

---

## The Filmmaker - A Text Adventure Download For Pc

Download ->>> <http://bit.ly/2Hthyg0>

### About This Game

Relive the days of classic gaming with *The Filmmaker*, a puzzle-filled text adventure that pays tribute to the classic, cheesy Hollywood B-Movie!

**Ab 5d3b920ae0**

Title: The Filmmaker - A Text Adventure  
Genre: Adventure, Casual, Indie  
Developer:  
Storycentric Worlds  
Publisher:  
Unimatrix Productions  
Release Date: 19 Dec, 2016

English

the filmmaker - a text adventure

What can i say. I only played for 1 hour and im already in love with this game. The writing style is really great and its really enjoyable in general. This is a sure reccommendation for any puzzle fan (yes, this game includes a lot of puzzles in combination with a lot of text), but be sure to also check out Shady Brook or Lifestream.. This game has a very interesting story that you must gradually uncover. The game is like a classic text adventure with locations and an inventory. At each location you are presented with interaction options that you must select with the mouse. It uses static artwork for locations and events that arise from interaction selections. The artwork is very well done and the music really adds to whole experience. You can tell that a lot of thought and effort went into the plotline. You play as Brianna, a young woman who has been invited to a special screening of films by her favourite director, Claude Ferucil. When Brianna arrives at the theatre she finds it abandoned and a mystery is presented. The game is creepy and weird at times, even downright unsettling. Being a text adventure, the gameplay is a bit slow as you must gather clues and piece together what has happened in the past - but eventually all will be revealed. The developers

---

give you enough information to get past the puzzles/tasks that are presented. When faced with a challenge you have the option of receiving hints if you are stuck. I really liked this game - I wasn't sure what to expect and I was pleasantly surprised. It is good for about six to eight hours of playing time. I bought this on sale at 50% off and definitely got my money's worth. I give it 7.5 out of ten and recommend it to patient people who like story-rich point and click games like Black Mirror or Gray Matter .. I'm 2 hours in, so I can't say much about the story yet. But I can already say it's a fun game with a great atmosphere and interesting characters. Brianna, a b-movie fan like myself, is a very relatable protagonist. I don't feel bombarded with walls of text, but I still get lots of information about people, the setting and the puzzles, which is a big plus. I'm also a big fan of the music and artwork. All in all, the game captures the atmosphere and allure of small movie theatres and the cult around b-movies very well. I generally don't play much text-based games, but the setting and story sold me on this. Also encountered a bug and got support and a solution within a few hours.. I recently played The Filmmaker, to completion, on an Android Tablet so my hours shown here are minimal. As much as I love the portability of a tablet, this game is even better with a larger screen! This is a wonderful game that I give an 'A' to in my review at Just Adventure . Great story, well developed characters, thoughtfully integrated puzzles, heroic quest. The Filmmaker has it all. I encourage those with a fondness for interactive fiction to check out this title as well as LifeStream and Shady Brook.. There were a few bugs, but overall the game was entertaining.. Just Finished the Story and in waiting for the release of Stonewall Penitentiary. I hope to give an exhaustive review on why you guys should buy and play this title first. So from the remakes of the original games/stories released by Unimatrix Productions: Lifestream, Shady Brook, The Filmmaker. this one is the last (for now) in a ever interesting Supernatural/Dark Mysteries interactive fiction series. Originally released in 2010 and remade two years ago is totally worthy for me to get because it got in it two things: Movies and Ghosts. You will be shown the possibility to travel inside 5 Black and white movies to release the trapped souls of the deceased Movie theatre staff. each movie got a different theme: Noir (Phillip Marlowe style), Gthic Horror (Inspired by Nosferatu), Cartoon (I get a feeling this is in a way a parody to childish cartoons like teletubbies but twisted in nature and thought as if they were created in the 20s), Sci-Fi (A nod to low budget sci-fi black and white movies and I think a tiny tribute to series like Star Trek) Action (From this I get the vibe of Creatures of the Black Lagoon meet Indiana Jones setting). I appreciated the fact the author give us a taste of the past and loved the retro age atmosphere. the only complains I have are: 1) the Interface Icons. even if they go well with the "Old Theatre" vibe it Feel bad after Seeing Portraits in Lifestream and the Stylized one for Jake in Shady Brook to see a simplified head icon for this Character: Brianna Auberon sister of one of the "inmates" in the coming soon Stonewall Penitentiary (Gerard Auberon that make a cameo at the begin of the game) is the first Black Woman protagonist from a Storycentric Worlds story and for me pull off really good the sweet but hidden badass act. Unexpected for me is the return as side characters of Lucy and Paul from Lifestream (Liked their "flashbacks" scenes) and liked to see them again (this little nods to past titles are what make this games so appealing). 2) The Journal Entries: It not end up messy like the one in Lifestream but I really would like to see a way to read the journal not only by "updates" but also with a little more order (example you got Brianna Diary in the Journal that updates itself. I thinked it was a nice touch as you get to read more from the main character perspective and keep also entries relative to notes and stuff that otherwise you will forget. But the problem is: the Diary is at the begin of the journal and when you open it will automatically go to the last page opened. Usually the last entries of the journal that are 5 pages later so after continuing "flip" to the right page I get a little annoyed. About gameplay: This game is less into exploration and more into puzzles. A LOT of puzzles as you will see (some got me good as I had started playing with a short-sighted logic turned to be wrong as you don't get the "right" items in order and so you will need to backtrack the puzzle you first encountered and resolve it much more later. I end up banging my head on puzzles that had to "wait" for later: example the Toilet). This game discard the "time skip" from Shady Brook so it isn't possible to lose points on the way and keep a more efficient "battle" scenes: glad for this change. Villain is in my opinion the best so far in the games series (because the story even if it try to be isn't scary at all or even remotely disturbing as Shady Brook and the feeling at the end is that of a B-Movie Villain but as Brianna say in the game: it's good). The Story is appealing and give a good conclusion with little more choices that change the outcome. Liked the PREVIEW to the next game ( I thinkedit was a nice touch with the movie theatre theme and alll) To the Authors: I found a minor bug in the game. When I had to put togheter the Doll "visitor" in the Noir/Detective movie I found out that the wig you use (in all cases: blond or brunette or ginger) when taken off from the dummy the wig in the inventory will always turn with the name of the correct one (Brunette wig) . The Description remain the original for the wig chosen (so if I picked the Blond Wig in the description is shown we're talking about the blond one but the name of the item become "Brunette Wig" until I put it back in the dressing room.

