The layout of your keyboard.

Keyboard Layout	QWERTY	QWERTZ	AZERTY	DVORAK
Control Scheme	1		2	

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About This Game

About

Clandestinity of Elsie is a Survival/Psychological-Horror game based in the post-WW2 New York State cities of Albany and Troy.

Story

You play as Hayden Warrick, a mentally damaged alcoholic and war veteran. Haunted by his past, he must unravel the mystery of his wife Elsie's sudden disappearance. You must scavenge, kill, and survive long enough to find her. Mostly taking place in vast darkness, you must continue your objective of finding Hayden's wife Elsie while ensuring his own all-important survival.

Features

- Intense combat against otherworldy monsters

- Uncomfortable atmosphere to keep players on their toes

- Psychological storyline with mind-bending qualities

- Various enemies representing Hayden's insecurities and fears

- Mysterious characters with unknown intentions

- Can play in 1920x1080 resolution

- Full gamepad controls including vibration

- Includes Achievements, Trading Cards and Steam Cloud

Title: Clandestinity of Elsie
Genre: Action, Indie
Developer:
Cole Neumann, Albin Bernhardsson
Publisher:
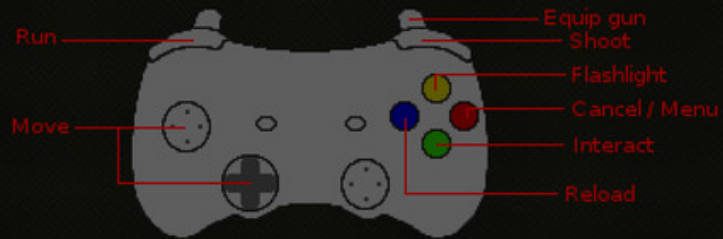Cole Neumann
Release Date: 8 Jul, 2015

b4d347fde0

English

Your preferred control scheme.

Control Scheme	1	2
Vibration	OFF	ON
Deadzone		30%

Run

Equip gun
Shoot
Flashlight
Cancel / Menu
Interact
Reload

Move

I got scured....kinda.. great game ,recommend for anyone. The athmosphere and the sounds were awesome. 10\/10. It's not outright terrible, but it's not enjoyable. I've played very little so far, but enough to get really\u2665\u2665\u2665\u2665\u2665\u2665\u2665off when I get constantly stopped for the sake of the main character saying something expository and or stupid. Almost every thirty seconds I have to stop for a scripted event to walk me somewhere, or a "cutscene" of more expository text. I can't really skip dialog, so it gets annoying fast.

Further, the stuff that is being said is painfully obvious, or painfully pointless. Sometimes both. For example, being forced to stop for the character to comment on and on about how a situation is weird. It added nothing and made me think nothing but "he's saying this because the creator is not confident enough that the scene itself felt truly weird." Plus, when I accidentally click on a background object that is unimportant, but have to wait three-five seconds for the character to comment on it being unimportant, again, it gets pretty painful.

The game runs well and is competently programmed. Graphics are unremarkable, but by no means bad. I will say the controls could use some work.

Overall, I'd give this 2\/5 stars. Dev clearly put effort in, but it is just not an entertaining experience.. Although I really enjoyed this game, I was not sure wether I should recommend it or not.
Not because of the game itself but because of the price: it's a good horror game but it's only 3 hours long.
Honestly, I got it on sale at 0.99 \u20ac but I wouldn't have bought it at it's full price.
That being said, if you don't mind the price or if it's on sale, you should buy it.. There is clearly a lot of thought going into "Clandestinity of Elsie". The maps are beautiful and the story seems very engaging if not a little clich\u00e9d (this is a personal thought but the angsty white protagonist with alcohol problems is getting a little dulled down). Still this game sure had a team working on it that had a lot of great ideas and over all this should set up for a good experience.

