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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

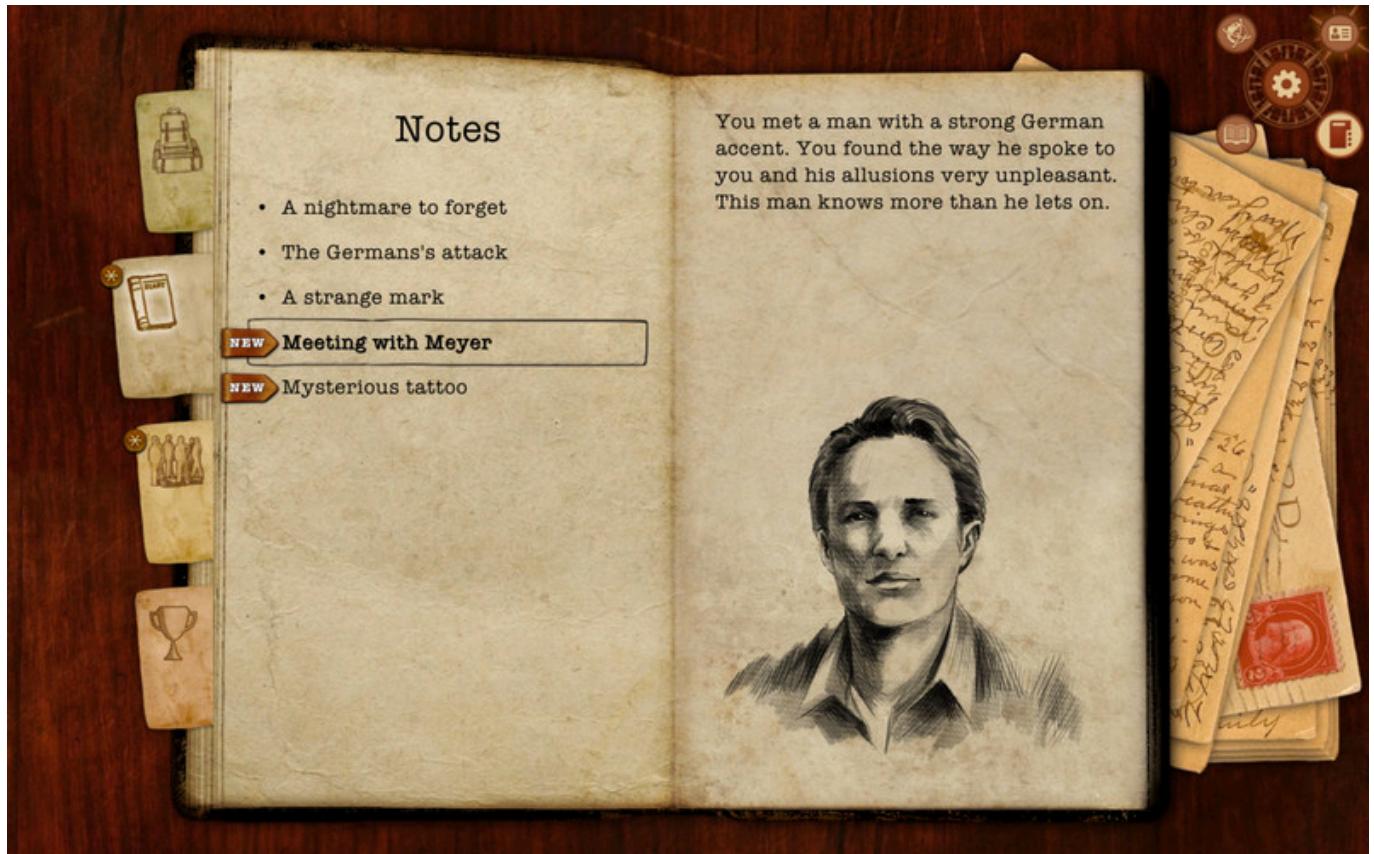
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- All new adventure set in H.P. Lovecraft's otherworldly universe
 - Encounter famous historical figures based on real events
 - Your choices and chosen skills affect the way the story unfolds
 - Hundreds of hand-drawn visuals to set the scene
 - Hauntingly 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