Encased Kickstarter Update #28: First rewards, new monsters and pre-order : Olaf pulled back the curtain, letting a sharp triangle of morning light into the office. The desert beyond the dusty glass was already ablaze with the rising sun. After studying the bleak terrain for a few moments, he returned to the table and toyed with the copper plate announcing his title: Head of Building Management, Olaf Vikkers. Olaf picked up his desk phones receiver and dialed. A sterile machine beep answered. Olaf sighed. Mr Weyers, I address you as the head of the New Committee Blue Wing. My employees are working just beyond

---

East Point now, constructing the new station according to your orders. It has been relayed to me that you're displeased with my estimated deadlines, so I wanted to set this straight: some of my people have tasks in the city, and half of them are tied up building the highway, also, by the way, at your request. My crews are working double shifts, Mr. Weyers. It is not physically possible for them to do more. There is simply too much work. Olaf stared out the window again: white dunes in red sunlight. Just know, Mr. Weyers, that your station will get built. This I vouch for personally. Hello! Quite some time has passed since the successful wrap-up of our Kickstarter campaign. After a small break to rest and reflect, we took stock and came up with two beautiful numbers: we were supported by 2,938 backers, who in total donated over \$120,000. Again, thank you everyone! It was awesome. Now that the campaign is over, it's time to focus on development, and to deliver our first (but not last!) rewards..

