
MISSING: An Interactive Thriller - Episode One Activation Code



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About This Game

MISSING is an episodic series bringing the 90's FMV games and classic adventure together in a unique experience. In the first episode you play David Newcastle, the victim. Kidnapped for no clear reason, Dave will have to find his way out and elude captivity while trying to figure out who his captor is. Meanwhile, Detective Lambert investigates a series of mysterious disappearances in the city. Use your brain to solve puzzles, find items and use reflexes in action sequences to help the characters progress in the story.

This game includes episode one only. Future episodes aren't available yet and will be sold separately.

Title: MISSING: An Interactive Thriller - Episode One

Genre: Adventure, Indie

Developer:

Zandel Media

Publisher:

Zandel Media

Release Date: 25 May, 2015

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English,French,Italian,German,Russian,Portuguese







Unfortunately, as a standalone game it is not something I would recommend for now.

It is not bad actually and is definitely worth its money, but 'Episode One' plays rather like a demo version.

Visuals are excellent, of course. But the story and even the dialogues you would expect to see in FMV-adventure are nearly absent. We have five chapters that could be solved in two minutes each if you know what you are to do - and the puzzles are not impressive either. We got a couple of pixel hunt, a couple of easy slider puzzles (although solving one of them in 5 seconds for an achievement took me a lot of time!), and - beware! - several QTE events. Some people may like them, but that's not what you expect to see in adventure game.

Still, the story does look promising and the actors (especially the one who plays Detective Lambert) are good - so I do hope to revise my review and to give it a positive score after (if) other episodes will appear. Until then - it would be better to wait.. I used to love playing FMV games back in the day. So it was very exciting to see a new game utilizing full motion video. It's very well done in terms of professionalism but the episode itself was incredibly short. The puzzles were all very easy to solve as well, not requiring much thought at all. The only reason to replay it would be to get some achievements you may have missed the first time. Hopefully the episodes after this one will be a bit longer and more immersive. I also hope the "hidden object" and puzzle aspect of the gameplay will become more challenging as well. This episode felt more like a demo, showing you the potential of what it can do. The QTE's seemed very similar to Until Dawn, and the way they were presented sort of took away from the action in some scenes. Nothing major.

I guess another thought would be...why is it done in FMV, anyway? It's a seemingly realistic game about realistic things. It could have been presented just as well in another way. But that's probably just me, because when I think of FMV, I think of games like Harvester and Phantasmagoria; games that were so fantastical that the added "realism" of FMV just made them all the more creepy and enjoyable. This game, on the other hand, just sort of feels like I am playing an episode of CSI or something. Again, this could all change over the course of the next episode(s).. The reason for not recommending this game is simple. The developer is bankrupt so no further episodes will be produced. So if you buy it, you'll be left with an incomplete story that you'll never know the ending to. Otherwise it would have gotten a thumbs up, since I like these kind of games even if they're short and have somewhat simple and tedious puzzles. If you crave something FMV you're better off playing 'Her Story', 'Contradiction' or some of the other FMV games on offer on Steam.. *MISSING is a really short FMV adventure game, with some basic QTE - quick time events which require you to click on an action indicator within the time limit. This somewhat experimental little game is obviously planned as an episodic adventure, but there has been some time since the arrival of the first episode, and no news of the second yet. As it is, the game has real promise, yet ends out as a glorious demo.*

We open our eyes, abandoned, chained and stranded in an old warehouse. The words "Play with me" are painted on a nearby door. All that we know is, that we should escape by any means necessary. Meanwhile, there is an elderly detective who's trying to discover what happened to us, as he vows that "there won't be another one". Curious...

There is literally not a single negative thing to be said about the graphics, since they are real life recordings. It is nearly impossible to say where the cinematic videos end and the gameplay starts. Everything is alive, vibrant and actual. More like watching a short movie rather than playing a game. Ambient, decor and music are excellent. For a FMV, this is one of the best yet. The acting isn't anything miraculous though and I personally think our hero seemed quite dapper for someone who's been locked and missing for some time.

The game consists of 5 really short chapters, weaved around some really basic adventure puzzles, one HOG-ish puzzle and a couple "dodging" sequences. No actual plot given, no character depth displayed, not much of an actual story presented... you spare 40 minutes - an hour if you are an achievement hunter, adore the cinematic immersion and get done with it. There is no replay value at all. Only an endless wait for this to become a meaningful series of events in the future.

I'd be curious about the continuation of the series, if there'd be at least an introduction, or a clue or two about a story! Surely, the game is pregnant with some success, but I really hope it wouldn't end up with a miscarriage, never developing the story furthermore. Take your time, grab it on sale if you are curious. In full-price, I'd only recommend it if you are interested in funding developers.

