well done, content then maybe Long Night is your time. The cut scenes were well done, the atmosphere was spot on, but I honestly feel like the developers could have released more content, or at least fixed a few common bugs in gameplay before release. It's not as if the game is bad by any means... it's actually really good! It just feels more like a long demo than it does a first episode to a series.

I really liked the world of Long Night, but I would not buy the next episode unless I was assured there be more content and less glitchy gameplay.. I really liked this game.

I don't often write game reviews, so I'll do my best to keep this to the point and not ramble on too much. Or at the very least, keep it organized.

STORY: There is clearly a -lot- of stuff going on in this story, and in an episodic game, obviously you're going to be left with a lot of loose ends after just the first chapter. I'm a bit of a completionist and a fast reader, so I was perfectly happy to track down and read every single note and diary in the game, and it didn't break the flow for me at all, but those who lost patience with games such as Amnesia in this regard might not be so keen. I don't mind feeling confused about a game's story as long as the mystery is actually compelling and not just a bunch of random run-of-the-mill spooky bull, and for me, it definitely is compelling. The main draw for me isn't the history behind the creepy going-ons, though-- let's face it, it's pretty much all been done and it's nothing against the game when I say I don't expect much there -- but the dynamic of the four main characters and learning more about their stories. In the under two hours it took me to finish this episode, I actually felt a little emotionally invested in the characters' fates, which isn't a familiar feeling for me when it comes to horror games.

GAMEPLAY: I'll be honest -- I almost quit at the very first confrontation, because I got myself killed just about twenty times in a row; and the last checkpoint was directly -before- a non-skippable cutscene. It was ridiculous. BUT stay with me. Yes, it can

be tricky at first being chased around the map because a) your camera is all over the place man it does not just follow right behind you and b) it's hella dark and you know in horror movies how when they're running they always look back and trip on something yeah this will basically literally happen because there are bushes everywhere so you'll be running and your camera will flip the \u2665\u2665\u2665\u2665 out and next thing you know you're careening into a bush and then you're dead. but hey if you look at it that way, it just adds to the challenge, right? also, your character is asthmatic, which means if you overuse sprint, he'll have an attack and literally just be unable to move. this is actually a detail I really like, because while lots of horror games have the exhaustion mechanic, this one actually comes up with a good explanation for why your character has the stamina of a two year old (among the sleep also had a good explanation in that your character was in fact a two year old).

After all the practice of that first confrontation, though, and realizing that the little glowy blue things are places you can hide (thanks for the heads up, game, I should have known that the proper thing to do when running for my life was stop and investigate shiny stuff by the side of the road) the rest of the game was perfectly playable.

SCARINESS: Let's keep it real here; horror games are my favorite thing in the world, but I'm an enormous wussy. I wouldn't play them if I wasn't in it for a good rush though. With that said, for me, this game had a really nice balance in this department. There are areas where you feel constantly vulnerable, areas where you feel pretty safe (a nice relief from constant tension) and areas where you really have no idea what's going on and isn't that so much worse. There was a good atmosphere throughout and a refreshing variety of different types of creepy, none of which were particularly jump-scary -- another plus. It was satisfyingly scary V creepy without being cripplingly so. I felt nervous, tense, and sometimes downright on-edge, but not uncomfortably stressed.

ADVICE FOR NEW PLAYERS: You can hide in the blue glowy spots. The little glowy insignias on the wall in some places allow you to save. There's a map in the D4's cabin that you can take. As you find hiding spots, visit cabins, and find dead ends, they will be marked on there. Super useful. Also, you can't run when you're holding your lighter.