Encased Stories #1 : From: Victor Danilevsky (danilevkiv!MAIL-5601-SilverWing) Subj: "Equipment for laundry rooms" Good day Rajesh, I hope you remember our conversation a couple of months ago when we talked about the cargo truck orders. Didn't think I would need to remind you about your responsibilities once again! Raj, laundry room orders from around the Dome have been left untouched for almost two months now. Please fill the outstanding washer and dryer orders or I will personally make sure you'll be washing your own shirts in a bucket until retirement! Sincerely not yours, Victor Danilevsky Senior Supply Department Specialist, Silver Wing Attention: recording now! Speak into the microphone, please. Adam Rudkovsky, Private, Black Wing. The incident occurred on the F-10-Anchorage site. Was Captain Fasmer with you? Yes, sir. We descended two floors deeper when it happened. I need you to relate all the relevant circumstances and details. We lost contact with Fasmer on the second floor. He started to behave oddly, began to twitch like he was drowning and fiddle with his seals. trying to take his helmet off. He screamed something to us, but we couldn't make out anything sensible over the interference. Then he moved down the corridor and into the hall with the relics, and locked the portal from inside. And you haven't tried to force your way in to save him? With respect, are you kidding, sir? Radiation down there reads 400 times normal! We agreed with Ginger that whenever we buried a fallen comrade we would place something alongside them in the grave, something that reminded us of them. Not for their sake, of course. For ours. It's too easy to burn all those bridges, but if we didn't let go we would need to remember far too many. Ginger doesn't know that I got rid of most of our old photos. Of Karma, Max, Alexey. Old Man too (in his favorite camouflage jacket), and others who've fallen. Us, as well. Ginger with her long hair, and myself before it went gray. We're smiling in every shot. Our clothes were so clean. I burned the photo album in the field, hurried back to barracks, and went to the bathroom to have a long stare at my own reflection. Damned if I know why. Good afternoon, my darlings! This is Richard. Get closer to your screens sweethearts, because I am about to show you something g-r-e-a-t! Are you ready? ARE YOU READY? I present to you something essential, something you never knew you needed until now: a compact hand dryer! Towels, towels, dirty wet towels! They take up space, they always need washing, they stink of damp and mildew, and quickly wear out. But I've got good news, now you can throw those filthy rags away! Get rid of 'em and make some space for the best miniature dryer in the world! Call us right now and you will get a genuine space pen specially designed for astronauts as an early bird bonus! Hey hey hey! Hello, my darlings! It's your old friend Richard from Telemarket! Did you know that a housekeeper spends an average of 24 minutes a day washing dishes? That's more than 11,000 hours in the course of a lifetime! Eleven-goddamned-thousand hours right down the drain along with the dirty water and day-old pizza crusts! I know exactly what you're thinking: My god, Richard, we need to do something about this! So do it! Call us right now and order a state-of-the-art Atlantic dishwasher! The basic model starts at only 549.99 combonds (delivery service not included). We've been here almost a week and team morale is at rock bottom. We bypassed every barrier to access the first two floors, and filled up two cars with the documentation we saved. Every time we go up, they check us with the dosimeter. Everyone is dead certain something very important and dangerous was lost in this bunker, but no one knows what it is. And why is the one undamaged fixture in this entire area the toilet? The rest is in ruins.. Encased: A Sci-Fi Post-Apocalyptic RPG Development Update #3 Involving the Community : Do you remember our questionnaire we created for players to create their own in-game character? The first fruits of this labor are ready to be shared. In a new Developer Diary, we'll tell how you changed the world and story of Encased.. KSU #30: White Swan Station : CRONUS Foundation was actively exploring, and exploiting, the Dome right up until the Incident. Thanks to Blue Wings efforts, roads traversed the sands, settlements blossomed, and research complexes arose alongside the mysterious edifices of the Forefathers. Some of these facilities subsided deep underground, a strange predilection of the ancient race. Some even survived the Incident, and a few survived more or less intact. Bunkers. Who among us fans of the post-apocalyptic genre doesn't like a bunker? Preferably ancient, dilapidated, and abandoned. Or on the contrary, well maintained and populated. Encased provides plenty of options - for every taste. In such locations one may stumble upon rich rewards. Or perhaps run into trouble. Or reveal a secret of the ruined world. Or all of the above! White Swan Research Station is just such a place. Soon after the Incident, local scientists decided they had the brains and the resources to go it alone. The head of the base, Vera Dammerung, overrode the complex security systems, drove out the Blacks and the Silvers, and imposed severe restrictions on access. However, it is still possible to penetrate the station. If the guy manning the intercom buys your story, or you are a genius at persuasion, or convince them you make a better ally than enemy - the main gates will swiftly open. The point is not to overdo it. Scientists typically avoid physical conflict, and the guards here are all automated, robotic - which means they are ever vigilant and have no concept of mercy. But you can also rely on cunning and ingenuity. There is a second, hidden entrance