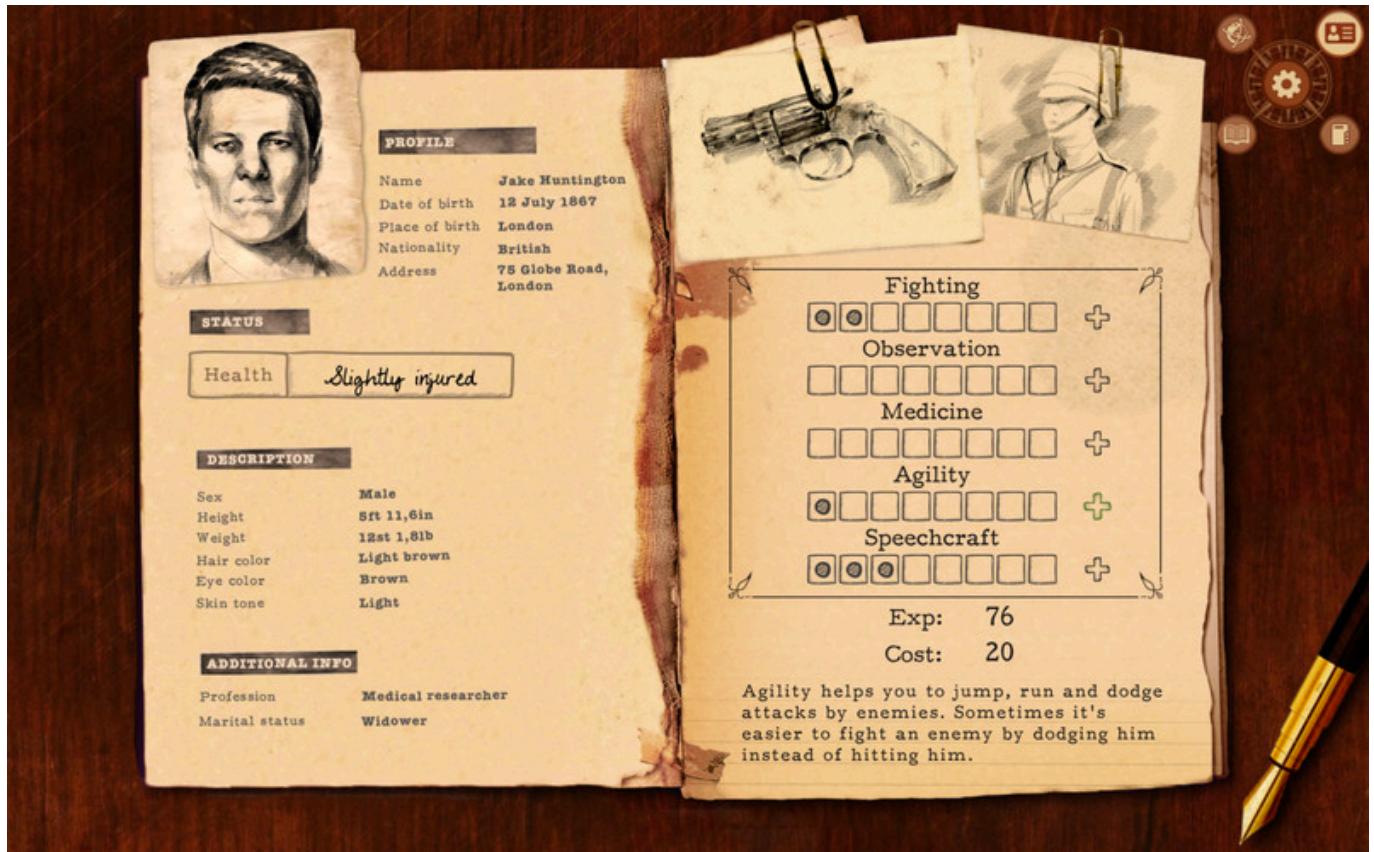
Title: Omen Exitio: Plague
Genre: Adventure, Casual, Indie
Developer:
Tiny Bull Studios
Publisher:
Tiny Bull Studios
Release Date: 5 Mar, 2018

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English,Italian







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 its 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.. a great adventure, what else can I say?

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