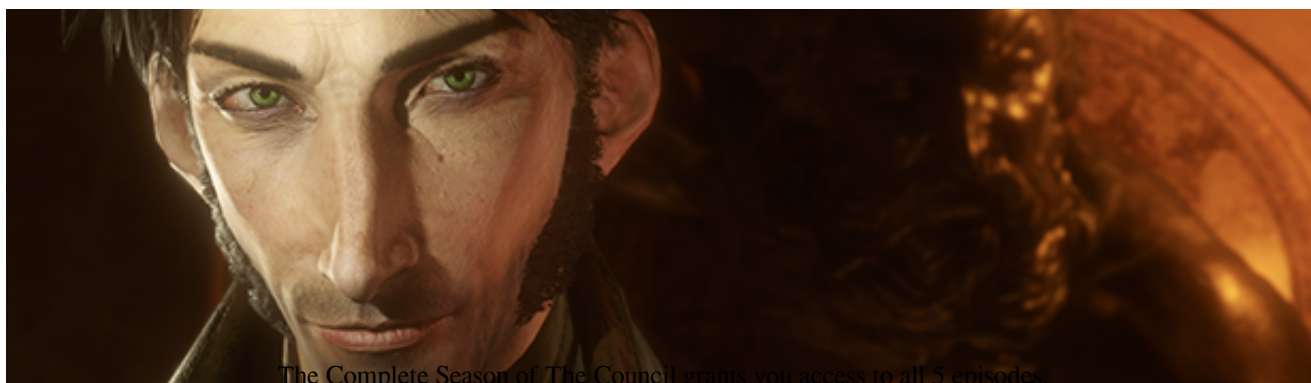

The Council Download] [portable Edition]



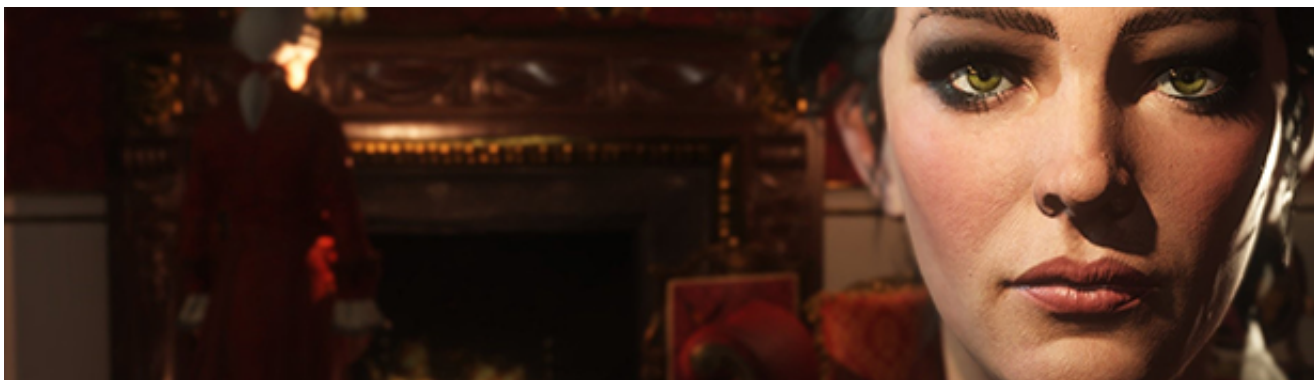
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About This Game



The Complete Season of The Council grants you access to all 5 episodes

The Council is an episodic game like no other. Delivering a fresh new take on the Narrative Adventure, your choices and character growth truly matter. Make hard-hitting decisions, but also develop an array of skills to directly impact how the story unfolds. With permanent, long-lasting consequences, there is no going back. Plunge into a tale of intrigue and manipulation in the style of a classic murder mystery, living with a cast of alluring characters each hiding their own dark secrets. Trust no one while uncovering dire truths – no matter the cost to mind and body.



The Council begins in 1793, with players taking the role of secret society member Louis de Richet after his invitation to a private island off the shores of England by the enigmatic Lord Mortimer. Joining him are a number of high profile guests, including Napoleon Bonaparte and President of the newly-formed United States of America, George Washington. The strange nature of this private reception goes beyond just the prestigious guests –Richet’s own mother has recently gone missing on the island, while each and every one of the colorful cast seems to have their own hidden agendas.



In a new twist for the genre, the core of The Council’s gameplay comes from manipulating and maneuvering through character encounters using the unique Social Influence system. During confrontations, skills and limited resources can be used to gain the upper hand and achieve the desired outcome. Players will be rewarded for their knowledge of each character’s psychological vulnerabilities and immunities, as well as their preparations made during prior exploration and investigation. Failing an encounter does not mean ‘game over’, and no action can be taken back. The consequences are permanent, and may result in persistent physical disfigurements or mental traits that help or hinder the rest of the player’s adventure.