TLDR; Overall, an interesting storyline with a lot of depth and detail. Good soundtrack, pleasant art and atmosphere in general. Under-instructive in spots, but I prefer that to games that don't let you think at all. A casually fun challenge level, moderately scary, and mechanics that were definitely imperfect but not enough to detract from the overall experience. Not a game for everyone, but one that I personally loved, and would pay to see a second installment of.. This game is a bit of a throw back to the early 2000's with it's own campy style. I highly enjoyed it. What this game did was accomplish more for me so far (hour and 20 min's in) is a good building of scare and alot of emotion as you find out more about a certian someone. i actually throughly enjoyed this and surprised at how good it was.

<https://www.youtube.com/watch?v=K5u7Ayrups&feature=youtu.be>. EDIT: Changing this review to negative now that the studio has come out and said they ran out of money and the game will never be completed.

[Basically it's an indie Silent Hill meets Obscure without any combat. The graphics look halfway between a PS1 and PS2 game and there's a slight unpolished feel to things. Controls are weird \(WASD to move, spacebar to sprint?\) and cannot be changed. I would say a gamepad is almost mandatory.](#)

[That said I would still recommend it. The atmosphere is creepy. For most of the time there is only one enemy but it's creepy as hell and you never know where it's going to pop up and send you into a panic attack trying to get away. While the graphics are primitive and performance unpolished, it has that unique art design most Frech games have and it works. At less than \\$5 it's worth the price if you're into survival horror games.](#)

[One gameplay complaint I have is they never explain to you how health or dying works. You have a "mental state" that seems like health but I never noticed it do anything when it got low. When the enemy catches you, sometimes it's an instant death, sometimes it's harmless. I played through this episode twice and I still have no clue about either. "Health" doesn't seem connected to the enemy killing you and your mental state sometimes degrades on its own. The game tells you to use inhalers to restore your mental state but there's a VERY limited amount and you are never given any clue when or why you need to use them because you never notice mental state affecting anything. There's still more episode to go so hopefully they'll fix that.](#)

[One STORY complaint I have is you coming across a document related to the central plot that is such a blatant X-Files reference \(right down to one of the people having the exact same name!\) that it breaks the immersion a bit.](#)

The controls felt weird and broken for the most part. I couldn't sit for more than 15 minutes a session but I can see some potential there. Sadly it felt incomplete to me.. My first impression:
Long night indeed looks and feels like the old horror adventures I used to love during the Playstation era. I am not very far in the game (I hope), but I am already certain, that I will finish it.

A few (unsorted) notes:

- The controls are as good or as bad as most action adventures of the era Long Night tries to connect to.
- There is no combat. Think Clocktower, not Resident Evil.
- There is little explanation of the health system. Sometimes I die, sometimes I don't.
- You can turn off checkpoints (there are save points, make sure to memorize the locations) and interaction popups (tapping AVX while bumping along the wall is back, yay). This replaces a difficulty system and greatly improves immersion.
- The game is not dubbed.
- Story is represented by short visual novel style films.
- Make sure you are a quick reader! The text in the videos is so fast, reading the text, looking at the picture and understanding what's going on can be a pain.
- There is a lot of text to read. Books, notes, journals, diaries. You can also click on most items and read a description. This is a feature most modern games are missing. Yes, I want to read more about that picture on the wall, that plate on the table and that empty bed with smelly sheets. Well done!
- Most of the text was obviously not written by an English native speaker. This might be bad for some, but it brings back the charme of the genre ca. 2000, when all games like this came from Japan, with weird translations. This one however, rather sounds like good French English... and I was right, it's a French developer!
- You can freely roam the camp, as free as you can roam any place in a horror game at least.
- As the main cast is a bunch of teens, be ready for a lot of teen tropes.
- There is an actual inventory.
- I spent 88 minutes in the game without finding a map. The camp is not that big, but...
- ...the camera angles do not really help in finding my way and knowing where I am. I actually have no idea of the geometry of that camp, thanks to that camera. Like I said, the game reproduces a late 90's charme, including those fun details we actually never missed. EDIT: According to the comments, there is a map. Thanks to Choux.

The first five minutes were full of "Ugh, the visuals!" and "Err, controls...", but then it was like "Aaaah, I missed it!"

