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About This Game

Brought to you by ERS Game Studios, creators of the best-selling PuppetShow series, comes another Grim Facade to expose!

A mechanical dove taps at your window, bringing you a message straight from legendary inventor Leonardo da Vinci! His hometown of Florence, Italy, has been conquered by a man claiming to be a great mage. He can fly through the air, create balls of flame, and predict disasters... but his real agenda is destroying all works of art and science! A small resistance force of ordinary citizens stands against him. Will they be strong enough to stop him from wiping out all knowledge and creativity? Join the resistance and fight to overthrow the mysterious mage in this exciting Hidden Object Puzzle Adventure game!

This is a special Collector's Edition release full of exclusive extras you won't find in the standard version. The Collector's Edition includes:

- Help the mayor restore Florence in the bonus game!
- Collect coins to purchase useful items
- Earn achievements and restore da Vinci's stories
- An available Strategy Guide

This is a Hidden Object Puzzle Adventure game, meaning a specific genre of story-driven, point & click adventures. Throughout the game, players are tasked to find a list of objects hidden within a particular scene, and to occasionally complete various mini-games/puzzles.

Title: Grim Facade: The Artist and The Pretender Collector's Edition
Genre: Adventure, Casual
Developer:
ERS G Studios
Publisher:
Big Fish Games
Release Date: 17 Oct, 2018

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English





ARCHITECTUS

Attribute: Strength.
 Attack type: Ranged.
 Hit Points: 5 (big hero).
 Features: blocks movement, repairs castle damage.





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A must have for Farming Simulator fans! - GunninGamerz. This review was written on the 21st of March 2016. Some things may have been patched by the time you play this.

PLEASE READ: I have collected every collectible and 100%ed the game save one possible health container. This review recommends FreezeME with some caveats, however. There will be very minor spoilers in this review (I will try to be vague). If you don't wish to read them you can skip to the last paragraph.

FreezeME is a 3D Platformer Collectathon in the same vein as Super Mario 64. I grew up on games like Super Mario 64 and Banjo-Kazooie and I've been looking for a Collectathon that would scratch that itch.

In FreezeME you play as R, a girl with a camera that when aimed at certain enemies and certain parts of the environment you can take a picture of them and freeze them in their place for a limited amount of time. The time varies with each enemy. The game features 4 worlds, a hub world, and a few challenge levels that are accessible through the hub world.

-Story-

Fat the Cat kidnaps R's dog and R has to get him back. It's a simple story but I don't think anyone will be playing this for the story.

-Character Design-

The characters, except for a few, are all rather plain and dull. Most of them are cartoony pigs with a spherical body and lacking back legs so that they presumably bounce to get around but that is almost all of the NPCs. The enemy designs change every level, though they are really just reskins.

The main character, R, probably has the most interesting design in the entire game.

-Collectibles-

The game throws you in and only tells you how to jump (which we should really all know how to do). The things it doesn't tell you about are the unique parts of the game such as the collectibles and their purposes.

-Controls and Camera-

The running and jumping is obviously inspired by Super Mario 64. This is not a bad thing. Everything feels fairly good. It feels like it would be at home on the Nintendo 64 which isn't entirely a compliment. One thing that the N64 platformers all failed at was having a good camera. FreezeME fits in with them perfectly in that regard. The camera is awful. While walls will make the camera zoom in (which is how it should work) once you move away from the wall the camera doesn't zoom out to its previous position which can become very annoying if you are in one of the few places in the game with lots of walls. In some parts of the game there are alternate gravity sections not unlike Super Mario Galaxy. Due to the stubbornness of the camera I am of the opinion that the game would have been better without them. You can't have these gravity sections with an uncooperative camera.

I must also mention swimming. There aren't many opportunities in the game to swim which I see as a good thing because it isn't very fun due to how inactive it is. You hold the B button and that's it. And aiming underwater is made more needlessly difficult due to the camera.

-Sound-

The music is nice enough, though I don't think I would listen to it outside of the game. None of it is very catchy or inspired but it's fine as it is. There are green statues which exchange Cubes (think Jiggy or Power Star) for 10 Green Pig Coins. When you walk up to them they emit a very loud and irritating laser sound. If the volume was lower it would be bearable. I would like to believe that the devs left it at that volume on accident but it's so loud I find it difficult to believe that.

-Level Design (SPOILERS)-

The worlds are all very nice and colorful and easily distinguishable from one another.

The first and second are fine as they are. There are no major problems with either of these two worlds.

The third is where some problems begin to seep in. It has both ice and quicksand. The ice wasn't that bad. Mostly annoying. I know it's supposed to be hard to pick up momentum on ice at first but this made it hard to get off the ice if you were on the edge between ice and ground but the ground was higher than the ice. You would try to jump on the ground but without momentum you wouldn't move forward and would just land where you originally jumped from.

The next problem was quicksand mostly for the same reasons. You would try to jump out of it and sometimes you could but sometimes you would be stuck and then you would get sucked beneath and die.

The last world looks nice but I think the implementation and design completely lacked forethought. The world suffers from a stupid difficulty spike and if you fall in the lava down below you're as good as dead. Each time you touch the lava you take damage. There are no invincibility frames so you have a chance to survive. All of a sudden you have to make these incredibly precise jumps, thankfully there are plenty of teleporters so you don't have to do it all at once (I forgot to mention teleporters, didn't I?).

