
BAPTISM Download] [cheat]



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About This Game

BAPTISM is a short kinetic novel about a madman, a child, and a lake.

This is a story about a religious family living in the western United States, and the strange events that caused their lives to change forever.

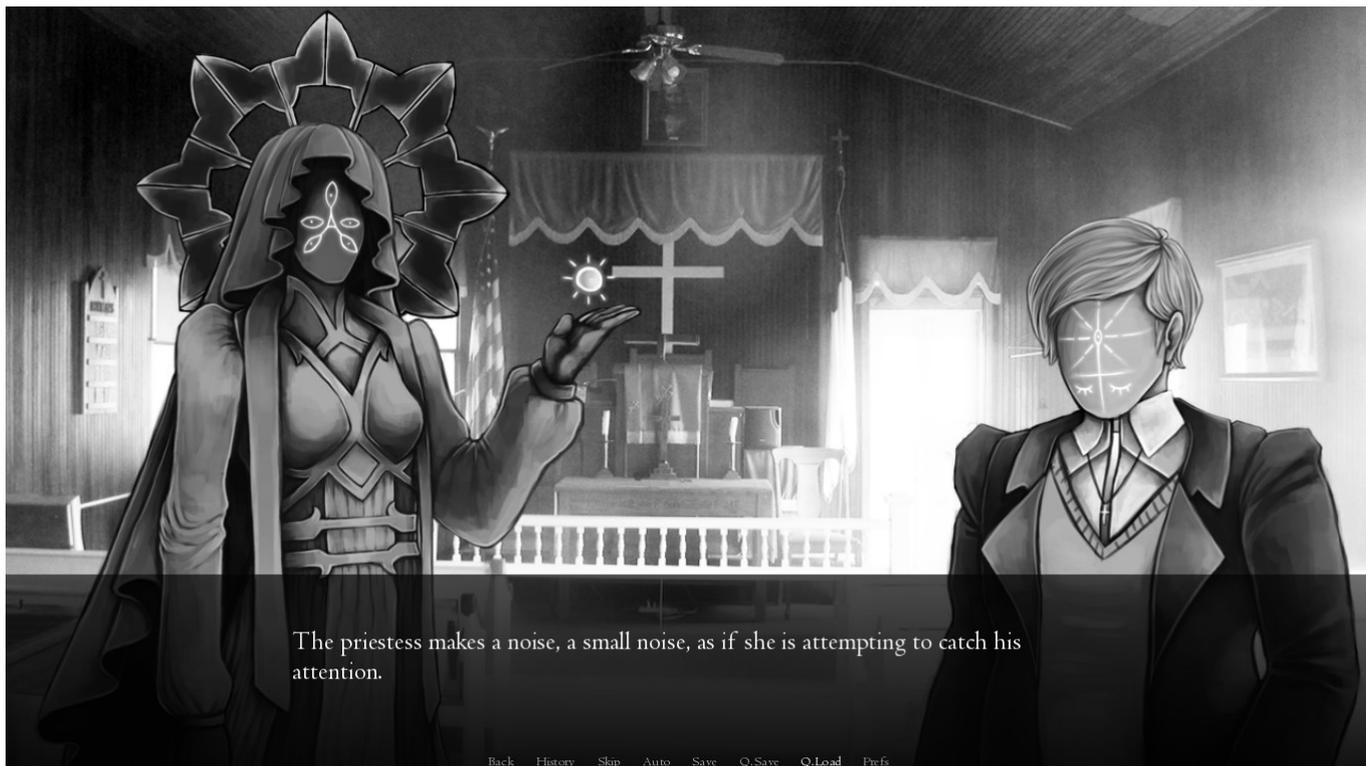
Featuring almost 5000 words of story, hand drawn graphics, an original soundtrack, and a free art book, this project was brought to you by the wonderful people on Kickstarter!

