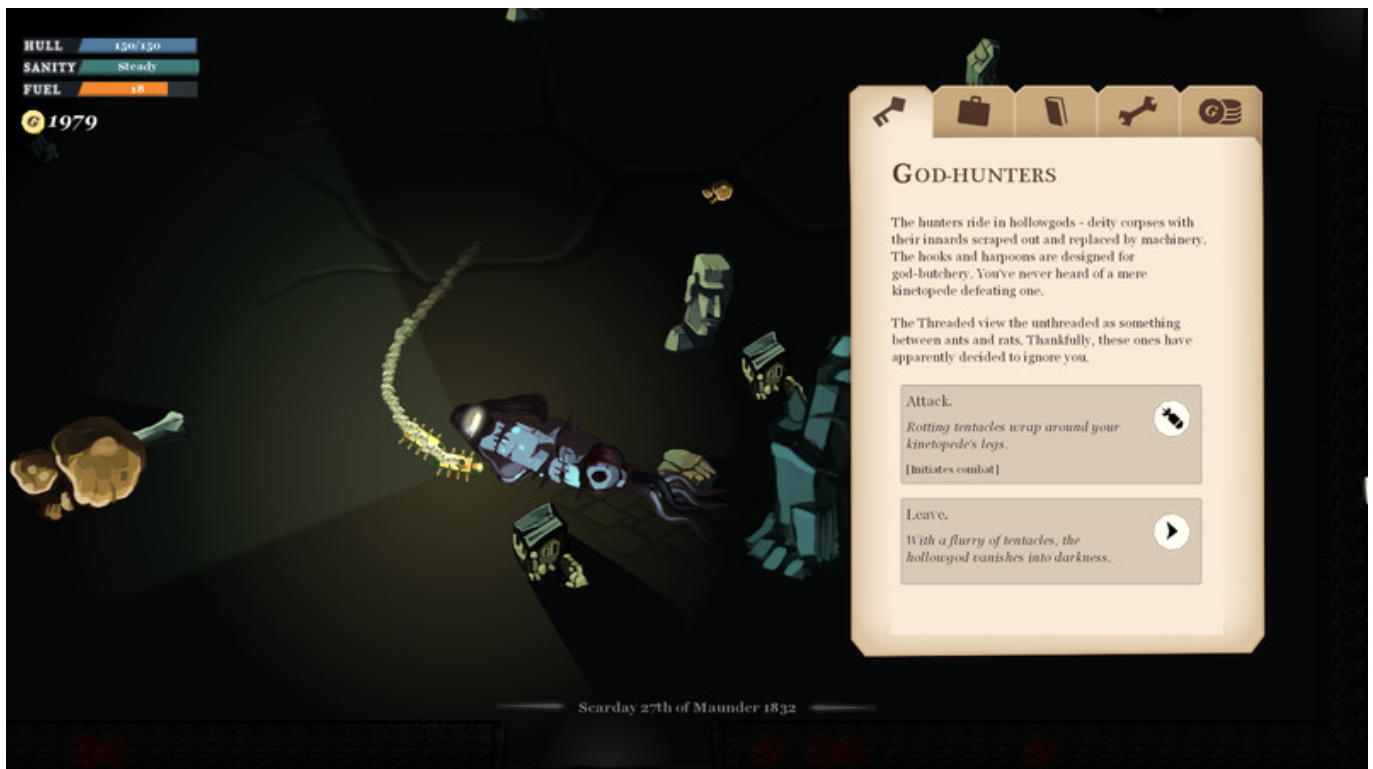

A House Of Many Doors Download Bittorrent



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About This Game

Welcome to the House. You are not welcome.

Explore the House, a parasite dimension that steals from other worlds, in a train that scuttles on mechanical legs.

Uncover secrets. Open locked doors. Lead a crew of dysfunctional characters. Write procedurally-generated poems. Fight in turn-based combat. Explore a strange new setting, dripping with atmosphere, crusted with lore. Escape. Escape. Escape.

You are an explorer, poet and spy, launching yourself into the unknown in search of adventure. Rig an election in the city of the dead. Visit a village lit by the burning corpse of a god (careful not to inhale the holy smoke). Sell your teeth to skittering spider-things for a moment in their library. Over 90 bizarre locations await discovery in the dust and the dark.

A House of Many Doors is a 2D exploration RPG that takes inspiration from Sunless Sea, China Mieville, Planescape: Torment and Italo Calvino's Invisible Cities. It features over 300,000 words of branching original story and over 770 trillion bad poems.

WARNING.

Please be aware that this game contains the following romance options:

- Men.

-
- Women.
 - Goatman.
 - Ten million crows.
 - An oil rig.