Teleporters make traversing each world a lot more convenient. The only real problem is that you have to wait for each teleporter to cycle through the list of teleporters.

We can't forget the Challenge Levels, can we? They are difficult but fun levels (one even gives a not-so-subtle but funny nod to Super Mario 64). The biggest problem is that you can't just automatically restart and you have to wait to die in some cases. Depending on the height you're at this can take up to 10 seconds and because of the difficulty you're going to die quite a few times. A quick restart option would alleviate some of the aggravation.

-Boss Design (SPOILERS)-

The bosses are rather boring. If they all had more character to them I think I might have a different opinion. The first one is simple enough once you get a feel for the game and is fine for a first boss.

The second is where it gets frustrating. Not because it's difficult but because of the diversion the boss tells you in the beginning that he 'just mopped the floor' and if you look you can see the reflection of everything in the floor. You, him, and the precariously swaying chandelier. This was a failure to implement the famous "Chekhov's gun" principle in the game. You think that you're supposed to pay attention to the floor. You think that the reflection matters in some way. You think that maybe you have to make the chandelier fall on him. Nope. You hit him. 3 times. And then 3 more times. That's all.

The third boss is where I started to have trouble with them. Not because it was particularly difficult but because the boss has no 'tell' as to when it is vulnerable. And then when you do hit it sometimes it takes damage and sometimes it doesn't even when you did the exact same thing.

The fourth boss is the same way. Sometimes he takes damage and sometimes he doesn't. Another thing is that he runs around and is much larger than R. This means that sometimes you will get caught in front of him and can't escape and that's it. You take damage like every half second. You're dead.

The fifth boss suffers from basically the same problem as the fourth but the main problem isn't the boss but the gauntlet you have to pass before the boss. This could also be included under level design. Most of it is fine and after a few tries I had no problem getting to the last part but on the last part it locks your camera so that it would play more as a sidescroller which would have been fine it also made it so that you could only move on one axis. This results in you accidentally tilting up or down (and you don't know because of the camera's distance and your lack of control of the camera) and you end up walking off the edge and into the lava below. And you have to start all over.

-Conclusion

If you absolutely love the classic 3D Mario games then you're sure to find plenty to like in FreezeME. If that's not your style

then I'm not sure I can recommend it for you in particular.

With all this said, I can safely say that I am looking forward to FreezeME 2, presuming it is better than the first.. Very challenging, creative design, great visuals!. I've only played Winter Voices for less than an hour but I find it very imaginative and unique.

It holds a lot of mystery and seems to be quite different than any game I've played before.

I like the choices and the gameplay.

. Interesting and different. Not a bad game at all. Easy controls and fun mini-games make all the difference here. Would give it an 7/10.

It hasn't got the World Rally Fever table too, but it's still a great classic pinball game. Worms themed! Awesome :-). I enjoyed its predecessor (AoG1) but this game has unfortunate issues, balancing and otherwise.. First of all, I got this game on sale. If I had paid full retail price, I wouldn't have recommended this game. However, I do recommend this game at \$5 or even \$10. Each mini-game runs smoothly without any errors. There are power-ups and bonuses that enhance and add variety as you progress (along with added difficulty) and, of course, there are leaderboards. The main benefit is that you will get a workout (for those who hate to exercise otherwise). Not all 3 mini-games are of equal value however. Also, if you have a friend, you can PvP (you probably won't find a game otherwise but add me as friend if you want to PvP).

Here's my review broken up:

1) Bowshot 9/10. This is the real gem from the "arcade saga." A lot of fun. Very fast action, you have to move around to avoid shots and quickly shoot back and/or powerup your shots. 360 degree moving targets, shooting at you so you have to keep moving, you get the idea, very challenging and unlike some reviewer said, the LAB bow mini-game is NOT more fun LOL. I don't know any other bow game that is this fast paced and makes you move around as much as this with enemies everywhere. There's prettier graphics on other shooting games, but not one that will make you move as fast and shoot as fast as this.

2) Smash 7/10. Very fun, you get a nice workout. Reminds me of Ripcoil (Oculus) or Holoball. The graphics aren't as good as Ripcoil, but it has more variety in the gameplay. I like the small hallway, as it means you can focus more on small movements to return serve. So it's more about strategy and timing than moving physically fast.

3) Fracture 4/10. Very much like Boom Ball Kinect (almost exactly the same) or RacketNX (RacketNX is way more fun). It's hard to control the swing of the bat to make the ball go where you want. Very frustrating. Just not too exciting even if it was easier to aim. You move the least in this game as you mostly just swing (you can summon the ball close to you to hit it)

So 2 of the 3 games are fun and even the last one is not bad for a change-up. Definitely buy on a deep sale.. This is an interesting CYOA novella. In it you play as a ninja, just going through your graduation test, and then through a number of quests. Now, there are a lot of elements to the story that are interesting, though it ends rather abruptly.

Still, it is decent enough. Though perhaps wait until it is on discount.. DO NOT BUY, wanderer!

Move along. Buying and playing this game won't make any sense.

There is an old and checked way. People buy sh*t, play sh*t, complain about sh*t and lootboxes on forums and youtube. Again, and again, and again.

So playing such games should be considered as sociopathic behavior and undermining the very core principles established by great Vaas gamedesigner in some galaxy far, far away.

Well, you was warned.

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