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Oxenfree review kotaku

Given that most teenagers themselves barely know what they think, or why they do the things they do, it is naturally difficult for game developers - well beyond their own adolescence, usually - to create compelling characters at the dawn of adulthood. It is therefore to the credit of Oxenfree and its creators, Night School Studios, that its young heroes feel not only authentic, but endearing. Located on a largely deserted island in the Pacific Northwest, Oxenfree focuses on Alex, a soon-to-graduate high school student whose best friend, Ren, convinces her to sneak in for a traditional end-of-year bonfire in this secluded place. (If it sounds like a premise straight out of an 80s slasher movie, it's no coincidence.) She is accompanied by her new half-brother Jonas, brought into her life a few hours earlier by her mother's recent remarriage. Given that Oxenfree is largely motivated by the choices you make in his conversation, it is not surprising that the act of temporarily unravelling — or not, perhaps — the new complicated and distressed relationship between these two is an important part of his dialogue and appeal. (Telltale's influence, meanwhile, is everywhere, from former writer Adam Hines to the vocal cast of the game, which includes a fantastic performance of The Wolf Among Us and Tales From The Borderlands Erin Yvette as Alex.) Ren, Alex and Jonas are joined on the island by two other teenagers - haughty Clarissa and shy and sarcastic Nona - who, like the rest of Oxenfree's characters, are easy to describe, but complex beneath the surface. The group gathers on the island beach, where Alex Ren badgers pulling the small transistor radio he asked him to bring along- an object that proves key to most of the game's events. After the intuitive and simple dialogue tree, radio is the most important feature of Oxenfree, and its use is the closest thing the game gets to traditional puzzles. The island is full of strange electromagnetic phenomena — bright lights, strange tears in space and haunting and lost voices — and Alex's radio is the only way to interact with them. Fortunately, it's just as intuitive as talking; Press a button to raise the dial, then scroll through the frequencies until something passes or begins to shake, in the case of the island's most disturbing secrets. Because there is something very wrong on Edwards Island, a supernatural presence that Alex and Jonas quickly make fall on their heads (and their friends) when curiosity leads them to tune the wrong frequency to the wrong place at the wrong time. Oxenfree moves between two basic tones: teenage jokes (and his emotional drama that is case) and outright horror, and when he indulges in the latter, he does so with some measure of art, mixing traditional jumping fears with an effective sense of tension and dread. It also becomes pleasantly trippy and surreal at times, as time is made strange and malleable under the supernatural onslaught. It was in the first however, teenagers who talk, joke and shout at each other as they cross the island in search of their separate friends, that the game does its best work and that it differs from its most obvious inspirations. Each of the island's children carries a good amount of luggage, and the game teases their traumas with a slow assurance that speaks of writers who know their characters very well. Alex, in particular, is an endearing and distinctive protagonist, and even if you just choose his answers, every dialogue option that the game offers is stamped with his personality, guilt, anxiety and hopes. It's worth digging into this dialogue system, too. With a few exceptions, every significant choice in Oxenfree occurs in dialogue, from Alex's decision to drink — or not — to the opening fire, to the choice of the ultimate fate of his various friends. (Not that these are all special after school or doom and gloom, either; sometimes it's just deciding what a stupid joke to tell your friends.) These choices add up, too, in a way that feels suitably heavy. There is no Clementine will remember that you said, invite to wag your finger on you, but the game clearly shows that what you say has an impact on the people around you, to the point where it can be easy to be caught off guard when the game throws your words back to you hours after the fact. Alex can be scared, curious, courageous, insensitive, or cruel, depending on what you choose, and the game does a great job of making him feel like these decisions matter. Its non-episodic nature doesn't hurt either. Unlike Telltale's serialized output, Night School can push players to various ends without having to worry about picking up the pieces back in a few months. As the multiple Telltale references in this review probably be clear, Oxenfree is not the most innovative game. It's not the most exciting either. When you're not threatened by mysterious characters, you'll spend most of your time with her following a clearly laid-out story, wandering through lush backgrounds, exchanging jokes with friends, and sometimes watching a radio dial. But it is very good at what it aims to do: hand players the reins of an engaging horror story, and give them the tools to design the reaction of a credible teenager to her extraordinary events. Night in the Woods is released in 2017, with players and critics falling in love with his comedy, narrative, characters and artistic style. It is known to be one of the most unique video games out there in its mystery themes and growing up. The story also has moments of incredible emotional depth, as well as humorous dialogue. He presents himself as one of the indie adventure game titles out there. With autumn falling on us, many players are nostalgic for Night in the Woods, which is a game that has fall