
The Last Crown: Midnight Horror Torrent Download [torrent Full]



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About This Game

Halloween: the veil between our world and the 'otherside' is at its weakest. Witches celebrate Samhain, a Celtic festival from the old religion, conjuring the dead and communing with the spirits. Nigel Danvers, ghost-hunter, knows all about the ghosts that dwell in the darkness, he has seen plenty to convince him there are dark forces at work. So, why is Halloween so different? Dusting down his old ghost-hunting gadgets, Nigel gets to work. Something is haunting the guest rooms above the local harbour side pub, The Bear. Who or what hides in the shadowy corners of the old Inn? What is the presence at the end of the Harbour Wall? Nigel has one night to find out, before the veil returns to full strength, and the Halloween Horror is gone, for another year.

- A classic point and click adventure.
- An intermezzo between The Lost Crown and The Last Crown: Blackenrock.

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- A story driven plot by Jonathan Boakes (Dark Fall, The Lost Crown).
 - Test your detective skills to uncover a paranormal mystery.
 - Utilise an array of ghost-hunting gadgets to see and hear the spirit world.
 - Interact with the Saxton locals, in your pursuit of the truth.
 - Dabble in the Dark Arts, on Samhain, like the witches of old.
 - Collect ghostly evidence, to scrutinise for clues.
 - Play several Halloween Party games, many with a supernatural twist.
 - Practise your Psychometry skills, with local white wicca, Nanny Noah.
 - Full cast audio and music, plus atmospheric sound effects.
 - Play Trick and Treat, at your peril!

- The Last Crown : Midnight Horror is playable in 2 formats -
- 1280 x 960 (HD+ 4:3 ratio, for regular screen displays)
 - 1280 x 720 (Widescreen 16:9 ratio, for wide displays and laptops)

Both formats have Windowed mode or full screen, changed via Settings. Save games are not compatible between formats.

Title: The Last Crown: Midnight Horror

Genre: Adventure, Indie

Developer:

Darkling Room

Publisher:

Iceberg Interactive

Release Date: 29 Oct, 2015

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Minimum:

OS: Windows XP, Vista

Processor: 1.5 Ghz

Memory: 1 GB RAM

Graphics: 128 MB DX 9.0c compliant video card

DirectX: Version 9.0c

Storage: 3 GB available space

Sound Card: DX 9.0c compliant soundcard

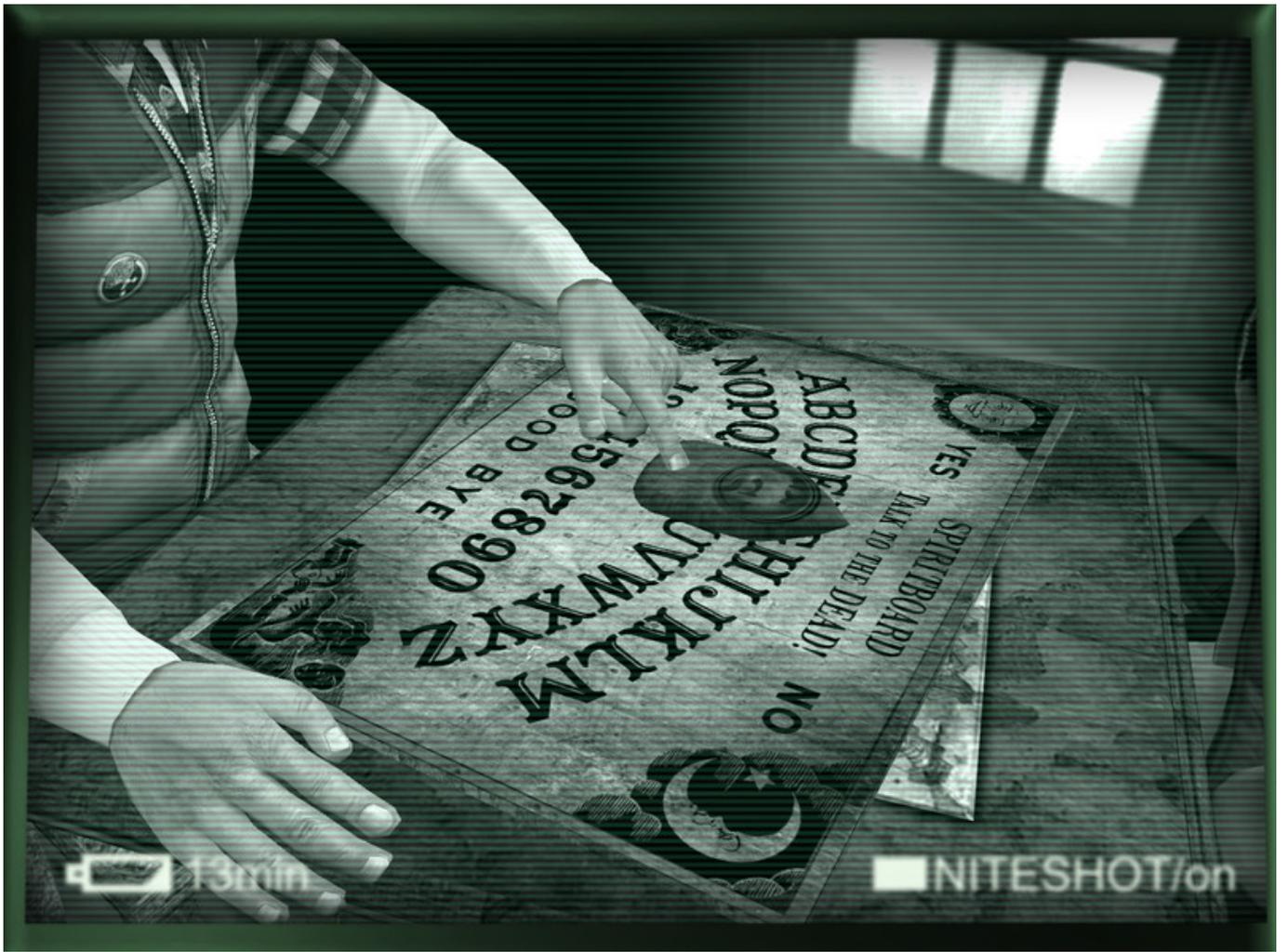
Additional Notes: Playable in 2 formats - 1280 x 960 (HD+ 4:3) or 1280 x 720 (Widescreen 16:9 wide displays and laptops)

