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About This Game

About

Clandestinity of Elsie is a Survival/Psychological-Horror game based in the post-WW2 New York State cities of Albany and Troy.

Story

You play as Hayden Warrick, a mentally damaged alcoholic and war veteran. Haunted by his past, he must unravel the mystery of his wife Elsie's sudden disappearance. You must scavenge, kill, and survive long enough to find her. Mostly taking place in vast darkness, you must continue your objective of finding Hayden's wife Elsie while ensuring his own all-important survival.

Features

- Intense combat against otherworldly monsters
- Uncomfortable atmosphere to keep players on their toes
- Psychological storyline with mind-bending qualities

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- Various enemies representing Hayden's insecurities and fears
 - Mysterious characters with unknown intentions
 - Can play in 1920x1080 resolution
 - Full gamepad controls including vibration
 - Includes Achievements, Trading Cards and Steam Cloud

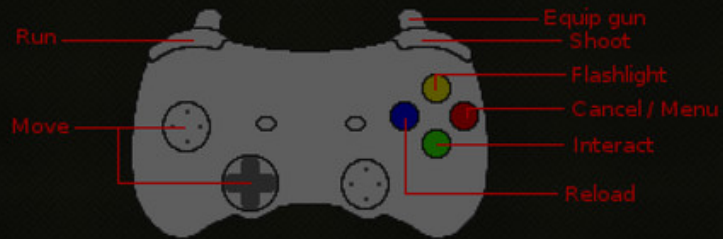
Title: Clandestinity of Elsie
Genre: Action, Indie
Developer:
Cole Neumann, Albin Bernhardsson
Publisher:
Cole Neumann
Release Date: 8 Jul, 2015

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English

Your preferred control scheme.

Control Scheme	1	2
Vibration	OFF	ON
Deadzone		30%







Although I really enjoyed this game, I was not sure whether I should recommend it or not.

Not because of the game itself but because of the price: it's a good horror game but it's only 3 hours long.

Honestly, I got it on sale at 0.99 ¤ but I wouldn't have bought it at its full price.

That being said, if you don't mind the price or if it's on sale, you should buy it.. Short but Sweet! I have played quite a few RPG Makers and I have to say that this game is whole heartedly unique in terms of gameplay and atmosphere. The feeling of Silent Hill and Resident Evil does come to mind when you commence the game and the uneasy feeling of what can be lurking around the corner is prominent throughout the game. The negative is that it has only taken me less than three hours to complete the game; there should have been many more types of enemies; a few gun options would have elevated the experience; and more characters to interact with may have added to the story.

Notwithstanding the aforementioned, the game was solid and delivered the intentions that the creator set out for. I truly hope the creator of the game ops to deliver another horror/survival game.. Things got off to a bit of a bad start with this game, thanks to it taking me ages to work out that SPACE was the way to choose a menu option, rather than - I dunno - left click or Enter, like most NORMAL games? Guess I don't play games of this nature (read: old-school, "retro" RPG) too often. I'm going to put it down to that, though many of the other (unremappable?) keyboard buttons seemed like odd choices also: A to equip gun, S to shoot, D to reload? I also had difficulty trying to work out where DOORS and trivial things like that were, but after not TOO long I got the hang of things enough to concentrate on the GAME, per se (hint: always be on the look-out for doormats and red arrows)! I've also experienced some crashing issues, but it's early days yet for the game's release (so they'll hopefully be fixed), and the save system is fortunately generous enough to render this not TOO huge an issue (once you hit the first save point, you can pretty much save at any time). Anyway, enough about minor technical issues...with no further ado, let's get on with the review...

A few years back, some guy named Jasper Byrne had the perversity to try and emulate the "feel" of a Silent Hill game with a heavily-pixelated, 2D, side-scrolling point-of-view. He was surprisingly successful with this, and despite it not being an instant "classic" or anything, Lone Survivor was certainly a game well worth experiencing for those of us with an interest in seeing the horror gaming genre pushed to its debatable "limits". A couple of years later we got something called Motte Island, which while not as successful, was intriguing in its attempt to use a heavily-pixelated, top-down perspective in a "survival horror" setting. Now someone has thought to make an old-school survival horror game with RPG Maker software, and the results are...well, perhaps not much better than those of (the definitely dumber, but decidedly spookier) Motte Island, but full points for trying one way or another.