scenes and intrigue on every street corner. It can be difficult for a Night in the Woods fan to find a Game. Fortunately, Night in the Woods is now an inspiration for other games. Not only that, but there are similar hidden gems that fans should definitely look into. 10 Oxenfree Oxenfree is similar to Night in the Woods for various reasons. It is also an adult story, but it also tells a story that is a mystery of supernatural adventure. You play as Alex and a group of teenage friends who visit an island for a weekend party. All are rich in personality and carry luggage/drama due to some past events. Friends discover a dimensional flaw, and everything falls apart. There are time loops, possession, and many other supernatural events. Playing like Alex, you get to choose how to handle various situations and his dialogue. The game has several purposes depending on your choices. 9 Kentucky Route Zero Released in early 2020, this game is a point-and-click adventure. Like Night in the Woods, it was funded by the Kickstarter platform. It's a big deal because it means that a lot of people have seen and had faith in the game. The game has been critically acclaimed for many of the same reasons as Night in the Woods. Players and critics loved his visual art, his characters, his themes and his atmosphere. The story follows a truck driver named Conway as he meets people through his journey on Kentucky's fictional zero road. The game has a total of five acts. 8 Undertale Even many non-players have heard of Undertale now. Almost the entire game was made by one man, Toby Fox, and became a sensation for his hilarious and sincere writing. It has been called a cult video game by many publications because of the growing fandom of its creation. He doesn't share much with Night in the Woods in terms of gameplay and mechanics, but he shares humor, wit and deep moments. If you are a completionist, Undertale will also take much longer to beat. 7 Unforeseen Incidents This point-and-click adventure game is out in 2018. Players control a local handyman, Harper, who investigates a mysterious virus that kills the citizens of Yelltown. Like Night in the Woods, the game creates a great balance between serious and funny content. In another similarity, the game as a distinct visual style that separates it from many other games. Unlike Night in the Woods, he also has a superb acting voice. 6 Tumbleweed Park This is another title that was funded by a Kickstarter. It was released in 2017 and has received high ratings for its humor, setting and interesting characters. A Kotaku review describes the game as combining the creepiness of Twin Peaks with the humor of Monkey Island in an elegant, successful package. Players play not only one, but five characters in History. It is a neo-black mystery set in 1987 with a bizarre world to explore and many mysteries to solve. 5 Life Is Strange 1 and 2 Both Life is Strange and its sequel are adult stories with a supernatural touch. Both games follow teenagers whose lives upset by the discovery of superpowers. As for the best game, it's a debate. What stands out most about Night in the Woods is that the Life is Strange franchise takes itself more seriously in its tragedies and brutal moments. What they have in common are young characters who are memorable against the adult world. They also both have choice-oriented games. 4 Rainswept This game takes place in a small town where a double homicide took place. You play as Detective Stone as you try to solve the mystery of the murder. Like Night in the Woods, the focus is mostly on the story instead of puzzles - in other words, don't expect some sort of Resident Evil-level puzzle - and the subjects of the story goes dark and not suitable for young children. However, the end is edifying. Comments on Steam have mentioned that the game reminds them of Twin Peaks and Night in the Woods. That end message seems to be similar to Night in the Woods, as well, which is that the small moments of life are important. 3 Jenny LeClue - Detectivu While this game looks a lot like Night in the Woods, a complaint from the players is that the ending is unsatisfactory and feels unfinished. Despite this, however, critics and players have given the game mostly positive reviews. The story takes place in a sleepy city, and you play as Jenny, whose life turns around when her mother is accused of murder. Jenny goes in search of erasing her mother's name. Like Night in the Woods, it's cute, funny, comforting, and sometimes scary. Unlike Night in the Woods, he also has an acting voice. 2 The Darkside Detective Released in 2017, this point-and-click adventure game has the player taking on the role of Detective Francis McQueen. McQueen is the Chief Investigator of the Darkside Division in Twin Lakes. It investigates the most bizarre and wacky cases with are a fun mix of horror and comedy. Like Night in the Woods, storytelling and dialogue can be cheeky and give you lots of laughs. Players can easily find themselves by clicking on each object just to see what fun statements will appear. 1 Firewatch At first, Firewatch may seem very different from Night in the Woods. You play an older man and don't see any other characters in person as you work in the middle of nowhere to look out for fires in the Shoshone National Forest. However, you have your walkie-talkie and can have very fun interviews/flirts with your boss. Like Night in the Woods, the story slowly turns into a thrilling mystery. It is like one of the best independent games to come out in the last decade. RELATED: Top 10 independent games that require a lot of stealth next what generation 1 Pokemon are you, based on your Zodiac? Related Topics on Author Allison Stalberg (123 Articles Published) More From Allison Stalberg Stalberg Stalberg

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