---

within a labyrinth of nearby caves. If you successfully navigate those narrow stone passages, bypassing the traps and defeating your opponents, in the deepest recess of the caverns you will find a back door to the bunker. However you will likely have to do some talking there as well. But it's worth it. A handful of former White Wing employees have something else to offer: crazy theories, stories of academic squabbles, violent struggle, and a massive cover-up. In other words, a run-of-the-mill scientific community, multiplied by a high-tech sci-fi future, flavored with the grim spirit of the post-apocalypse. For example, you might try to solve a dilemma for two former colleagues. They each accuse the other of villainy, deceit, sabotage and -more seriously- coffee theft. But dig deeper and you'll find out there's more, and not much of it related to science (yes, a woman is involved, one with a good old-fashioned dark past). Having earned the favor of the bunkers inhabitants, the hero will gain access to rare, experimental equipment, as well as upgrades made possible with the assistance of certain specialists. The station scientists will also buy advanced relics at a good price. Speaking the language of RPGs, White Swan is a hub for high-level weapons and armor, and interesting quests. The leaders of White Swan wish above all to maintain their neutrality. Nevertheless, if you belong to certain factions you can always try to play diplomat. For example, Carmine Heights and the New Committee would love to collaborate with the Domes preeminent scientists. Always remember that the consequences of your choices, and the actions taken to implement them, rest entirely on your conscience. Therefore, all experienced wasteland explorers -as well as the greenest of rookies- are strongly advised to pay the eggheads a visit at some point. But don't forget: those turrets flanking the entrance are no joke. And while you sit back and imagine the battle with turrets and the epic relic armour upgrade, we'd like to talk about how Encased is doing. In one word well. Dark Crystal Games is working hard to put Encased in early access. Lately, we set up a new terrain system and now we turn the whole desert upside down. We put rocks here and there, plant sickly bushes, hide anomalies. That's why we've expanded the team by hiring a talented level designer. There are new people in other departments as well considering the amount of 3D content we need, we've got a couple of 3D modellers. By the way, they made a cool game recently. We won't name it, but if you love RPGs you almost certainly heard of it. A lot of assets were modified and improved: uniforms, environment items, character models All for the sake of the game looking as good as possible when it's out. The modification job is not all though. We have numerous ideas for various content, from a random encounter with predatory fireflies we came up with in the first month of development to a separate infrastructure for the Orange Wing employees. From a bunker that was a teleporter testing ground to raiders den hidden inside a dried up well The team is at last on the google docs our game designers and writers filled with their wildest ideas. So by the moment the game is in the early access the desert will be thick with quests, random events and stashed arms, as well as many other things we all love the classic RPGs for.. KSU #31: New Screenshots : My father showed me my first miracle when I was a little boy. Starting with a photograph, he explained everything that went into the process of making it: lens, lamps, cuvettes, the mysterious dark room, photographic film, solutions, and finally the image, slowly emerging as if by magic from the void. It was as if I had discovered a window into a whole new world. Sometimes I think this desert beneath the Dome works in exactly the same way. Perform the correct ritual and it will reveal its secrets. Not immediately, of course, but slowly. Be patient and in the end the picture will appear. You will not discover everything all at once. But it is just as awe inspiring. (from a scrap of paper found drifting across the sands of the Southern Region.) The graphics for Encased are slowly but steadily taking on a more polished and distinctive shape. Its very important that with a single glance at the screen, players can say, "Yeah, I know that game!" Our artists and level-designers are working long and hard to fulfill that goal. Why don't we check on some of their work? Let's take a look at screenshots from some of our work-in-progress locations. Imagine that later today you're scheduled for a serious talk with some bigshot from management. You have a feeling an assignment is coming up, something big involving new responsibilities. It's obviously in your best interest to get as much information as possible. What's your plan? You could search for information on a public terminal; hack into the main servers; study the Domes strategic map in order to draw conclusions from key site placements; or find a Silver Wing associate and charm or intimidate them into sharing privileged information. There will be many different possibilities, and it's up to the game to present them for you. But which solution you choose is always up to you. The road leading to this cave is obstructed by hazardous anomalies. You don't know what's inside. How dangerous said anomalies might be is also a mystery to you. But due to an overheard conversation between two people from a nearby village, this site is particularly tempting. What to do. You could attempt to find a different way in; use scientific equipment to discharge the anomalies; use your agility to cautiously squeeze past them; put your visor down and take your armor for a test run; or simply turn back. In every situation, you will have several options for finding a way in or out. In the darkness of the alternative past, bunkers little the desert. Along with the turrets guarding them. Here is a situation every genre-loving gamer has experienced at least once: You need to get inside, but the entrance is guarded. Problem is, you don't know if the bunkers inhabitants and their turrets see you as an enemy or a friend. It's probably a good idea to double check. But the easiest way is not always the right one. Maybe you should look around for a secret tunnel; ask an inhabitant on a smoke break about the pros and cons; use your lockpick and hacking skills; or just throw an EMP grenade and tell everyone it was a lightning strike. A motivated individual will always find a way. What could be better than a cozy evening enjoying the warmth of a post-apocalyptic bonfire? An evening spent on nothing but quality time. Fun activities may include: scaring away a gang of raiders attracted by your fire; stealthily accessing the storeroom of a deserted filling station; eavesdropping on the latest secrets and gossip of the folks occupying the nearby ruins; or engaging in