A House of Many Doors has benefited from the kind support and partial funding of Failbetter Games, makers of Sunless Sea and Fallen London.

Title: A House of Many Doors

Genre: Indie, RPG

Developer:

Pixel Trickery

Publisher:

Pixel Trickery

Release Date: 3 Feb, 2017

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Minimum:

OS: Windows XP, Vista, 7, 8, 10

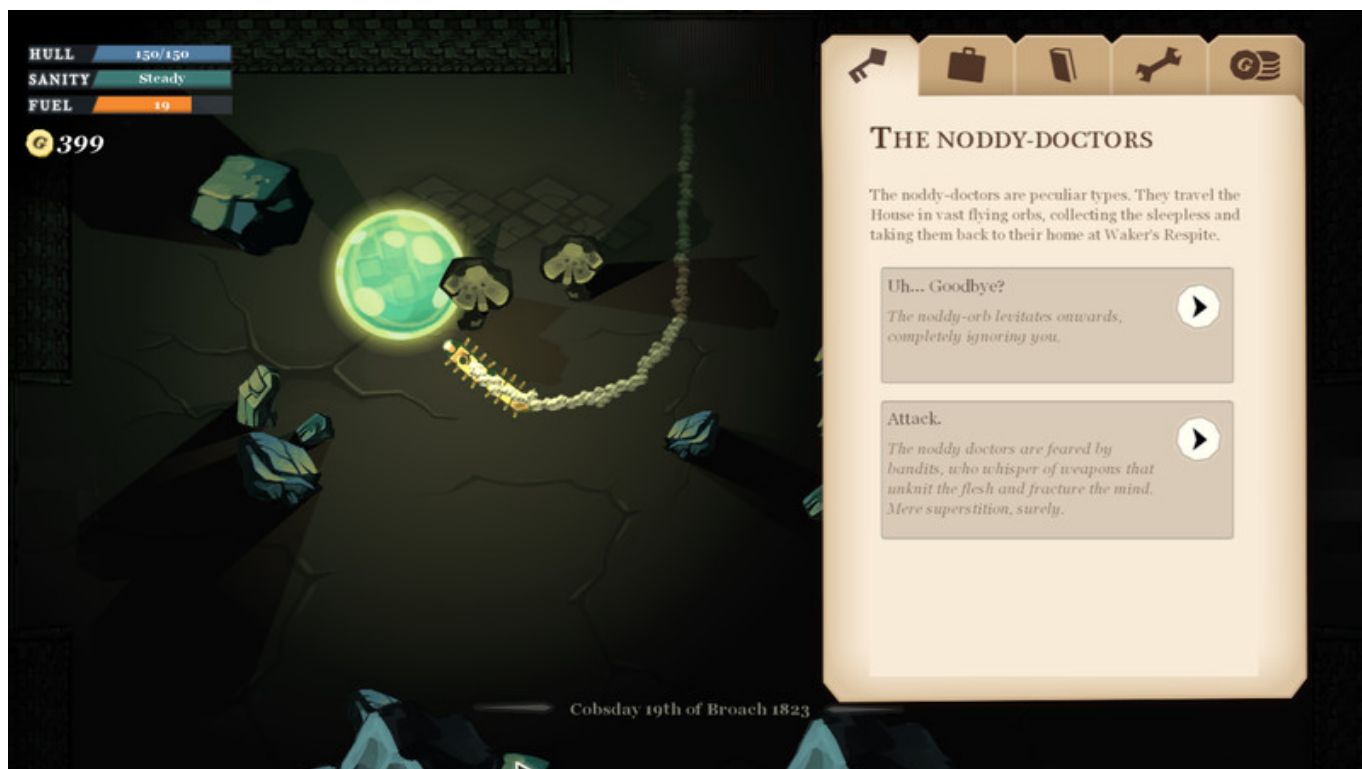
Memory: 2 GB RAM

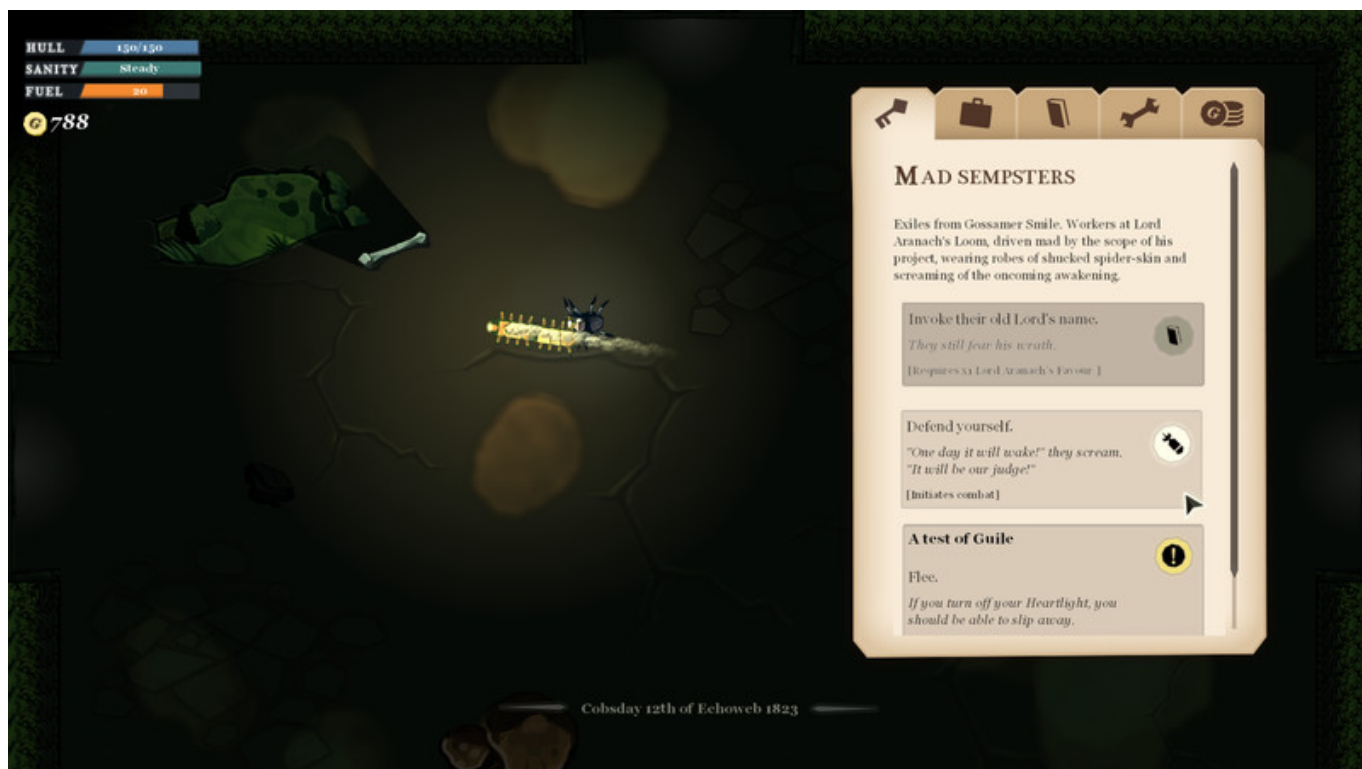
DirectX: Version 9.0

Storage: 400 MB available space

English







This game is very much focused on story, being a sort of spiritual successor to sunless sea. The setting is interesting and grisly, but it goes too far into being "weird" and "occult" for it to have any punch. There isn't anything to anchor onto as a point of reference, so it winds up just being a surrealist mash where divine visitations, impossible geometries, the walking dead, memory thieves, magic, and industrial drudgery all become about as interesting as ants on a sidewalk. It's too bad, because the setting is very imaginative. It's just that with nothing familiar to hold on to, it's difficult to appreciate.

I enjoy the poster art for the various cities. I don't enjoy the animated sprites for the travel portion of the game or the combat portion of the game. These parts look like construction paper and string. Visually, this is very low-end, maybe deliberately so. Be prepared to see a lot of identical visual doodads, even in the same screen-I've even seen two identical bus stations right next to each other, and an entire "cell" full of perfectly identical step pyramids.

One major difference between this game and sunless sea is the combat system. It's considerably more in-depth, taking cues from FTL, but it's also de-integrated from the wandering around "overworld" gameplay. It does take me out of the experience a bit. As far as I can see there isn't an autosave feature, so you can't really have an ironman kind of experience. Even if you're not wanting to savescum, it's pretty discouraging to spend an hour and a half playing and then lose the whole session to a random crash.

This brings me to my final point. The game seems to be fairly unstable. I keep getting crashes to the desktop.

A House of Many Doors comes close to being excellent but undermines itself too much. It has an interesting and imaginative setting and a creepy aesthetic both hamstrung by the lack of any familiar reference point an ambitiously large map undone by brutally low-budget visuals and limited assets, a fuel mechanic robbed of all imminence by the existence of a fast travel item, a fairly sophisticated combat system made boring by overly minimalist visuals and audio, and fairly interesting and otherwise well-written intrigues that are made entirely hollow by the aforementioned lack of reference points. This comes out to being something like 51% non-recommended for me.

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