Richet’s numerous skills can be developed to align with your chosen approach to the adventure. Solve issues with diplomacy, delve into occultism to expand your historical and scientific knowledge, or play detective and see what others do not perceive. Your skills will have uses that extend far beyond your conversations with fellow guests. With 15 diverse skills to use and invest in, players are free to uncover The Council’s mysteries how they see fit, with wildly varying consequences depending on their methods. The results will forever alter the life of Louis de Richet, of those around him, and shape history as we know it.

Title: The Council
Genre: Adventure, RPG
Developer:
Big Bad Wolf
Publisher:
Focus Home Interactive
Release Date: 13 Mar, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7/8/10 (64-bit)

Processor: Intel Core i3-2125 (3.3 GHz)/AMD FX-4100 (3.6 GHz)

Memory: 4 GB RAM

Graphics: 1 GB, GeForce GTX 750/Radeon R7 360

Storage: 15 GB available space

Additional Notes: INTERNET CONNECTION REQUIRED FOR GAME ACTIVATION

English,French,German,Russian,Italian







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SAD, MAN. This game had the potential to be a gamechanger, what with the delicious manipulation, choice making, skill building, and sense of adventure. It's a unique experience and something a lot of us verbal-cognitive-emotional thinkers find missing from a world of video games dominated by physical action.

But you can tell the developers never figured out how to ground their incredible psychological theses into a smooth and sensible user experience. Hampers include: the trudging around, lack of quick cutaways to spare us from crossing back and forth a massive mansion just for small tasks, a cumbersome movement and camera mechanism, that goddamn garden, a lack of sufficient roadblockers to help guide you when you could go everywhere (though maybe freedom terrifies me), a right click "notes" system that, when present, bafflingly replaced the run-mode and forced you to trudge further, a dialogue-skip space bar they never even told you about (and boy, did you need it, especially with their forced re-listens when returning to something), and more.

It really feels like they had an awesome storyboarding session, put it into a game, and then forgot to see if the game was its appropriate vessel. And not even the story\gameplay was perfect:

1. The use of "objectives", and similarly, "successes" and "failures", didn't really do much to encourage free choice, instead suggesting that there was one way to play -- of course you could always do whatever you wanted, but its hard to feel relaxed doing so when you get a big FAIL screens telling you you screwed up, even if things went according to plan (what if I WANTED to kill a world leader?).
2. Storing up items\skills made conversations easy to breeze through via strategic point-preservation and rock-paper-scissors, as opposed to forcing you to focus on the quality and content of the options, which will always be more enriching and challenging, but more difficult -- and my monkey brain can only focus on the easy route if it's presented to me.
3. There's a pretty major plot twist\revelation that I wouldn't say is logistically unearned, but I'm also not sure if it was necessary. It sort of sidelines you from the story as you had been investing in it, and never brings you back. It would've been cooler if your political thought processes evolved into your spiritual\metaphysical ones, instead of being diverted from them.

Now that they got it out of their system. I bet this studio could make a perfect game next time with fine-tuned gameplay and story, and completely overhauled, UI/UX.

TL;DR: It's a cool game, but not for anyone who evolved from monkeys.. \u2605 \u2014 Recommended

Review will follow once I've finished the game.. Great adventure game, not really for those who prefer point and click games as it's more about dialogue and riddles, but the fact that each decision changes the story is really exciting and refreshing.. The Council starts strong, but ultimately it disappoints.

At first you are greeted by something that feels like a Telltale game with a heavier focus on gameplay outside the dialogue elements. It teases you with an array of classes, skills, talents and various systems in which to employ them. All of this is well used in a strong opening episode that gets you excited to play the rest.

Unfortunately, it's pretty much downhill from there, both in terms of gameplay and narrative. You can feel the time and budget limitations setting in as dialogues move from carefully directed scenes, to player controlled over-the-shoulder camera work. The

opportunity system mostly disappears, and rarely presents anything of interest or challenge. Skills feel relevant only in whether you hold them or not, as consumables make levels mostly irrelevant. Talents never deliver reward worth the effort. Only the confrontation system remains strong.

The game does have some good puzzles, but there's far too much pointless wandering around. There are even fetch quests. In a game which teases political intrigue, what you get is surprisingly shallow and it's rare anyone has anything of value to say. The game in fact pivots away from this to some very videogame style storytelling, which was a real disappointment after the great setup. I think the writers simply weren't able to deliver the quality necessary to carry a court intrigue style game.

Inconsistent voice acting undermines the game as well, with key characters, including your character, having some of the weakest performances in the game. Combined with dodgy animations and an increasing number of pauses and facial desyncs as the episodes progress, really serves to undermine the cinematic experience.