English,German





Yes. Someone works against us, threatening the atmosphere.



I haven't finished it yet, but I'm going to list that as a selling point. For a game that seemingly no one knew was even being made, it's confusingly well-crafted and substantial! I mean it. The graphics are extremely polished. Animations are high quality and often pretty substantial. I'm a little curious why it's only estimated at being two hours long. Perhaps if you know exactly what you're doing in advance. Personally, I'm at more than three hours and I doubt I'm halfway done yet.

For \$5, I'd say this is a no-brainer. The only negative thing I have to say is that the heavy atmosphere that made the first game so memorable is often absent here, but as an intentional plot point. You're literally at a Halloween party, so the game is a LOT more active and... goofy. Not at all what I'd say has previously defined the series, which may be a bit off-putting. Still though, all the old elements are present, and a real ghost story is coming to the front for me now.

Just in time for Halloween! Grab it!. By far, the worst game I've ever played.. I just finished playing this engaging game. VERY cool and fun to see all the old "gang" again.

Love the black and white with splashes of colour.

I was sorry when it was over!

I only had one issue with the dancing but everything else ran smoothly .

Totally recommended! (I may have to play it again...)

Cannot WAIT for Blackenrock.. Great fun; A haunted pub simulator where you can get hammered. Quaintly oddball British ghostly goodness.

Roll on the next game by Mr Boakes!. unrealistic though good fun. Great game but did it in 9 hours.

Very short but a good bit of fun while waiting for the Last Crown Blackenrock. I really enjoyed the Lost Crown, loved the characters, puzzles and atmosphere so it was great to return to Saxton for more.

I really enjoyed this but expected it to be a little bit longer for \$5. A cute little interlude for the coming main attraction: Blackenrock.

Well worth the low price.. A charming if rough around the edges point-and-click game.

Graphics and characters models are fairly basic, but occasional splashes of color add to the appealing and unique art-style. While puzzles are fairly basic, they're also intuitive, so I never wasted time trying to find that one cryptic answer the developers expected. The main premise is executed fairly good, with the protagonist using the real-life equipment for hunting ghosts instead of some fantastical items.

Overall, the game has a nice atmosphere, humor and fun enough gameplay. Made me interested in checking out the original game simply titled "The Lost Crown".

6/10.. I love this game. Jonathan boakes (I apologize if i have miss spelled your name) comes up with fascinating storys. I wish he would write some novels and graphic storys to be sold in the usa maybe something he could setup with image comics. Anyway th feeling, the aura the sounds just give someon the creeps in a good way. Loved the previous games dark fall, dark fall journal dark fall 2 and the lost crown. All great point and click adventures that give you so much to do that they don't feel like point and click games. Plus there is a lot of note taking you need to do and lots of mysterys to solve and overall great visual effects nd voice acting and sounds really capture the essence needed for such a game. If the makers had the budge to make such a game into big movie i would love to see what they would come up with. And i'd ask the movie people not to rush them allow them to take all the time in the world to make a quality show. That said does anyone know if jonathan boakes has writen any novels?. Loved it!