Best five bucks I have spent in a while!. The people making the game went out of business, so Episode 2 will, to my knowledge, never be released. So if you are looking for a game which will eventually be updated or even finished, look elsewhere.

Episode 1 itself is rather unpolished, and although it can be fun, it's not worth the price considering the story will never be resolved.. There's a lot of GOOD in this game, and a fair bit of BAD as well. And let's not forget the UGLY...

The GOOD: Spooky atmosphere, effective jump-scares, logical puzzles, genuinely interesting storyline (complete with clever red herrings), nice in-game graphics, and well-designed sound. Oh, and it's mercifully short, at least thus far (though I believe there are more episodes to come).

The BAD: A slight lack of check- and save-points (especially at the very beginning and very end), cheap/amateurish cut scenes (with, granted, their heart in the right place), and a fair dose of "what the hell am I supposed to do next?" confusion throughout.

The UGLY: Frustratingly frequent and mechanically awkward "chase" sequences in which obstructively-placed foliage has as much chance of killing you as you have of successfully making it to one of the clearly-designated hiding spots (the convenience of which is dependent upon which direction you happen to run in). The first such sequence, barely ten minutes into the game, nearly made me throw in the towel right there and then...but you get used to it. Kind of.

Overall I'd say that the good emerges triumphant, but we'll have to see how future episodes pan out. And here's hoping said episodes will be free or dirt cheap to those who have already bought the game (five bucks a pop being a bit of a stretch, in all honesty).

Verdict: 7.5/10.. <https://www.youtube.com/watch?v=trvprxLUolk>

[\tLong Night is an adventure\horror game operated entirely by the keyboard, with no mouse options. It is told in a third person perspective, with a comic-esque feel. The story is upfront, but the atmosphere is what gives this game meaning. Rather than a horror feel, this game has a detective element to it.](#)

[\tI didn't really experience a feeling of horror, or being afraid of what lurks around the corner, but if you look at it as a detective game with a spook element, this game does well.](#)

[\tI enjoyed the story arc and atmosphere of the game, but unfortunately it is part one of a series that isn't going to be completed. Based on that, as a consumer I would not recommend this game, as it leaves an unsatisfied feeling.](#)

[This is a summary of my review video, which I encourage you to watch if you are looking for a more in-depth review.](#)

[Thanks for your viewership and support; for more videos click here: http:\www.youtube.com\user\SocioPsycho. This game is a mess.](#)

[The bulk of the game is spent running around a huge, empty campground stuffed full of cabins you can't enter -- outside of this main map, there are only four locations in the whole chapter, and as near as I can tell one of those is optional. But don't worry, you'll find a whopping two puzzles in the whole game to help pass the time!](#)

[The whole time you're outside, you're constantly being assaulted by some sort of ghost thing who runs after you, and since the whole place is linear corridors, the only way to escape is backwards. The only way to get rid of her is to either outrun her until she gets bored or you reach one of a handful of hiding spots which get rid of her 100% of the time \(a heavily oversimplified take on the system from Clock Tower\). You can get this down to a science after a couple of attempts and every time she shows up -- about once every 45 seconds by the end -- it's just an annoying detour.](#)

[The story makes absolutely no sense, and the giant walls of text that make up the notes do little to give a sense that any more thought was put into what happens than Weird Things Are Afoot. The closest it ever comes to a coherent narrative is in that one area that I'm pretty sure you can skip entirely.](#)

[The final area is kind of cool visually, but it's an absolute dog to play and starts and ends abruptly with no real attempt at coherency. Near as I could tell it had NOTHING to do with ANY of the other ~spooky stuff~ in the rest of the game. Finally, after about fifty deaths or so, I reached the end, it played a cryptic cutscene that wrapped up nothing and dumped me unceremoniously back to the main menu.](#)

