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About This Game

Firewatch is a single-player first-person mystery set in the Wyoming wilderness.

The year is 1989. You are a man named Henry who has retreated from his messy life to work as a fire lookout in the Wyoming wilderness. Perched high atop a mountain, it's your job to look for smoke and keep the wilderness safe. An especially hot, dry summer has everyone on edge. Your supervisor Delilah is available to you at all times over a small, handheld radio—your only contact with the world you've left behind. But when something strange draws you out of your lookout tower and into the forest, you'll explore a wild and unknown environment, facing questions and making choices that can build or destroy the only meaningful relationship you have.

A Note: Firewatch is a video game about adults having adult conversations about adult things. If you plan on playing with a younger gamer, that might be good to know going in.

Includes

- A stunningly beautiful wilderness environment that expands as you explore.
- A tailor-made story: the choices you make shape the narrative and build relationships.
- An edge-of-your-seat mystery.
- Secrets and discoveries to be made over every hill.

Featuring

- Living, breathing characters brought to life by Cissy Jones (*The Walking Dead: Season 1*) and Rich Sommer (*Mad Men*)
- A spectacular wilderness environment by Olly Moss (*Illustrator*) and Jane Ng (*The Cave, Brutal Legend*)
- A thrilling story and script by Sean Vanaman and Jake Rodkin (*The Walking Dead: Season 1, Poker Night at the Inventory*)
- A stirring original soundtrack by Chris Remo (*Gone Home*)
- Fluid first-person animation by James Benson (*Ori & The Blind Forest*)
- Gameplay scripting and design work by Patrick Ewing (*Twitter*) and Nels Anderson (*Mark of the Ninja*)
- Programming by Will Armstrong (*Bioshock II*), Ben Burbank (*Costume Quest 2, Space Base DF-9*), and Paolo Surricchio (*Deadpool, Call of Duty Advanced Warfare*)

Title: Firewatch
Genre: Adventure, Indie
Developer:
Campo Santo
Publisher:
Panic, Campo Santo
Release Date: 9 Feb, 2016

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English,Russian,French,German,Simplified Chinese,Japanese







I was playing A Plague Tale and thinking about games that really affected my emotions in a meaningful way. And Firewatch immediately came to mind. I played this game 2 years ago and I'm still thinking about it. At its conclusion, I felt completely shook emotionally and it's hard to put into words why (without spoiling things). Part of why I think this game is so divisive is because it allows you a lot of freedom in how you approach your relationship to the characters. People simply are going to have very different experiences depending on some key choices. Given that caveat, if you like narrative driven games, Firewatch achieves something gaming as a medium struggles with; real investment in its characters. I didn't even realize how much until it's conclusion.

At any rate, I thought I'd leave a quick recommendation for anyone who's never played it and doesn't mind walking sim type gameplay. If like me, you think it's refreshing when a game feels more like an immersive branching novel than a skill based game, it's a must play. It does some really interesting things that rely on your agency to make it all meaningful, but for that reason will offer differing experiences. I'll never forget the one I had with it. I play a ton of games, and 2 years later it still stands out.. The ending was anticlimax for a reason. We would first say: "That's it?". And then the numerous clues set up in the story and several unanswered questions made us think: "No, that's not it." A satisfactory ending wouldn't lead to such suspicion. The essence of the game only kicks in when we start to reflect on the details among conversation, reading material we came across, and even some weird sound you heard some point in the game. That's one reason why there is replay-ability. For me who was quite relaxed in the game, thinking it a walking simulator, I surely wouldn't think as much during the game or enjoy as much seeing the ending. Therefore, for those who decide to play a light-minded game, it's not recommended. But for those who need something to seriously occupied their mind, you may like to try it. Apart from the story, the graphic is good and the ambient the music are great.. this game is one of the best games i've ever played.. Loved this one. Firewatch isn't just a game, it's an experience.. In case you were not aware of this already: This is NOT a game! At least not in the sense that there is a challenge or a way for you to 'lose'. What you get is essentially an interactive story.

