
Omen Exitio: Plague Activation Code [Xforce]



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About This Game

"The oldest and strongest kind of fear is fear of the unknown." – H.P. Lovecraft

Omen Exitio: Plague is inspired by the gamebooks of the '80s and '90s, mixing the alien and horrifying universe created by H.P. Lovecraft with an original plot and characters, all guided by your choices, which will lead the protagonist of the story through the labyrinthine mystery represented by a terrible disease and the shadows that lie behind it.

Zanzibar, 1896. Dr. Jake Huntington enlisted in the army to forget the loss of his wife. Yet something sinister and ancient is about to overturn his life forever. Shadows that inhabit the confines of reality seem to converge all in one point: a terrifying disease that threatens to exterminate the entire human race.

However, the disease is just one of the pieces that make up a vast mosaic, and discovering its design may not be that easy. Intrigues, machinations and subterfuges hide the truth, tearing it away from the doctor's understanding.

To connect all the dots, Jake will have to cross a threshold beyond which many before him have lost the way of reason.

Are you willing to open this door?

Features

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- All new adventure set in H.P. Lovecraft's otherworldly universe
 - Encounter famous historical figures based on real events
 - Your choices and chosen skills affect the way the story unfolds
 - Hundreds of hand-drawn visuals to set the scene
 - Hauntingly beautiful soundtrack and sound design
 - Unlike most choose your own adventure (CYOA) titles, you can not meet an early demise
 - One playthrough takes 4 to 6 hours but it will take many more hours to experience everything

Title: Omen Exitio: Plague
Genre: Adventure, Casual, Indie
Developer:
Tiny Bull Studios
Publisher:
Tiny Bull Studios
Release Date: 5 Mar, 2018

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English,Italian



Smith: "Come on now, get running! Run until you are all useful again!"

(+1 Speechcraft) You stay next to O'Bannon and try to help him.

Command

Help Ed

Save energy

Distance



Success

You slowly approach the pile to better examine the charred skin of the bodies. You cannot see any obvious wounds, and you have the initial impression that they must have died of disease. On some of the bodies you can see the residues of blood, most likely originating from the eye sockets. Hemorrhaging. It could be the mysterious disease.

You got 2 experience points.



Eventually you find the delirious, half-dead man squashed between two corpses. His eyes are filled with blood and when you try calling to him, you realize immediately that it is no use - he cannot hear you. There is nothing you can do for him. You extinguish the lantern and return to the surface.

New diary entry.
You got 4 experience points.



a great adventure, what else can I say?. Omen Exitio: Plague really is an intriguing Lovecraftian adventure that reminded me of Fighting Fantasy single-player RPG books by Steve Jackson and Ian Livingstone from the 1980's--although it was darker, and quite a lot more nuanced. Story itself was well written, quite captivating and game gives you real sense that your choices matter. Actually, I enjoyed this short adventure to the extent that this is my first review in Steam, so I let this speak for itself and I really do hope that Tiny Bull Studios will release more content of this kind in the future.

I, as well as some other reviewers, noticed slight decrease of this sense of agency when story nears it's conclusion, but that didn't end up to bother me as much as I would have thought. However, I would have appreciated possibility to save progress, or "leave bookmark", few times during game, for example between "chapters", so if you like to experiment with alternate story lines or visit locations that you missed, you don't need to play whole thing through again. Although I do admit that all this IS quite a lot faster when you just click through dialogue and try to remember choices as you made them last time, it still does takes significant amount of time.

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