
Oxenfree Download For Pc [Keygen]



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About This Game

SUMMER 2016's HUGE CONTENT UPDATE: The most mind bending game of the year has new storylines, scenes, and endings, plus a multi-episode behind-the-scenes documentary.

"OXENFREE: The emotional adventure game you need to know about" - **IGN**

"A mix of Freaks and Geeks, Poltergeist and the best teen films of the '80s" – **Polygon**

"Part teen drama, part terrifying ghost story" – **Kill Screen**

Oxenfree is a supernatural thriller about a group of friends who unwittingly open a ghostly rift. Play as Alex, a bright, rebellious teenager who brings her new stepbrother Jonas to an overnight party on an old military island. The night takes a terrifying turn when you unwittingly open a ghostly gate spawned from the island's cryptic past. How you deal with these events, your peers, and the ominous creatures you've unleashed is up to you.

YOU determine every aspect of Alex's story while exploring Edwards Island, uncovering the base's dark past, and changing the course of your friends' lives.

Features:

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- An intelligent conversation system that changes the story and your relationships based on every decision
 - A unique radio mechanic that allows Alex to communicate with mysterious spectres and manipulate her world
 - Art from Disney alum and an original soundtrack by scntfc (Sword & Sorcery, Galak-Z)
 - Multiple mysteries to unravel, spanning decades and lifetimes
 - Inspired by little-known events of World War II
 - Featuring voice talent from The Wolf Among Us, The Walking Dead, Borderlands and more

Starring:

- Erin Yvette (The Wolf Among Us, Tales From the Borderlands)
- Gavin Hammon (The Walking Dead, The Wolf Among Us, Tomb Raider)
- Britanni Johnson (Borderlands, Borderlands 2)

Music and Sound by scntfc

Title: Oxenfree
Genre: Adventure, Indie
Developer:
Night School Studio
Publisher:
Night School Studio
Release Date: 14 Jan, 2016

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Minimum:

OS: Windows 7

Processor: Intel i3 2.0 GHz

Memory: 2 GB RAM

Graphics: 1GB Shader Model 3.0 Compatible (DirectX 9.0c)