---

some fair (or not so fair) trade with the locals. Dont forget to admire the beautiful scenery on the way! Is there anything beautiful to be found in a swamp? If you dont mind getting your hands, legs and everything else dirty, then yes. Otherwise CRONUS wouldnt send yet another expedition into these parts. Truth be told, all participants are currently MIA. A slightly rusty, tracked vehicle is the only sign of the expeditions passing. Now you have to map an uncharted, toxic swamp, fight off monsters, look for traces of survivors, search their corpses for evidence, and finally put their sad story together. Or maybe youll go your own way and pursue your own goals. Though the swamps will be no less unpleasant, this need not be the main episode of your gaming experience. While conquering the Dome and its virtual territories, dont forget about the real world. Or rather about Steam , our bridge between the digital and the material. If you want to help spread the word about our game - check out the store page, add Encased to your wishlist, and tag it. By doing so, youll help us complete several of our goals. First, the post-apocalyptic gaming communitys size will increase, since it will be easier to find Encased while searching. Second, Steams service quality will be improved. The platform will recommend our game to those who are really interested, making it much more useful to their (and our) customers. Third, it will increase the popularity of our product, improving our possibilities for growth and development- everything we need to make our game more eventful and engaging. List of recommended tags: We really want to release Encased right on the dot. Were going all-out to deliver alpha- and beta-versions to our backers without delay. But sadly, were not quite making it. Perfectionism is to blame. None of us wants to release raw product. Its not about reputation, but simply because we respect our players, because were just like you. Were making a game we ourselves would wish to play. So the release date may be delayed, but not by much. Early Access will begin before the summer. Before that, we of course intend to keep our Kickstarter promises. Everyone who pledged for alpha and beta access will have it in due time. Right now, were working hard, trying to not lose touch with our player base, remembering our promises, and relying on your support. Believe us, we really value your continued faith and support.. Encased KSU #29 - Blood and Concrete : Blood and Concrete: Abandoned Gas Stations and Other Encased Architecture.

[Resume Maker for Windows Download\]](#)

[Infinite Game Works Episode 1 usb download](#)

[Indie Bundle 15 in 1 License](#)

[Dead In Vinland - Official Soundtrack key serial](#)

[On Board 4 PC Ativador download](#)

[Flight of the Paladin full version free](#)

[Zhou Cang - Officer Ticket Password](#)

[Dragon Kingdom War Original Soundtracks Ativador](#)

[The Bavarian Alps | VR Relaxation | 360 Video | 6K 2D reset key](#)

[The Evil Within Torrent](#)