
Port Of Call Full Crack [hacked]



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About This Game

Imagine waking up on a small dock with no recollection of who you are or how you got there. The first person you find is a grumpy, old man who enlists you to work on his ferry boat which seems to have materialized behind you. But not all is as it seems on this strange ship, and the people you meet may know more about your past than they let on.

Port of Call is a narrative exploration game that focuses on telling the player an immersive story. The game is an experiment in short-form storytelling in an immersive media. Interact with the ship's passengers and explore your surroundings in first person to try to uncover the secret of your past.

Title: Port of Call
Genre: Adventure, Indie
Developer:
Underdog Games
Publisher:
Underdog Games
Release Date: 28 Aug, 2015

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Minimum:

OS: Windows XP/Windows 7/Vista/8

Processor: Intel i3

Memory: 1024 MB RAM

Graphics: Intel integrated

DirectX: Version 9.0

Storage: 326 MB available space

Additional Notes: Optimal with headphones

English







Port of Call is a short and semi emotional game you can play and beat in under 1/2 an hour quirky graphics but none the less a good play. With a short download speed, free price tag, and a good enough story, this game will do you good enough to waste some time if you're looking for something to do.. This was a cool little game. The story was interesting for what it was, and it was fun for such a short experience.. A free 20-30 minute experience. (30 if you're going for 100% achievements)
The graphics are pretty weak. The sound design is quickly thrown together and the game has glitches that could've been fixed if the dev took some time out of their day.

So.. why am I recommending it?

It's short, free and it has an interesting story.

The mystery that you're trying to solve is pretty fun and dark. Although there are some things in the game that look like they were supposed to have more of a role in the game, it's still fun.

So, overall:

4/10

Below average, but it's still worth your time.. This game sucks no saves means no getting back to where you were but i dont have the time to play this in one sitting so i guess ill never know what is going on . A very short game with a simple story, beautifully executed with a distinct art style halfway between ghostly and comic book. There won't be too many surprises here, but the experience is still compelling and otherworldly.. This game has a clever little tale to tell, and the way the narrative unfolds is satisfying enough. As a free game, I can certainly recommend this experience.

However, I'm not sure that this narrative necessarily benefits from being a game. For this particular story, I feel that a written story or short film would be equally effective. The "gameplay" elements are pretty limited here.. I want to recommend this, but I can't because the game keeps crashing. I want to FINISH this game, but I can't because the game keep crashing. I started out enjoying it, but got frustrated because the game keeps crashing. Also, on the choices, sometimes it skips forward. I thought perhaps I was clicking extra, but no. I've been over it enough times trying to finish the damn thing to have figured out it can't be helped.

EDIT: Changed the settings to highest graphics, it stopped crashing. I finished it. Still skips randomly during choice parts of dialog, but I've been through it enough to have seen it all. It's interesting enough to recommend.. A free 30 minute game about life after death. You find yourself working for Charon collecting tickets off customers onboard as the ferry crosses the river styx. As you meet the handful of passengers on board you begin to realise two things. First that there may be a connection to everyone on board and second you don't exactly know who you are. Eventually all questions are answered through a well developed script and your given a choice at the end to 'return' or 'move on'. Strangely it is at this point that you begin to realise that life might be too painful and death may be the better option.

The Developers... <http://www.portofcallgame.com/about-us/>

Interesting story, played two times to see both endings.. A neat little game.

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