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About This Game

FranknJohn is a horror inspired action roguelike, where your head is your weapon! Young FranknJohn is a failed experiment of a demented scientist, Dr Harmin. He wakes, with no memory, in a cell, with a head that can only stay on his body with the help of a chain. FranknJohn is far from helpless however, as his flaw becomes his strength - he can swing his head wildly round to smash away the plethora of strange creatures that roam the house of horror...

Current Features

- Smash enemies with FranknJohn's weaponized head
- Experiment with 20 different Skullcaps that alter gameplay in many different ways
- Huge skill tree. Collect Dr. Harmin's mysterious ooze and use it to upgrade your body and mind
- Randomly generated environments. A new experience with each new life
- Local co-op - play with a friend!
- Battle through the first area two areas of the game, "The Garden of Denial" and "The Furnace of Anger"
- Perma-death, challenging enemies will test the sternest of players

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- Glorious soundtrack by Ben Prunty (FTL/Gravity Ghost)
 - Pills to temporally upgrade your stats
 - Explore FrankJohn's underground hideout

Planned Features Content

- More areas - The Cistern of Depression and the final showdown with Dr. Harmin in the "The Lab of Isolation"
- More variety, challenges and secrets - We have lot's of fun stuff in store
- More Skullcaps - these are so much fun to make we want to keep making them forever
- More enemies - Each new area will have roughly the same amount of enemies currently available
- More bosses - Dr. Harmin's most prized creations are being readied for battle
- More glorious soundtrack by Ben Prunty

Bug Fixing

- We have put a lot of effort into making sure FranknJohn is as bug free as possible, however the game is in Early Access so it is unavoidable. We will do our best to squish them as soon as they present their ugly heads.

Balancing

- A game like this lives or dies on it's balance, so expect a lot of tweaking to occur throughout Early Access.

Title: FranknJohn
Genre: Action, Indie, RPG, Early Access
Developer:
bitSmith Games
Publisher:
bitSmith Games
Release Date: 4 Mar, 2015

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Minimum:

OS: Windows Vista/7/8

Processor: Intel Core i3 or AMD equivalent or better

Memory: 2 GB RAM

Graphics: Intel HD 4400 or Nvidia or AMD equivalent or better

DirectX: Version 9.0

Storage: 516 MB available space

Sound Card: DirectX compatible Sound Card

Additional Notes: Should work on Windows Xp but not officially supported

English







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This is a short but pretty engaging little atmospheric adventure game. No jump scares or anything like that, just a very well crafted sense of dread.

Pros:

- Simple gameplay that engages well with discovering the story
- Graphics work well with the tone of the game
- Great atmosphere without resorting to cheap tricks to spook you

Cons:

- Highlighting things to interact with them can be a little finicky
- The one area in total darkness is nearly impossible to actually see anything without turning up the brightness. This went beyond "very dark and scary" to "I am legitimately frustrated with the gameplay in this section"
- The end drags on a little bit as it makes its point

If you're a wimp like me and hate jump scare games but want to play something spookier, this is your jam.. man i absolutely love this game so far. it just really needs to be optimized a little more and the gameplay needs to be a little more fluid and flow better like the controls of the character and jumping and on ramps and grinding just doesnt feel right sometimes, it just needs to be polished and man this game will be great! cannot wait to create my own character hope thers going to be plenty of options. and i really hope you guys add more places to skate add or more options to at least customize your own park and place. like stated before though get those controls updated better it just feels clunky sometimes. The I LIED rocket launcher is pretty good AT if you know how to fire it so that it hit the top/back of the cyborg tank.. Genuinely enjoyed playthrough, wouldn't replay right away, maybe in a few months.. I like this game quite a bit so far; 3.5 hrs

So.....VR games seem to be a big hit and miss for me. This one has been good so far. Basic simple but clean graphics. Its a small cozy club with all the appropriate colors and shades that make it feel right. The characters are a bit boring as is the bartender. I wish there was some kind of description for the upgrades. The music is very appealing. Great selection of tracks that frequently have me wishing they were longer because they are so enjoyable in the game.

PROS: The tracks are very enjoyable. The audio is clear and crisp. Gameplay is simple. AND its FREE.

CONS: The timers on the tracks are too short; they need to be 15-25% longer. An explanation of the upgrades would be nice. Need more upper shelves to hold back records. Play button on the right turntable is TOO close to the mixer slide. I inadvertently stop that turntable sometimes.