There's no denying there's some great IDEAS here, and in my opinion, that's where Clandestinity of Elsie's greatest strengths lie: Ideas and storytelling. And there's obviously nothing "wrong" with that! First of all, there's a very interesting twist on the Silent Hill notion of alternating lighter/darker dimensions, seemingly triggered by the main character's ALCOHOLISM! A very inspired, and thematically valid, idea indeed. And events are set in motion by the protagonist's wife leaving him due to said alcoholism, which again is very sound storytelling logic (a lot of you budding game-makers out there - and not to mention quite a few of the so-called "professionals" - should probably start taking notes). Now, there's also a bit of dodgy logic here and there - apparently our hero "never leaves the house" without a GUN, so I don't know what part of America or what-not he's supposed to be living in, but here in Brisbane, Australia I can walk fifteen minutes to my local gym at ten o'clock at night with just an UMBRELLA to make me feel sufficiently safe! But for the most part, certainly as video games go, this one is intelligently conceived and written, and I'll just give the developer the benefit of the doubt that he lives in a more dangerous part of the world than I do, hence the I'm-just-off-to-the-local-shops-better-take-my-gun mentality (and, in all fairness, our character IS a "mentally damaged alcoholic and war veteran", so I guess the dude's gonna be a little on the "paranoid" side).

Now, I haven't quite reached the end of the game yet, so the jury's still a bit out as regards just how pure and perfect the story will pan out to be. I believe that I can safely say, however, that this project was something of a labour of love for the developer - that, or he's awfully good at covering up the fact that he's just a cynical hack - and given the (perhaps quite realistic) limitations he has set for his debut Steam product, I'm certainly interested to see what he gets up to next, especially if it's made outside the confines of RPG maker (not really the best medium for making a truly "scary" game, it has to be said). As for the purchase price, it's a tad ambitious all things considered, but I'll happily recommend this, on sale, to anyone interested in what possibilities the future might hold for horror gaming. I'm personally yet to see anything as inspired and successful as the "first-person stealth horror" revolution of recent years kicked off by Frictional Games, but at least folks like Cole Neumann are TRYING...and for this I applaud him. There may be hope for our beloved genre yet.

Verdict: 7.5/10.. PROS: Interesting story, you have the ability to shoot, short but sweet.

CONS: short but sweet, wish they would have included more enemy variety and or bosses.

B+. great game ,recommend for anyone. This is one of the handful of RPG Maker games I like because it focuses on an compelling genre of psychological horror. Since the game follows a similar path of Silent Hill, I was more interested to give this game a try.

There was one major drawback to the game and it involves the combat system. In fairness, the combat system does feel realistic in a sense that, it should be harder to see beyond your light until the monsters come close. Also, your gun should take a split second before letting off the next bullet; sadly, realism is thrown out the window due to frustrations of the combat mechanics. Most of the time, it's difficult to avoid getting hit due to the restrictive movements of the character. The RPG Maker engine only allows you to move up, down, left and right. The character cannot move around freely as in diagonally; although, I have seen other RPG Maker games do that. Running doesn't help much in the game since the enemies tend to run at you just as fast. In addition, the map layouts are not as open enough to move around with many obstacles in your way, that at times, I find myself bumping into walls or trees. By then, the enemies are already on you. With limited lighting as well, you don't get many opportunities to take out the enemy at a distance. Again, I think that is how the game is supposed to be. Fortunately, the only remedy in progressing is saving often even if I have to die a lot.

On the plus side, I do enjoy the scavenging since surviving isn't all that easy. I also thought the story was alright. You kind of know where the story may be leading upon progression but it does stick to its dark roots of a psychological horror game.

I'm glad the developer(s) added controller support. That is a plus for me.

The price tag seems fair. Even though the game is short, it's not that short like other games that can be completed within the hour and charge for a similar price. On top of that, there is nothing too problematic to dislike about the game other than the challenging combat system. You may like the storyline or feel indifferent about it. This game may not blow people away to a point where I can recommend it but the game is alright and worth a try if you like psychological horror games.. I'll admit, I haven't finished this thing yet. I'm not sure if I'm going to. So, to say the story seems a bit predictable may be a bit pre-mature. It certainly feels a bit heavy handed about what's going on. So, I'm hoping at the end there is a "pleasant" surprise. I'm just sort of doubting it.

They have, also admittedly, avoided the over used shtick of the flashlight batteries lasting about two minutes. (They only die on cue for the plot.) So that's a plus.

What really makes me decide against this is the controls. They are so locked onto an invisible grid it almost feels like Pac-Man with a gun at times. That may have been all the rage in the 1980's but it feels really clunky today. If this were a smaller portion of the game then I wouldn't mind so much. But you spend most of your time searching for stuff or fighting with monsters, flashlight pointed exclusively forward as you walk in four cardinal directions from one square into another and stuck in the invisible grid.