I do understand that it is a tremendously expensive and tiresome process to fund both game development and real life video recording at the same time for a small development team, thus I refuse to down vote this. I'd like to be hopeful, and wait to see what

this may turn into in the future. Thus, I'm recommending the game as an encouragement. It holds promise. Please don't let the promise go in vain.

Please also check out Lady Storyteller's Curator page [here](#) - follow for regular updates on reviews for other games!. [cheap, great game with fun puzzles and achievements are fairly easy to get.. Short but interensting opening of this interactive thriller. Reminds me of Saw series. A bit short, took me less than 50 minutes to complete episode 1. Still, I can recommend it at 60% off.](#)

Oh man.

I was not sure what to expect from this game. But boy, was I in for a sweet surprise. This game is essentially a room escape game, with video elements integrated in. And it works SO WELL.

A very enjoyable experience. First episode is very short, but well worth the cost. I am excited for the remaining episodes to be released!!! Missing: An Interactive Thriller is an episodic Full Motion Video. I've never played an FMV before so Missing popped my FMV cherry on that regard and boy was it a great experience.

We start the game with David, a seemingly innocent man, who is kidnapped for reasons undetermined as of yet. He is thrown into an abandoned building where he must use his wits to solve the obstacles that bar his way. All the while, taunting words and pictures of his family are littered all around him as he traversed through the corridors of his prison. Is his family captured as well? Where are they?

Curiously enough, I believe his captor is leaving these breadcrumbs, a trail of clues that actually aids David rather than hinder him on his quest and we are shown that perhaps this is some kind of twisted test that he must pass in order to continue and see his family.

While this is happening to David, in the outside world, we delve into the role of Lambert, a detective who might be in charge of the case involving David's disappearance. There seems to be a string of cases like David's and Lambert is determined to find him.

I wasn't expecting much so it surprised me that I actually liked it. I beat Episode 1 in an hour or so but game time will vary, depending on how fast you solve the puzzles (which are fair and I thought some were clever). Most of the time, puzzles consist of searching for items and inserting them to their correct spot. They're self-explanatory.

There are QTEs but all are pretty simple, achievable with just a click of a mouse so all hope is not lost. Perhaps this is just me but I was getting this Heavy Rain vibe. I won't spoil that game for anyone but essentially, David's kidnapping seems very personal to his captor. That's just me and we shall see on the next episode.

For the base price of 4.99, it may not be worth it to some because of the game's short length, so it might be best to wait for a sale or at least wait for the full package because all the episodes will probably be bundled together. However, if you're a fan of FMVs, I highly recommend it.

Anyways, here's my video of me fooling around in the game. If you also need help with the puzzles (which I doubt you will) the solutions are in the video description.

[Missing: An Interactive Thriller Video . Game is short \(only the 1st episode is out now\), but the presentation, interface and puzzles are all good. We need more FMV games like this!. Let's get it straight: Missing is not a bad game per se. The puzzles are good enough, and the scenario kind of makes you want to know more about the story. And yet I don't recommend it: why, you ask? Simply put, because this is supposed to be an episodic interactive story, but the studio that made the game closed its doors before finishing the game. Therefore you're left with a forever unfinished game, and a bitter taste in your mouth.](#)

[In this current state, it is impossible for me to recommend that game \(that is one hour long!\). Awesome Game!](#)

[Little bit Shot..i think i played it 45min to complete the game once.](#)

[BUT for 3.99 its a very nice game :\)](#)

[7/10. It's a small dilemma whether to recommend "MISSING: An Interactive Thriller - Episode One". It's essentially a hidden object game with FMV and some mini games. It does everything to a good standard and the puzzles are mostly easily solvable. I had one puzzle that caused me some minor grief, the rest were set at a casual level.](#)

[The problem arises in how actually short the game is and the achievements are very easy to accomplish.](#)

Is it worth full price? I'd say no. I bought it in a 60% sale and I think this could be overpriced still. There just isnt enough content. I'm not sure how many episodes are planned but maybe if a whole series is availabe at a discounted price then it could be a great package.

I will recommend it due to it doing the hidden object genre well and I had fun whilst it lasted. But do expect to be looking for something else to occupy yourself with 45 minutes later.. Genre - Interactive Puzzle Film

If you are a fan of the Saw style films and point and click adventures you should like this game.

The actors I have seen so far do a reasonable job, and the environments look nice both on film and in the interactive space. The puzzles require some thought but aren't too hard. The game is short (less than an hour) and is only the first episode but the enjoyment I got out of it meant it was worth the price. As you get episode one you can then decide whether to take the story further. There are achievements you can go back for, but some of these might be more of a pain than they are worth. Although the completionist in you will want to at least try.

Not sure how they will do the other episodes yet, so watch this space.. This game was awesome!!! I am so sad that there will not be anymore.

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