It's a game whose reach just exceeds its grasp, but if the developers tried something similar again I'd certainly check it out.. This was an interesting game, however, it is very slow moving with lots on content. If you wanted to quit before a segment was finished, which is a long time, you had to play the entire thing from the beginning of the segment. This one was way way overdone and to reply this game is insane to have to slowly, slowly, slowly trudge thru all the content would be mind numbing. It was a good thing it did not cost me much as purchased it on sale. I will not be playing this one again.. This was a captivating adventure game with refreshingly different game play. I only wish I'd waited until all of the chapters were all released before playing it though. Hard to pick up where you left off. Some day I will defiantly replay it to it's conclusion.. I love it! The best game in my steam library.. This is one of the wildest games I've ever played. I won't spoil anything but as soon as you think you know where the story is going, they change things up substantially. I found myself grinning wide at the story.

Also, this game has some rather difficult puzzles. I needed to write stuff down and experiment to get the answer. While I think that's fun, I can see others defaulting to using a guide.

The actual gameplay is... fine. Seriously, everything works, it's just that it's easy to miss things scattered around the mansion and by the end of the game you start to feel like you're missing a lot of collectibles.. I was very surprised by this game, I expected this to be a rather dull romp through a stylistic and fantastical alternate history hub video. However, what I found was an intricate game with a wealth of possibilities, with the sheer number of paths and choices dwarfing those found in other series such as the TellTale games.

The setting and style of this game were sublime, with the facial animations on the whole drawing attention for their detail and intricacy. While at times the game did stutter and did not run completely smooth, the outstanding graphics made it all worth while and made the environment a pleasure to interact with.

Game-play wise, there were issues with pacing and balancing. I love puzzle games, but as the game played on, the difficulty shot up, and I spent many a time trying to puzzle my way though mental dead ends in order to progress. Those more intelligent or mathematically inclined than myself may have had an easier time, but I felt like the pacing suffered at times, as the prolonged puzzle-solving weighed the game down in places.

The VA in the game was also to its credit, and helped hook me and others from the off.

I did have people come and say that they lost interest after chapter 3, and having played through, I can see why. In the attempt of a big twist, they threw the story into the 'otherworldly' void, and it went from a crime romp in an eerie setting, to something one would expect out of the Dr Who universe. I found this jarring, as I would have been quite content with a none sci-fi crime game without suddenly getting all....meta-beings.

That being said, thoroughly enjoyed the game, and I think it is a credit to that they managed to make such an encapsulating game out of well crafted characters, a well made environment, and a bit of suspense, with not a battle royale mode in sight!

TLDR: If you don't expect a polished AAA game, don't mind a game taking its time, and are looking for a story where your choices really do matter - this is your game and worth the full price tag.

This is a great game - IF you know what you're getting.

First off - if you're looking for a game where the "choices matter"-tag isn't just pretentious, this is the game for you. Your choices really do have consequences that matter going forward. I am someone who never replays games, yet the places this story went really makes me consider a second playthrough like no other game before. I have for sure not seen it all.

Now, on to the know what you buy part. This is not a AAA game. There are things you won't like. The graphics are great, but not everything is polished. There are minor, but noticeable bugs. Personally, I found most puzzles either extremely tedious, way too complicated or even nonsensical. However, even as I looked it all up at one point, it didn't take from my enjoying the story. What's really a bother is that you can't skip anything, even if you've already heard it.

And this is the most important part. This is a game that has one focus: The spoken word. You either are in conversations or read about 75% of the time, not unlike Telltale games. However, due to your choices and other RPG gameplay mechanics like manipulation, deduction, etc. it's not just an interactive movie like TT's games, you're much more involved.

The story is the main selling point and I really liked it a lot. There were plenty of surprises and I could play my character the way I wanted to until the end (btw endings are really important and while many speak of the last chapter as being rushed, I really liked it). Unlike in Fallout 4, the response you choose from the choices you're given is what it says and what's written is understandable.

Again, this is not a 10/10 game in any way, however it never dips below 7/10 (apart from some puzzles, but that might possibly just me). If you're looking for a good story and don't mind listening and reading a lot, this is a steal even at full price.. So... a nice game. Wanted some detective thriller and I got it definitely.

+ Good story. Flowing down nicely

+ Nice gametime (finished in 24 hrs in no hurry: walking the halls, rooms, looking at paintings, etc.)

+ Believable characters (Washington + Bonaparte in the same room...lol waaaat?)

+ Solid voiceacting

+ Puzzles are not so hard, but not easy either (got enraged on episode-3 ending puzzle, but others were true enough)

+ Hot duchess

- Character models sometime glitch and acting stupidly

- Graphic bugs occur sometimes

It is a nice dialog-style game with some "outsmart-your-opponent" things, and if u like to outsmart rather than shoot - it is a good choice.

8\10. Complete waste of money. Won't play under win 10. Have tried all fixes posted but to no avail. Keep your money..

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