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About This Game

ABOUT THE GAME

If you don't believe in paranormal events, meet the people from White Hill.

It's been years since all but the daughter in the Smiths' family were found brutally murdered. The people of the town are getting uneasy as more and more witnesses have spoken about seeing the silhouette of a little girl standing in the house. Rumors spread that the silhouette has to be Ellen, the daughter of the Smith's family, whose body was never found during the investigation of the murders. 1 year later, James, a bright and eager investigator, has taken matters into his own hands to finally reveal the truth of what happened that horrible night.



- Play as James, an intelligent detective who is trying to get to the bottom of the paranormal events happening in the Smiths' Residence at White Hill.
- Dive into an emotional and thrilling experience while solving puzzles and persisting through nerve-racking scenarios.
- Listen to breath-taking soundtracks as you're traversing through the unnerving residence of the Smiths' in a beautiful pixel art style.
- Enjoy the atmospheric storytelling as you unfold the mystery by completing all chapters.

Title: Ellen
Genre: Indie
Developer:
Red Mount Media Intl, Antarsoft
Publisher:
Red Mount Media Intl
Release Date: 15 Feb, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or higher 64bits

Processor: 1.7 GHz Dual Core CPU

Memory: 2 GB RAM

Graphics: NVIDIA GeForce GTX 260, ATI Radeon 4870 HD, or equivalent card with at least 512 MB VRAM

Storage: 500 MB available space

English







ellen van loon. ellen macarthur foundation jobs. ellen jones. ellen kuras. ellen von unwerth photography. helen keller frasi. ellen roche. ellen nakashima. ellen oscar selfie. ellen stofan. ellen stardust diner. ellen netflix. ellen terry. ellen quinn kelly. ellen show tickets. ellen ukulele. ellen no makeup. ellen never have i ever. ellen page wife. ellen langer mindfulness. ellen noble. ellen show youtube. ellen quotes. ellen menopausa. ellen relatable. ellen ternan. ellen macarthur foundation circular economy. ellen qualls. ellen rucker. ellen mclain. ellen sirleaf. ellen umbrella academy. ellen page xmen. ellen lupton. ellen macarthur foundation. ellen ullman. ellen name meaning. ellen jokikunnas. ellen johnson. ellen tordesillas. ellen johnson sirleaf quotes. ellen usher. ellen page age. ellen page altezza. ellen van neerven. ellen umansky. ellen questions. ellen quinn. ellen network. ellen show channel. ellen meiksins wood. helen kirkum. ellen thomas. ellen tv series. ellen langer experiment. ellen jorgensen

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The game's trailer leads viewers to believe a very creepy, eerie type of gameplay, which it does! At first. The next parts of this review will possibly include spoilers, so please be wary, new players.

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The game begins with a standard spooky theme; possible haunted house, a cold case/closed case, murder mystery. During the first few moments of gameplay, things are tense and the game does very well at keeping the paranoia with surround sound and ambient lighting. However, things get frustrating quickly.

The flashlight that the player will need throughout 3-5 rooms of the main building does not last long enough for the initial speed of the character, nor does it indicate where/how to recharge the battery (new batteries are not around, and after finding the first battery, the second and only other one does not show up for quite a while after.).

The format of the 'text boxes' is placed inconveniently to the upper part of the player character's head, and foreground textures/beams/spiderwebs obscure the boxes, leaving players unable to read possible crucial information. On that note, after the flashlight runs out, the dialogue boxes are not illuminated, making it impossible to read whatever may be in any pitch black rooms. These dark rooms may sometimes contain intractable items and puzzles, making this equally frustrating.

The flashlight battery runs out quickly, and hidden in the upper right corner of the screen is the battery's 'life' bar. I understand the optional screen lighting and dithering/anti-aliasing are available, but these options do nothing to make it clearer or more noticeable until the bar turns red.

The playthrough's i've watched others play of this game encountered the same issues, what with being without the flashlight and battery for most of the gameplay.

The next few issues I have with this game are continuity errors and/or poor language or articulation of written details. What I mean by this is: The notes and messages throughout the game rarely, if at all, explain the ghostly phenomena happening around the character. The notes sometimes contain run-on sentences, metric vs. imperial errors (The game takes place in England, which does not use the standard US imperial system including 'miles' and 'feet' etc.) , and whatever the 'story' may be is completely lost over time.

The story suddenly turns into an amalgamation of unresolved cold cases turned haunted house, to something about an abusive father, the player character supposedly experiencing a form of hallucination, to a prior family being burned under the accusation of witchcraft? There's a lot to take in, to say the least.

The 'voice acting' in parts of the game found on tapes throughout the game are sometimes difficult to understand especially without subtitles. The conversation(s) sound very forced, very flat and cringe-worthy scripted. There is no emotion or sense of urgency for the characters involved, and the random inclusion of one character being from Mexico vs. Spain is completely irrelevant when it comes to later notes given/obtained.

In the beginning, there's no information detailing the name of the wife/lady of the household, so most players will believe the woman described in the first notes/diary entries noted of whom committed suicide , is said 'mother', yet the revelation that she

is instead the maid\helper of the house is not made clear till close to the end of the game. Details about the mother rarely mention her name, and the whole thing about it is completely confusing and takes me out of the 'world' of this game and just makes no sense.