If Steam would let me I'd give it a two or a two and a half out of five. It's not a terrible game. Maybe they erred a bit to far on the retro side.

...For me at least.

Ah well.

. I got scared....kinda.. This can be a little tough at times, but it's still a pretty sweet game. The story is interesting and it sets a nice atmosphere.. Wowsers did I hate that ending. Such a shame, because Clandestinity of Elsie is otherwise a fantastic survival horror game, with genuine scares in the darkness mechanic and what was an engaging story until roughly the last three minutes or so. The "foreshadowing" throughout the game ends up amounting to nothing as the game grinds to a halt with a finale that comes out of nowhere for the sake of shock value, then just...ends. For a game so heavily oriented towards storytelling, the extremely abrupt and deliberately alienating ending just felt like a giant middle finger.

Great Job :)

This game is fantastic :)

a game similar to Resident Evil or Silent Hill . Great job , a game I really like , and look forward to more projects with RPG Maker :)

I make myself a big project :) . Nice short survival horror game, in the end u will wish more. Frustrating combat which brings the story down. Can't recommend because of the gameplay.. It's not outright terrible, but it's not enjoyable. I've played very little so far, but enough to get really off when I get constantly stopped for the sake of the main character saying something expository and or stupid. Almost every thirty seconds I have to stop for a scripted event to walk me somewhere, or a "cutscene" of more expository text. I can't really skip dialog, so it gets annoying fast.

Further, the stuff that is being said is painfully obvious, or painfully pointless. Sometimes both. For example, being forced to stop for the character to comment on and on about how a situation is weird. It added nothing and made me think nothing but "he's saying this because the creator is not confident enough that the scene itself felt truly weird." Plus, when I accidentally click on a background object that is unimportant, but have to wait three-five seconds for the character to comment on it being unimportant, again, it gets pretty painful.

The game runs well and is competently programmed. Graphics are unremarkable, but by no means bad. I will say the controls could use some work.

Overall, I'd give this 2/5 stars. Dev clearly put effort in, but it is just not an entertaining experience.. Clandestinity of Elsie is a unique rpgmaker horror game. It's got a good creepy atmosphere, and good story, and combat was ok. And even those it was short game it felt bigger when playing. Now for not really the bad but could have made better. One more monsters in the game, there are only four tips of monsters, why the ones we got were somewhat unique, just could have used more. Then there are no bosses in the game, I don't know with story you could have had very unique bosses. You all so only have one weapon in the whole game, and sometimes the game can feel a bit unfair with how the monsters can come out of no were and get you. The game all so hold your hand by showing you what you can interact with and the game is short. But with that being said the game is still a good and scary rpgmaker horror game and I would recommended it if you like monsters, creepy atmosphere, a good story, and rpgmaker horror games. This is the game for you.. A good short game with an eh finish.. A short (3-4h) horror adventure with a really good atmosphere. The story is not that special and there is just one weapon in the game but overall it's entertaining if you like these kind of horror games. The only con is that it's sometimes a bit too dark.. There is clearly a lot of thought going into "Clandestinity of Elsie". The maps are beautiful and the story seems very engaging if not a little cliché (this is a personal thought but the angsty white protagonist with alcohol problems is getting a little dulled down). Still this game sure had a team working on it that had a lot of great ideas and over all this should set up for a good experience.

I'm saddened to say though that there are a lot of things weighing this game down. For a first, I know that everyone loves the "Awesome light" script. I use it myself. But a rule of thumb is to not use this script with enormous maps. This has caused me to have massive lagging whenever I play the game, the only time it runs smooth is in the save room. I will point out my compute can play Skyrim on nice graphical settings without lagging so it is sort of an issue when a little RPG maker game is almost unplayable.

There is also too little damn healing items. I've explored almost everything, since this game takes heavy inspiration from old school horror games where exploration is key. But it has more often than not caused me to get ambushed by enemies and end up with me having to waste whatever health item I find.

Picking up on that last note: the enemies comes out of nowhere at the speed of the road runner and with the mapping it is too damn easy for them to corner you and land at least one hit before your slow gun manages to do any damage at all. This has lead me into a situation where I'm now all out of health items and the enemies gang up on me without me standing a chance to defend myself.

Over all there is a lot of good thoughts going into this game but it is weighted down by the too dark environment and the lagging along with the enemies that come at you at 180 km/h. I would say that this game is worth a play but I can't say that my playing

of it was the least bit pleasurable.. The atmosphere and the sounds were awesome. 10/10

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