RECOMMEND: Add more upper shelves to organize the records for the end of the night. Relocate the play button on the right turntable so that it isn't so easy to mistakenly hit when using the mixer slide. Make the album timers a little longer. Maybe add a volume knob to the mixer and maybe some buttons to control the lights.. Another Russian game that just doesn't cut it. I'm starting to wish I could filter games by developer's country, this is getting ridiculous.

This is a tower defense game, as the name suggests. It has a Steampunk look and feel, and the cool part of the game is that you earn some nice things during missions. You get scrap pieces to level up your towers, experience to unlock new buildings, and money to upgrade turrets. There are five main types of turrets plus several bonus turrets.

This is all sounding great, isn't it? It was to me too... until you start to get a general feeling of same-ness. With the exception of a few bosses, the missions start to get pretty dull. There is not actually much to do during battle - unlike traditional tower defense games you actually start with all the turrets you're going to get, and there is no way to upgrade them in battle. So you can move them around, but in general that's not going to be necessary or worthwhile. This combined makes the game not really worth playing.

But if that wasn't enough, there are some godawful "tactics" levels, which actually have nothing to do with tactics. These are insanely- and inanely-hard missions which you can only win by doing exactly what the devs wanted you to do. There are no upgrades before the mission, you don't get to use any of your turrets, or your special abilities. They even remove your otherwise permanent upgrades. The result is that you have to figure out what *exactly* you are supposed to do, when. Much worse, you have to actually execute all of these things, almost perfectly and without the ability to pause. The sudden difficulty spike is really jarring, and really sours the missions. To top it all off, the special turrets you get from these are... meh. Just like this game.. I really liked this game's idea, but it never felt challenging, I went in blind without hints and completed it in 65 minutes. and the last bit was the shortest one and least challenging. Felt more like a FIND this and that rather than SOLVE this and that.

I'd say I'd recommend it for youngsters

cheap, simple and fun.. Interesting game if you like to learn about the history of the Roman empire. Wonderfully challenging, addicting and FUN game.! You'll find yourself completing level after level until your fingers hurt, but you just can't seem to stop yourself. Definitely recommend a buy! Posting for Gaming Cypher. A genre game, it plods on and on with its assortment of cliches, railroading the main character from one 'exotic' (but all too familiar) location to another. The puzzles are either easy, or trial-and-error, and the characters are made of genre cardboard. Sometimes you have to comb the screen to find something you have missed or you're stuck. The graphics are reasonably pretty but uninspired. The main redeeming quality of the game is that it has a lot of subtitled dialogue in French (possibly other languages too), so it can be used for a little language practice.. I didn't feel relaxed and I found the music rather annoying. I got mad when I couldn't quit the game and wanted to lose but my lives kept on regenerating (I even got an achievement for that, wth). On the plus side it's free for Groupees users and it drops cards. When the game got released I even added it to my wishlist because it looked interesting. I'm happy I didn't pay for it.. Worst ♥♥♥♥ing thing ever. It's a fun Demo video, however it's not able to specify what card you are using when you have multiple cards. My test results all say I'm using a 650, when that's my dedicated physx card. I have 2 760's in SLI. I don't know about the recommendations portion or what use that is. Pretty much, if you are looking for a 1440 only test this is one out there... Function and multiple level testing with testmark is much more detailed, worth the money. All in all not bad, but could be more like \$6.00 instead of 14.99.. Amazing for what it is but I think it's not being updated anymore.. I WAS really enjoying this game and was going to leave it a rather sparkling review. This game's story is incredibly enticing even with the tanky keyboard controls I was enjoying it.

However when I reached chap 7, that opinion quickly reversed itself. I've been trying for well over the last hour trying to finish an action timed puzzle, and I have died way too frequently here in my honest opinion. This should have been playtested a bit more thoroughly. It's one thing if the finale has something so difficult in it, or an optional dungeon/sidequest, but NOT if its at the beginning of act 2 or 3.

So for now even though this is a good story I cannot recommend it.. This was one of a kind adventure. One of the best I had in my life. Imagine walking through one and a half hour long movie where you are being lead through the most beautiful environments and atmospheric, ambient music. This experience suppose to be in VR showrooms to make people understand how much the real world sucks :)

Also - If you seen ABBYS movie and the part with water creature you gonna love this one !

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