The 'mapping' of controls is wonky and lack of customization within the game makes this very difficult. Even formatting outside the game, requires both use of mouse and keyboard through trial and error at times. There also exist multiple bugs wherein the character's idle animation will continue to play if the player character is injured, and some items do not show up in the inventory despite showing an icon above the characters' head indicating otherwise.

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It feels like this entire game was rushed with only the trailer somewhat polished to show the potential horror elements.

TL;DR:

PROS:

- Atmospheric music
- Lulls the player into false sense of security at times, only to be surprised by the paranoia inducing ambient sounds and movements.
- Beautiful execution of fluid pixel animation V walking animations.
- Death sequences are terrifying initially

CONS:

- lack of quality articulation in written notes
- poor controls\mapping
- poor quality in text boxes being completely blackened when in dark rooms, making it impossible to read the characters' interactions where necessary.
- story branches into seemingly random tangents and no real closure
- poor voice acting V flat emotion
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Overall, I highly doubt I would've spent as much time on this game as I have, had I known the issues ahead or even watched partial playthroughs of said game. I would not recommend this game for replay value nor would I for especially streamer\gameplay based playthroughs specifically on the notion of being unable to read crucial points of the game in the aforementioned dark areas.

This game was basically spooky, random nonsense with a flat overall tone and fancy animations where necessary. If you're looking for a true, horror yet pixel experience, you're best looking elsewhere, as this one just falls under frustrating and confusing.. I'm stuck and the battery is dead.. I've beaten the first chapter and I am loving the game so far.

It runs well on my laptop, the scares are terrifying (play it with the lights off and wearing headphones for a better experience), and it's just an all around tense thriller, loaded with frightening imagery and sounds.. Ok...This was a ride. I want to preface this by saying; I would not recommend this game for what it's worth. In fact, I really wish I was able to get my money back if at all possible.

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Ellen Teaser: The Fall - Play on Aug 13th:

Hello Guys,

We are very excited to talk about our upcoming playable teaser which has 40 min+ play time. It was a couple of months ago after the release of the Ellen Demo that we decided to work on a playable teaser along with working on our final release of the game.

Reason? You guys! We had a great response from the community overall on GameJolt, Steam and Itch.io. We decided to compile a summary of the whole game and let the players enjoy the below:

- Different Environments
- Taste to simple puzzles
- Classic spooky elements
- Introduction to some of the dark entities in the game

So you are going to play as James, you are alone in the house, you will be investigating the mysterious murder of The Smiths' and look for Ellen.

Just 2 more days to go and now we are free to talk more about our development and share as we approach the release of our final game.

Thank you for your amazing support! We can't wait for all the let's players to take up on it and we're also looking forward to hear feedback from all of you so that we not only create something better than our upcoming playable teaser but finish an AWESOME game!

Don't forget to save about an hour this coming monday!

See ya all ^^

Team Red. Update #003 - Live Stream On Sunday + New Props!:

Hello Everyone,

It's been exactly 10 days since we have been live on Game Jolt. I would like to Thank you all once again for the great feedback and we have some really cool gameplays from youtubers that you can find in the comments section of the main page.



In today's devlog, we'd like to showcase some art & also announce our first live stream which will be taking place coming Sunday!

Live Stream - Sunday - April 1st, 2018

Connect on Twitch for Live Stream <https://www.twitch.tv/redmountmedia>

Timings

USA - 15.00

Netherlands - 21.00

In the live stream, we will be discussing Ellen of course and also together create some new pixel art for the game.

Also if you are curious about how we have made certain thing in the game, please feel free to ask about it. We would like to connect with all of you and make this game an amazing experience.

So who is in for the live stream? ^^

Don't forget to follow us on twitter and share the game demo with everyone in the world.

Twitter - Ellen The Game <https://twitter.com/ellenthegame>

Good day ya'll and can't wait to meet you all in the stream,

Team Red. Improvements, Xbox Controller & Mac Build.:

Thank you very much for downloading and playing Ellen, it's well received by the community and we are excited to read what people have to say.

Ellen is out since a week and considering the feedback we have couple of things we'd like to highlight and address in this thread:

1. We are going to be working on the references of the puzzles make them easy for some. The puzzles are logical but tricky and we only decide to do it so to make it bit easy for some who are happen to be spending more time.
2. We decided to map Xbox controller in the game and we are going to cover the main game-play. However for puzzles you'd still need mouse and keyboard.

3. Get ready we are bringing Ellen on Mac!

If you have played the game already, we'd appreciate if you could leave a review on the store page. It helps everyone learn more about the game and definitely recommends the right audience.

At any point you'd like to connect with the developers, please start a thread in the Community Hub or leave a comment below. We'd love to hear from you!

We will post another announcement in the mid week with the progress!

Team Red. Looking forward for your feedback!

Hello Everyone,

We are happy to have launched Ellen - Demo on Steam. We hope that you will like the demo and we are looking forward to your valuable feedback.

[Official Site](#)[www.ellen-game.com]

[Twitter](#)

You can also email to reach us - hello@redmountmedia.com

Team Red. Releasing Ellen On 15th Feb!:

We are really excited for the launch, on 15th Feb you will be able to purchase Ellen on Steam for \$5.99 packed with exclusive OST! (Limited Time) 

You will be able to buy Ellen for \$5.99 only for a week! The original price of the game will be \$9.99.

More details will be published soon...

Join Ellen's Discord: <https://discord.gg/nTSefXz>

Twitter: <https://twitter.com/ellenthegame>

That's all for now ^^

Team Red

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