Exorcism: Case Zero Activation Code Download

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About This Game

You might have heard stories about it.
You might have read articles about it.
You might have watched movies about it.
But have you ever wonder what it would be like, if you have the chance to perform an exorcism yourself?

The year is 1998. Taking the role as Father Thomas Gates, you have been assigned to perform an exorcism ritual to a woman named Mary Kennedy, which was reported to have been possessed by evil spirit. Due to drastic deterioration of Mary's condition, you were contacted by her father to perform the exorcism a day in advance without any support from the church.

Are you ready to face the horrible truth and the force of evil behind this possession?
Can you maintain your faith? Can you maintain your vigilance? Can you endure this battle between the good and evil?
Can you cast out the demon before Mary succumb to the excruciating pain and stress?

There are multiple endings for you to discover.
There are multiple approaches that you can take to worn down the evil spirit.
There are multiple difficulties for you to conquer.

Now, bear your cross and face your inner demon.

Major Game Features:

Voice acting and subtitles:
Voice acting and subtitles are available for game actions, conversations and storytelling.

Immersive gaming environment:
Game environment will adapt accordingly when you advance further into the game. Increase of paranormal activities, evil apparitions, unholy signs and disturbances will keep you immersed.

Test of your reflexes:
There will be evil apparitions and creatures that manifest themselves during your exorcism ritual. You will need to stop them from disturbing your ritual. There are also interactive items to help you prevent evil apparitions from appearing. Make sure you keep your eyes on these items! They are essential to your victory!

Multiple approaches:
You are free to perform your exorcism using the 4 different actions: "Present crucifix"; "Blessing"; "Sprinkle holy water" and "Bible citing".
Each action has different effects on both the possessed subject and the evil spirit, and with their own advantages and disadvantages. Try to develop your own action combo to cast out the evil spirit before dawn, whilst preventing the subject from death.

Simple, yet intricate resources system:
As the player, you have two resources: "Faith" and "Stamina". "Faith" is important to keep yourself sane during the exorcism ritual. "Stamina" is required to perform exorcism actions. "Spirit Strength" of the evil spirit will need to be reduced, until the evil spirit could be cast out. "Host's Health" of the possessed subject is another resource that you need to keep an eye on, as the subject will succumb to stress and pain caused by the ritual. Finally, there is one most important resource, "Time". Since you must cast out the evil spirit before dawn, as the subject will succumb to extended period of exorcism.

Underlying story and secrets to reveal:
During the exorcism ritual, you will discover the story behind the possession and secrets will be revealed by the provoked evil spirit.

Title: Exorcism: Case Zero
Genre: Action, Adventure, Indie, RPG, Simulation
Developer:
Paul C. K. W
Publisher:
Paul C. K. W
Release Date: 12 Oct, 2017

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English,Russian,Simplified Chinese,Traditional Chinese

The art direction is excellent and the theme is spot on. I love the idea of an exorcism simulator, and sales blurb sounds like the kind of resource balancing I would enjoy. Unfortunately, the gameplay does not live up to the theme, not by a long shot. Gameplay suffers from repetition and a serious lack of depth. There simply aren't enough interesting decisions to make or compelling things to manage.

Core gameplay revolves around the 4 Exorcism Rites buttons. You click one of these buttons and an animation plays that adds or subtracts points to the various pools, such as Faith, Stamina, Host Health, etc. But these four decisions just aren't very compelling or fun. There are various combos to consider, but it's all very clunky and obtuse.

For being the core game, these buttons aren't very engaging or interactive. You push one of the buttons, and a very repetitive animation plays in the background for awhile. By your 2nd or third playthrough, you aren't even paying attention to these Exorcisim Rites at all. You push the button and ignore it, watching the screen for "monsters" to click on. When the Exorcism Rite animation finally ends, you choose the next button.