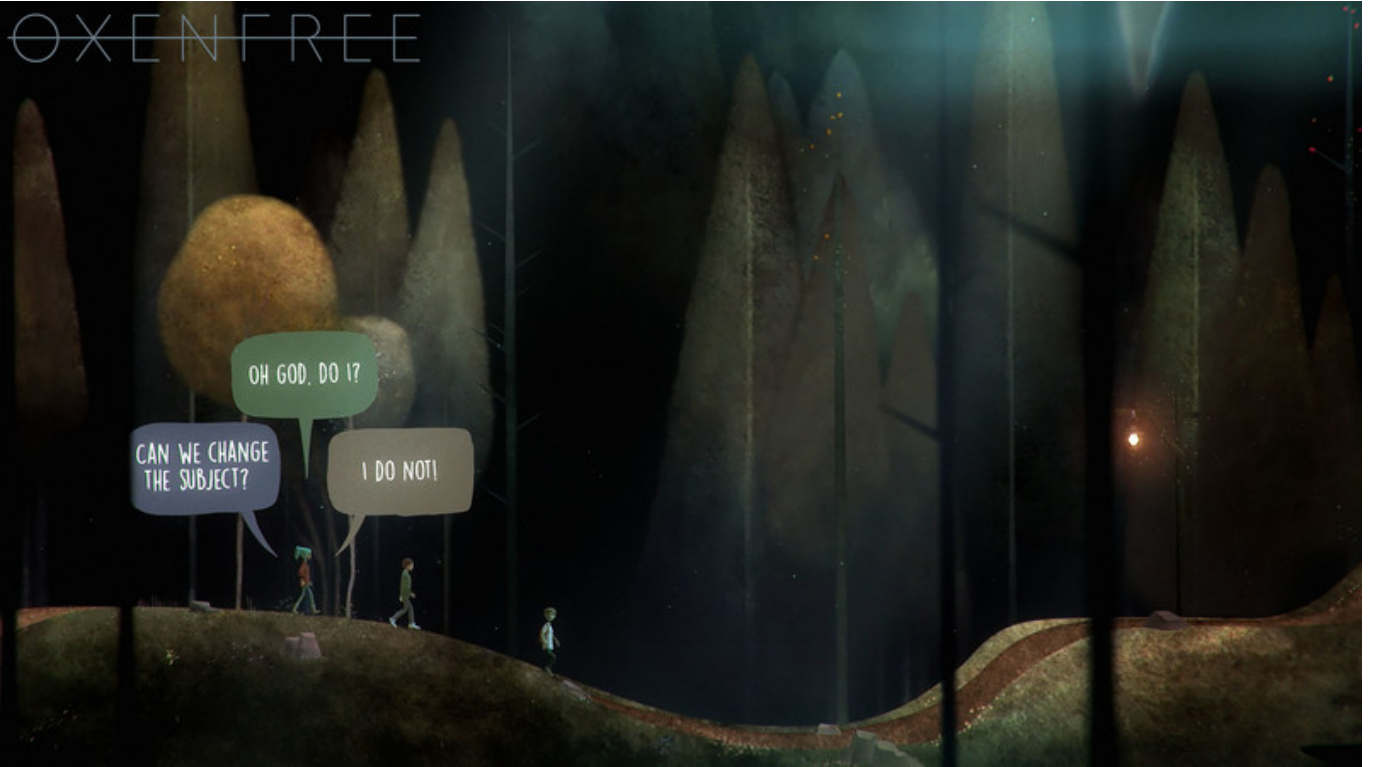
DirectX: Version 9.0c

Storage: 3 GB available space

Sound Card: DirectX 9.0 Compatible

English,French,Italian,German,Russian,Simplified Chinese

OXENFREE







This game's art and visuals are stunning, the soundtrack is amazing, gave me chills at some points, and overall this game was interesting to play, very well done. It was great!. (I have a low playtime because I originally played it for free on Origin after I got the Origin Access pass, but bought it on Steam to support the developers, as I felt I ripped them off playing this incredible game for free.)

This game is not for

Pros:

- Incredible story
- Very nice artwork
- Believable characters
- Dialogue feels natural
- Has some fairly scary moments
- UI, although very minimal, is very well done
- Very atmospheric

Cons:

- Pacing may be slow for people
- When selecting dialogue options, it may or may not interrupt the current speaker in the conversations, which can lead to quite a bit of frustration.

Final Verdict: 10/10

If you love Firewatch or really any walking simulator, you will absolutely love this. 100% worth \$20 for fans of the genre.. So beautiful but so far from the characters and why the hell do they have to talk all the god damn TIME?!?. Super slow game, and not in terms of performance. Sub-optimal sprinting speed, animation speed, plus some repetition of segments for plot reasons, AND a semi-open world with surprisingly little to discover. Interesting, original mechanics and concepts. If you have a lot of patience, maybe you could appreciate this game, but most games that like to think they're scary use slow pacing to build tension. This game, however, does not utilize its empty space in any way.. Oxenfree's suspenseful storyline had me powering through it over a single weekend. While brief, multiple endings to unlock encourage players to come back for more.

One of Oxenfree's strengths is its branching dialogue, which uses a combination of speech bubbles and voice acting. There is an astounding number of dialogue choices. However, many of the options are similar to one another and have little influence on the story, which can make the choices feel somewhat empty.

I enjoyed getting to know the characters who are all interesting and well written, with great voice acting to boot but Oxenfree's brevity left me wishing I'd had more time with them, even after a second playthrough.

Sound and visual effects really emphasize the creepiness of the supernatural entities, and Oxenfree succeeds in creating an eerie atmosphere with its moody soundtrack and environment. The art is beautiful, with the photographs you take throughout the game making a nice added touch. My only complaint about the visuals is that the camera stays zoomed out quite far. This makes the character sprites look pretty tiny, although it does allow the player to better take in their surroundings.

One of my problems with Oxenfree is the sheer amount of walking in the game. While Edwards Island is a beautiful environment to explore, some areas are awkward to navigate and Alex's walking speed is quite slow, particularly when walking up or down steps or scaling walls or ladders. If I accidentally took a wrong turn, it took me a while to get back on course, leading to some frustrating interruptions to the flow of the game.

Additionally, while Oxenfree is designed for multiple playthroughs, there isn't really enough variation to make the repeat feel satisfying. Maybe I would feel differently if I came back to it after a break (I started my second playthrough immediately after finishing my first), but I felt that much of what happens in Oxenfree remains essentially the same, even if you make slightly different choices.

Despite these criticisms, I still loved this game. With a riveting story, charming art style, likable characters, and wonderfully

creepy atmosphere, it has enough to offer to more than make up for its flaws, and is well worth investing the few hours it takes to complete.. Loved it.

Great aesthetic, very cool music, and relatable characters. I liked how the gameplay worked, it just made things flow really well. The actual story was very good and nicely implemented, and it played like an old teen suspense film which was cool.
+ kudos for the ending, nice.

Would def. recommend. :). One of the more innovative conversation choice implementations I've ever seen in a game. And for an Indie, that's really saying something. AAA developers take note, this is how you do voice-acted dialog choices.. Neat little game. There isn't a lot of gameplay here, it is more a case of wandering about in a group and talking, sometimes tuning a radio, and sometimes making some decisions. They handle the conversations really well though, and it feels a bit like you are playing through an adventure akin to the old classics like the Goonies, or something more recent like Stranger Things.

Gameplay wise it really isn't my usual cup of tea, but I gave it a shot because I'd heard the story was good. Story is something sorely lacking in a lot of otherwise great games, so I like to give things like this a chance. I'm glad I did. I wish there was more actual gameplay in here, but I am really glad I played through it anyway. I might play through it a second time at some point.

If that sounds like it might be up your street, I don't think you will be disappointed.

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