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About This Game

You thought you'd found a plum assignment covering a beauty pageant in paradise. But then the famous Liberty Stone - which was to be worn by the pageant winner - goes missing. And you're one of the suspects! The saga of the savvy journalist continues in Eipix's latest game in the Off the Record series! Uncover the clues about rival families who both lay claim to the highly prized stone. Play fresh, innovative puzzles in this intriguing 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:

- Jump years ahead to solve a mystery in the bonus game!
- Earn clever achievements and find hidden items
- Get the available Strategy Guide
- Enjoy wallpapers, soundtracks, and concept art

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: Off The Record: Liberty Stone Collector's Edition

Genre: Adventure, Casual

Developer:

Eipix Entertainment

Publisher:

Big Fish Games

Franchise:

Off The Record

Release Date: 12 Jan, 2018

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English





"Um, I wasn't skimping on work. I was telling our guest about the history of our mansion, that's all."

"I really hope they weren't your silly ghost stories again."

"Oh, not even close. Right?"

Narasaki



Nice Tetris like game. Thumb up.

<https://www.youtube.com/watch?v=vueIPFAwoyw>. If you want to get CryEngine go here: <https://www.cryengine.com/>
It's version 5. Version 3(the one steam has.) is subscription based, version 5 is free.. This game was relaxing, simple, and quick to complete. I completed the game in 12 minutes, but I know I'll play it again if I'm feeling down (simple puzzles help me feel better). The music is serene and natural sounding with a calming simplicity, and despite there being only one track (as far as I know) it is a nice song. There are only 36 puzzles and I honestly wish there were many more, but for a couple bucks I'm only slightly dissapointed by the length. If you're looking for a puzzle game where you have to think a lot I'd recommend hexcells (or the Professor Layton series on the DS), but this is a more relaxing game with less brightness so it's more calming.

Overall, I'd grab this game while it's on sale for 50% or more, unless you're alright with playing it once or plan on leaving it running to listen to the music.. Perfection.

Thanks.. I would have preferred this game to be either a visual novel or allow you to connect the story together through small flashbacks through out the entire game.....where you actually get to play the character. You aren't really allowed to explore much, the game corrals you to a few areas that you can go....so it's kind of hard to get lost.....and then.....about 2 thirds of the game.....is a long sappy story that takes forever to get through.

I'm ALL for visual novels, story rich games, wordy games, etc....but you don't really....CARE about any of these characters. At least I didn't, because you only start to learn them when you get trapped in a flood of repetitive story.

The most exciting part of this game was trying to hide from a few guards field of vision....It's not very "scary"....It's somewhat predictable, there are other games out there with a very similar story line. The effects are kind of cool considering its a RPG maker, classic style game...however this was very much a waste of time. I'm sorry

To those of you that liked this game, good for you -- and good for the creator, because they need your encouragement to keep making games....

I think whoever made this game has potential---but I would consider this an experimental piece to show off scenes from.

this game is complete trash, and when i say that I will also note that i wasn't even able to get into the game. constant crashes. Not worth the time to download.. I put some time in this game and find it really enjoyable even tho from what I read in discussion topics that it's not complete, has bugs, I would like to see the Developers carry on developing this great game.. It makes the game great again!. I see other people are enjoying this, but I really can't enjoy too much of this. the first hour was great, but the bugs and the lack of response from the game itself ruined it. Half the time using the construction tool, it simply won't pick up anything to fix/deconstruct. Hacking is simply painful due to the poor response. I can imagine this game being fun with some more work put into it, but this game just made me mad. The low spawn rate of food seeds for plants and the wonky chest system on some ships made this unenjoyable as well.

Maybe when this gets an official release I'll think about picking it up again.. Very relaxing and chilling game. Something that I was looking for after a whole day of working. Would recommend it. Graphics and music are really nice as well which adds to the overall quality of the fun playing it.. A short thoughtful bitter-sweet Kinetic Novel (no choices) dealing with an old man's loss of memories, his hopes and his dreams. It deals with the issue sensitively and should help and comfort anyone having to deal with a loved one suffering from this condition, though it will likely bring a tear to the eye.. I honestly don't understand why this gets so much hate but I will review it:

Half-Life: Before takes around 20-30 minutes to finish and has a bland story, but how much can you fit in 25 mins?! I didn't care much for the story, the gameplay was good, not great, good. The pistol and other models look great. The game gets slightly harder at the end and you gain new weapons around every new corner. I enjoyed the addition of the cutscenes as well as the music. The boss was interesting but I felt like it needed more.

Also, its free!

In short, I DO recommend that you get this and have a h\u03bblf hour of fun.. I have every intention of writing a much more detailed review of Who Am I: The Tale of Dorothy once I have more time in the game, but I chose not to delay communicating my immediate impressions for even a day. This game is simply fascinating, and very challenging. Some players might see this is a personal journey. Others may see it as a very human oriented puzzle game. (And some may just be bored and confused, and they may be the ones that will benefit the most from this inexpensive gem.)

Dorothy is a 14-year old girl inhabited by several very divergent personalities, and you are a psychologist who can only communicate with her during dreams. Obviously, each personality must be dealt with in a very specific manner, and saying the wrong thing might shut down that conversation entirely. Each day Dorothy has experiences that effect how the various conversations might best be directed during that night's dreams.

The goal of WAI:TTOD is to find peace for Dorothy, but very carefully and cautiously. Not only is integration with every personality required for successful completion, but Dorothy must be carefully protected from too much shock and surprise without adequate preparation and time.

An interesting, heartfelt and challenging game at a remarkable price, even when not on sale. Please, at least take a look and see if it might be a game to help you gain understanding of delicate human interaction, and of the pain that all humans suffer within.

Thank you.. Graphics first:

So it looks basic. Low poly.. . And it works! You see, in VR, fine detail is lost anyway.

Hopefully they could tune it to release on Quest. Who knows?

All in all despite low poly, the attention to detail is there, definitely made with passion.

Sound:

Top notch! Great announcer, and effects, music is ok.

Gameplay:

The round is divided into two stages.

First stage is hidden, and you can set traps and towers, like a tower defence game.

the rest is a bit like Skyworld' you summon troops, they go forward and die, you can also launch a nuke. It's fast. Easy to jump in, play few games.

I feel like there is a lot of tactics that can be deployed. There are only two factions at the moment, but you can also hire mercenaries. It is fast but strategic, I would almost think about it as a card game, you play your gambit!. I'll be on the Yes & No evaluation on this one, but more on the No side...

The atmosphere is awesome, both graphics and sounds match perfectly with the gloomy mood of the game, and it's really fun to roam from ship to ship, exploring strange and dreadful places where you never really know what will fall upon you. At first. Because there is some replayability, but the patterns and contents are quickly known, even if there is randomness in the different aspects.

Too bad the devs abandoned their game! It can be really great, but in its actual state, it doesn't worth playing more than a few hours. The difficulty is quite hard (even if we can deal with that), it's true that sometimes you start a mission that is impossible to finish due to level randomness, and some bugs remains. It leaves a bad taste of unfinished, and that's a shame because it can go so much further!

I tried several times to asks the devs if there was any plans for the future - as they said there would - but never had answers. Even for a such basic feature as the custom keybindings, they apparently don't mind to do something! **Users of azerty keyboards, be warned! You can't change the controls, and it's really a pain. That's maybe the main reason why i don't play this game anymore. I know they are a small team, but still...**

So i'm sorry, but i can't recommand this game until devs consider finishing it.

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