I always love a good story, so I had to give this a try. I was not disappointed! The story is very compelling and intimate, which is something you don't find very often in video games.

Since it very often still feels like a game, you can find yourself in a 'game-playing-mode' quite quickly, especially early on. Once you are able to stop that habit, you can just relax and enjoy the scenery and fantastic storytelling of the two interesting characters.

Highly recommended if you enjoy a good story in an eerie atmosphere without having to worry about failing!

. Favorite game of all time, very replayable and every time I see something new.. Love it just for the voice work. Quite enjoyed this short romp in the forest. Thankfully, with the help of the map and compass getting around isn't too difficult. I would have liked calling out fires here and there, but the story made up for it as it kept my attention.. Atmospheric and relaxing game! 9/10 I wish it was longer.. Mature writing and great acting. Lamenting loss and love at middle age. An authentic connection between fragile and flawed people with troubled pasts too cautious to make anything more out of it than it is. A bright moment in an otherwise resigned existence in two lonely people. The end was bittersweet and all too true.

a tad too much backtracking and the ending is deliberately anticlimactic, but the narrative design and sense of place are far better than most games in this subgenre. Occasionally, you stumble across something special.

- Beautiful stylised art.
- Walking Simulator, except good.
- Exceptional voice acting. Very believable characters.
- Expertly written. A good mystery keeps you guessing.
- A realistic imagining on what it's like to be a fire lookout. Seeing the world through another's eyes is at the heart of what storytelling is.. A walking simulator with good atmosphere and nice story (especially your funny-witty dialogue with Delilah). When i purchase this game, i'm aware with those who complain about the ending so i can manage my expectation throughout my playing. Now after i finish it, i feel the ending was just right. The resolution was very realistic, hence anti-climax. I think this is the game that would be appreciated more by the older gamer who can relate about life and the problem we should handle (but choose to escape from).. Amazing game, so much nostalgia!. Such a powerful beginning that descended into a mediocre ending, leaving far too much open to interpretation. I was hoping to walk away from the experience inspired based on the dialogue early on, but I did not.

The positive? I spent a year out in Colorado IRL, though most of it was in suburbia. Still, I was able to get out to the foothills and Rockies enough to understand its beauty, and the game doesn't disappoint in recreating that natural, rugged feel of western Nature. I also really appreciate how everything is voice acted and the protagonist's dialogue; Henry sounds like a very real person that's been through the ups and downs of life. No bugs during gameplay, just one stutter or two.

Ultimately the game calls itself a mystery, but as I said there's just too much left unsaid. Without spoiling, some of the themes they introduced could have had powerful impact if treated with more depth, but they seemed to just be a catalyst for the "why" and little more. Really a missed opportunity, especially when the opening is such an attention grabber and really hooked me.

This is one of those experiences I really, really wish I could give a "Neutral" rating to. It has a very personal impact for me, and it's something that will stay in my mind. It's a game I see myself trying to talk to people about, which might seem weird for a negative review, but it's a springboard I think to some personal challenges and experiences in my life.. A well-made adventure story. You can feel the Telltale DNA in this game, which is unsurprising given the studio's origin. However, it doesn't suffer from the stale formula that plagued later Telltale releases: it has a unique feel and the mechanics and story are well tailored to the environment and experience it delivers for you. Like a real summer in a fire lookout, what you'll take from it is partly what you'd expect and partly something that will be unique to just you.

It doesn't quite reach the narrative heights of "Life is Strange," but that's okay because it's something a little different from that.. Get it under \$10. Excellent first-person adventure game. Great voice acting, interesting story, and beautiful graphics. It is fun and relaxing: no combat, no quicktime events, no jump scares...just walking through the wilderness looking for clues and talking to Delilah on the walkie-talkie. Highly recommend it if you like this style of game.. Most fun i've had not shooting things in quite a while. Just wish there was a bit more.

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