[Graphically it's sort of OK and the controls are decent when you're not wrestling with the camera \(camera-relative controls and dramatic camera angles clash once again\) but outside of that there's really nothing that gets me itching to play episode 2.. EDIT: Changing this review to negative now that the studio has come out and said they ran out of money and the game will never be completed.](#)

[Basically it's an indie Silent Hill meets Obscure without any combat. The graphics look halfway between a PS1 and PS2 game and there's a slight unpolished feel to things. Controls are weird \(WASD to move, spacebar to sprint?\) and cannot be changed. I would say a gamepad is almost mandatory.](#)

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One STORY complaint I have is you coming across a document related to the central plot that is such a blatant X-Files reference (right down to one of the people having the exact same name!) that it breaks the immersion a bit.. Not recommended. Could dig the oldschool survival horror in general, if the execution weren't so terrible. If you still want to get it, note that this is only episode 1, and there is no continuation after the cliffhanger ending of this VERY short episode.

The premise is classic and compelling - haunted camping grounds, Native American ghost legends, with a nice dose of personal psychological horrors the character/s has/have to deal with. A camping trip with friends, a local urban legend, a spooky dare gone wrong, and our protagonist finds himself alone and scared, looking for his friends and hunted and haunted by a ghostly woman. So far, so good. The added effect of monitoring the protagonist's fear-level and dealing with his asthma (?) to reduce it seems a nice touch, but lacks in effects and ends up looking more like a poor attempt to emulate similar elements from better games.

The gameplay suffers primarily from stiff, occasionally bugged controls and repetitive elements. While I don't mind the often surprising and - with a few unintentionally comical exceptions - rather unforgiving attacks and opportunities to die so much, given that it's rare you'll make too much progress without coming across a save point (use those whenever you see them - you'll often backtrack to older ones, but there aren't that many in the game), I do mind their unoriginality. A few "bad choice" deaths and a slightly more interesting though very railroaded boss fight notwithstanding, the primary threat is the aforementioned ghost woman, who will upon your entering an area occasionally appear, scream, and begin to chase you down. Once or twice you may be lucky and she will disappear before reaching you (she also seems unable to enter certain areas, making it easy for you to lose her depending on your positioning) but for the most part she will insta-kill you upon reaching you. To evade her, you may simply dodge into one of the designated hide spots, and it is generally very easy to lose her, unless you happen to be badly positioned, such as trapped by a dead end. The game therefore presents mostly frustration-deaths, forcing you to backtrack a little and try again, hoping for a better angle this time. The faulty controls may also do you a disservice here if you enter an area from the wrong side and directions are mirrored until you let go of your movement keys for a moment. Not so convenient when you're running for your life.

My greatest problem with the game is, however, that it is insultingly short. Yes, even for the price, even for an "episode 1". If you're an idiot like me and need forever to understand that no, you really can't/shouldn't taunt the ghost and lead her on a merry chase, you may spend up to two hours on it. I like trying things out, and I can be stubborn when I think a boss fight should work the way I want it to work, what can I say - entirely my fault. But more than likely, you will be done much quicker.

All in all, there was some real potential for an indie game here. I don't mind the rough edges such as some (!) issues with the controls, the mediocre graphics, or the nostalgia feeling of a somewhat rough and tumble, simple third person survival game. But with the complete lack of conclusion or real explanation of the setting (you may piece it together from notes you find, if you care to read them all), the short duration, and the additional flaws of repetitive gameplay and stiff, buggy controls, I can't even use nostalgia as an excuse to recommend it. You may think "It's only five bucks!" or "It's on sale!" but for that money, you'll be left with what feels like nothing but the barest prologue to a game.

I'd completely change my mind if it were finished, but it isn't, and from the looks of it it won't be, so I can't recommend this game.

To the developers, it'd be prudent to finish the game and move away from the episodic release. For everybody who has already bought your game, they have already overpaid for it. Not that I imagine that will happen, but here are my two cents.

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