Its clunky and doesn't flow well with the rest of the game. And the resource management "combos" just aren't all that fun or compelling—Its weirdly granular, vague, and unintuitive for a game that is mostly trying to be a "Task Juggler" like Five Nights At Freddies or Diner Dash. Most of all though, the Exorcism Rites, resource management, combo move game is just not very fun. I discussed the gameplay some with the very polite game developer, who explained some of the philosophies in his game design, but in the end, you can't explain away lack of fun.

Beyond the 4 Exorcism Buttons, there are a few other things to juggle, but they aren't very compelling either, and they seem unrelated to the core "exorcism combo game". While the exorcism rite animation is playing in the background, you will stare at the screen watching for monsters to appear. When a monster appears, you click on it, and the monster vanishes. That's it.

If you don't click on the monster fast enough, you will take a hit to your Stamina or Faith points. Its vaguely fun looking for that creepy baby doll when you hear the crying, then you click on it and it vanishes. None of the "monsters" do anything but take hit points if you don't click them fast enough. No depth means no interesting decisions.

 Some of these monsters should do different things, like sap your Stamina over time so you can make an interesting decision such as, "should I deal with this low attrition monster now, or take the small Faith drain and deal with something else?" Instead its just a question of reflexes and paying attention. Your exorcism rite is playing in the background, so you don't even have to think about that, its just, "did I see that baby doll fast enough or did I click on that bat fast enough?"

No Depth.

In Five Nights at Freddies or Diner Dash, you have a lot of different things to consider. Freddies Monsters all have different behaviors and effects to consider. Diner Dash has dozens of timed tasks to manage, and all of depth flows together into cohesive gameplay that flows well.

But Case zero seems to have two, clunky mini-games that don't flow together or interact much. Game 1 is the 4 Exorcism Buttons (Not very fun or very interactive). Game 2 is clicking on the "monsters" fast enough. You don't play either of these games at the same time. You pick an exorcism button, then stop playing that game while you play the reflex game of clicking on monsters. Then you go back to the Exorcism button game and choose another button before going back to the reflex game.

None of this gameplay is very compelling.

There are some flies that flock on your screen and obscure your vision and the interface a little. They are sort of cool, but are mostly a minor annoyance. Other than that, its just clicking on whatever apparition or bat that's flying at you. It just vanishes when you click on it. Wouldn't it be more fun if I had to choose the correct cross or holy water or bible to use on each monster, and actually do something other than just clicking it away?

I\u2019m one of the first reviews on this game, and I predict you will see a lot of people give it a thumbs up and talk about how creepy it is because the art direction is so good. But most of these people won\u2019t have more than 1 or 2 hours of playtime, because the art direction gets old FAST and alone isn\u2019t enough to carry the game beyond an hour or two.

$5 isn\u2019t a ton of money, but I have more than 30 games in my wishlist that cost $5 \u2013 It adds up, and I feel like I made a mistake choosing this game over several others I\u2019m considering. At time of review, I\u2019m sitting on 2.5 hours of time on Case Zero, and I\u2019m pretty sure I\u2019m going to request a refund.
. Boring , very slow and zero reward. Creepy but fun! This game is so original: an arcade-style exorcist simulator. I will be replaying this many times!
https:\/\/www.youtube.com\/watch?v=4g9BAHDCzyA. Pretty fun game. it does lack a little depth but the scariness is there. I enjoyed it.

Check it out:
https:\/\/www.youtube.com\/watch?v=rvjzdnVhD8s. Well then, this game is a little bit challenging, but fun to play..
https:\/\/www.youtube.com\/watch?v=o4H2Y4jvsb4. What an awful game for an exorcism.. Have you ever played a game where you know it's not gonna be the best. But you have fun cause it's just that bad. Well, this is one of those. It may not have the most fluid mechanics, or deepest thought inducing gameplay but it's just a dumb fun game. I personally enjoyed it and even thoguh it may take a few times to get to know the pattern. I still say yes to trying it out.

Here's my gameplay if you wanted to see how the gameplay works prior to purchasing it.
https:\/\/youtu.be\/1vgfhOLuikw