I'm saddened to say though that there are a lot of things weighing this game down. For a first, I know that everyone loves the : "Awesome light" script. I use it myself. But a rule of thumb is to not use this script with enormous maps. This has caused me to have massive lagging whenever I play the game, the only time it runs smooth is in the save room. I will point out my compute can play Skyrim on nice graphical settings without lagging so it is sort of an issue when a little RPG maker game is almost unplayable.

There is also too little damn healing items. I've explored almost everything, since this game takes heavy inspiration from old school horror games where exploration is key. But it has more often than not caused me to get ambushed by enemies and end up with me having to waste whatever health item I find.

Picking up on that last note: the enemies comes out of \u2665\u2665\u2665\u2665ing nowhere at the speed of the road runner and with the mapping it is too damn easy for them to corner you and land at least one hit before your slow gun manages to do any damage at all. This has lead me into a situation where I'm now all out of health items and the enemies gang up on me without me standing a chance to defend myself.

Over all there is a lot of good thoughts going into this game but it is weighted down by the too dark environment and the lagging along with the enemies that come at you at 180 km\/h. I would say that this game is worth a play but I can't say that my playing of it was the least bit pleasurable.

Great Job :)

This game is fantastic :)

a game similar to Resident Evil or Silent Hill . Great job , a game I really like , and look forward to more projects with RPG Maker :)

I make myself a big project :). This is one of the handful of RPG Maker games I like because it focuses on an compelling genre of psychological horror. Since the game follows a similar path of Silent Hill, I was more interested to give this game a try.

There was one major drawback to the game and it involves the combat system. In fairness, the combat system does feel \u201crealistic\u201d in a sense that, it should be harder to see beyond your light until the monsters come close. Also, your gun should take a split second before letting off the next bullet; sadly, realism is thrown out the window due to frustrations of the combat mechanics. Most of the time, it\u2019s difficult to avoid getting hit due to the restrictive movements of the character. The RPG Maker engine only allows you to move up, down, left and right. The character cannot move around freely as in diagonally; although, I have seen other RPG Maker games do that. Running doesn\u2019t help much in the game since the enemies tend to run at you just as fast. In addition, the map layouts are not as open enough to move around with many obstacles in your way, that at times, I find myself bumping into walls or trees. By then, the enemies are already on you. With limited lighting as well, you don\u2019t get many opportunities to take out the enemy at a distance. Again, I think that is how the game is supposed to be. Fortunately, the only remedy in progressing is saving often even if I have to die a lot.

On the plus side, I do enjoy the scavenging since surviving isn\u2019t all that easy. I also thought the story was alright. You kind of know where the story may be leading upon progression but it does stick to its dark roots of a psychological horror game.

I'm glad the developer(s) added controller support. That is a plus for me.

The price tag seems fair. Even though the game is short, it\u2019s not that short like other games that can be completed within the hour and charge for a similar price. On top of that, there is nothing too problematic to dislike about the game other than the challenging combat system. You may like the storyline or feel indifferent about it. This game may not blow people away to a point where I can recommend it but the game is alright and worth a try if you like psychological horror games.. This can be a little tough at times, but it's still a pretty sweet game. The story is interesting and it sets a nice atmosphere.. A short (3-4h) horror adventure with a really good atmosphere. The story is not that special and there is just one weapon in the game but overall it's entertaining if you like these kind of horror games. The only con is that it's sometimes a bit too dark.. Nice short survival horror game, in the end u will wish more. Short but Sweet! I have played quite a few RPG Makers and I have to say that this game is whole heartedly unique in terms of gameplay and atmosphere. The feeling of Silent Hill and Resident Evil does come to mind when you commence the game and the uneasy feeling of what can be lurking around the corner is prominent throughout the game. The negative is that it has only taken me less then three hours to complete the game; there should have been many more types of enemies; a few gun options would have elevated the experience; and more characters to interact with may have added to the story.
Notwithstanding the aforementioned, the game was solid and delievered the intentions that the creator set out for. I truly hope the creator of the game ops to deliver another horror\/survival game.

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