Cant wait for the next one!! As the original game was one of my very favorites, I was delighted to see this short interlude game appear on Steam. I personally hadn't had a clue there was such a thing in the works! But I snapped it up the minute I saw it, and I'm completely delighted by it.

As a caveat, you will want to have played The Last Crown (original game) before you play this, or you will lose a good chunk of pretty much everything in the translation.

Playtime runs about 3-4 hours depending on how much you lollygag around, or in my case, wander off to answer the phone and forget to shut it off.

From a technical standpoint, this game continues on the same atmosphere as the original; graphics, sounds, scenery, and character design are the same. Nigel's slightly-odd voice mannerisms are also still there (but for some reason, I find his somewhat Shatner-esque pauses endearing rather than irritating). It appears all previous voice actors reprised their roles.

From a plot standpoint, it's not particularly deep like it's predecessor, but it's not supposed to be. As a Halloween short and interlude between main games, it's perfect. Short and sweet, but leaving some questions which I suspect will lead into the next main game.

Gameplay is also the same as the previous game. Inventory, navigation, dialogue, etc. are similar if not identical. The ghost-hunting mechanics are very similar but have been souped up a little to give the player somewhat more control over the situation rather than taking static pictures and whatnot, and I appreciated that a lot.

All in all, this is worth it especially if you enjoyed the previous game. I know that I, at least, am waiting impatiently for the next installment of this series!. I'll say right off the bat that I'd only recommend buying this if (big if) you have played Lost Crown and IF your waiting for the third installment and IF you don't mind playing a rather shorter in between game. That said, I really enjoyed Lost Crown and wanted to get the next two chapters in Nigel's adventures but I found Midnight Horror a bit lackluster and just felt like this was a fill in that could have easily been attached to the third installment as a prequel to that one instead of a seperate game or something that could have been attached to Lost Crown as a bonus game.

I honestly prefer the graphics of the first game even though this one is supposed to look more polished the characters to me just

didn't have the same look I was used to from the first one so some of the characters we revisit felt as if totally new actors took on a role in some show your supposed to believe are the same people.

Your in much smaller area then the first game so exploring around thinking you can possibly go to some of the same places or even areas in the same places are different so you feel to restricted, it loses the feel the other game had in finding new places to explore and you didn't get the same feeling you may bump into a new situation or clue to what was going on.

This takes place on Halloween and centers around a party and a ghost story but the story was lackluster too and I realize it's really just a lead in to the third installment but that said I still don't see why this couldn't have been then attached to third one as an intro to it and then just had both packaged in one game.

I'm only putting recommend because there is no maybe if you enjoyed the first, waiting for the third and wanted to continue the adventure however I really didn't feel like this was much of an adventure. I still look forward to the third installment and really hope there is much more similar feel to the first one in the third one then the second one because if it's anything like the second installment I'll be a bit disappointed.

If you read my review on *Lost Crown* then you know I purchased that game when it came out and had the boxed version and had never finished it at the time and when I saw that steam had it I really wanted to revisit it and finally got a chance to finish the game. I didn't know there was a second one and a third coming out so having just finished the first installment I was compelled to get this one, hey it cost me the price of a small starbuck's coffee and was added to the game gifts to myself for my birthday so it filled in a few hours of time. just wish there had been more to it.. Cool game! It's quite short and takes a bit of experimentation to get through, but it's fun.

I find that with many games like these I get irretrievably stuck on certain parts and have to rely on the Internet to see me through.

Not so with this one; it's compact enough so that while you do have to put your mind to it, you don't need to solve a stupidly complex mystery to progress.

I've noticed that some have experienced issues with the DJ scene. For what it's worth, I personally did not have any problems with glitches.

Overall, a great game and well worth the \$5.00 price tag, especially around Halloween.. very very very short compared to the first game, im very dissappointed this one was far to easy to solve and didnt make much sense im glad i bought it on sell. It's great to back in Saxton! The series debut *The Lost Crown* rates among one of my alltime favourite point n' click games. The tones and nuance of the atmosphere throughout the games memorable scenes, the extremely accomplished and artful use of fairly lo-fi graphics, the eccentric yet sincere English regionalism of the setting and cast, intelligently written puzzles and mysteries and a haunting soundtrack lifted that game above so many other ghostly themed titles. Given how many lazily developed first-person jumpscareathons lurch up from under algae-laden bridges on Steam of late, *Darkling Rooms* commitment to legitimately scripted and evidently well-researched horror is nothing short of heroic in this market of lowest common denominators. I feel like it's been an age since the announcement of (and the delay of) the titles sequel, but given that it's apparently **finally** coming out this year warms my cockles.

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