--This game contains heavy religious themes and violence against children. Please be aware before purchasing!--

Title: BAPTISM
Genre: Indie
Developer:
Samantha Arehart
Publisher:
Samantha Arehart
Release Date: 31 Oct, 2017

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English



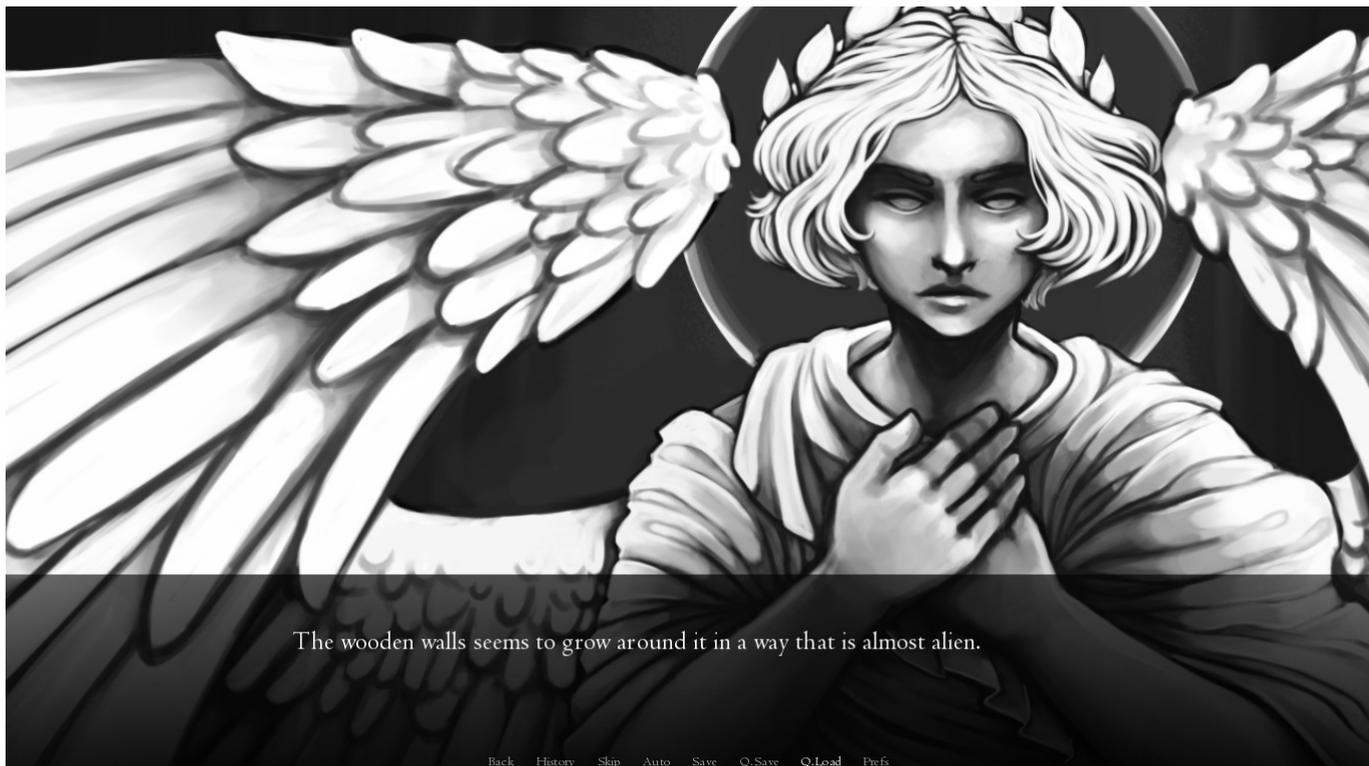
The priestess makes a noise, a small noise, as if she is attempting to catch his attention.

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She make a strangled noise, like the laughter of a drowning child, and the boy almost feels something through his discomfort and fear.

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The wooden walls seems to grow around it in a way that is almost alien.

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A kinetic visual novel, curiously referred to by its developer as a "game". As a strong and frequent advocate of walking simulators and such, even I'd opine that a product in which you click through a linear story and never once make anything resembling a choice is not really a "game".

It is, however, a fairly interesting and by-and-largely well-written short story (though the end was a tad abrupt for my liking). So is the unorthodox audio-visual presentation of a visual novel justified? I would say so, yes. It arguably makes for a more immersive experience, though some literary purists would no doubt argue that the text should be doing that job for itself. Each to their own I'd say, and I certainly can't fault someone for trying something new in this artistically-saturated day and age.

This said, the otherwise excellent choice of music does go a little askew in the story's final act. There are also some...odd visual choices which I'll leave you to discover and ponder upon for yourself. They certainly increase the sense of enigma already inherent in the narrative. Whether I would have opted for these choices myself is another matter entirely.

I can certainly recommend this to anyone who enjoys a dark, slightly surrealistic story. Is it worth three dollars? Hmm...I guess the question is whether or not you're the kind of person who would pay that much money to read a 5000 word short story written by an author you're unfamiliar with. I generally wouldn't, so I'd probably say wait for a sale.

Verdict: 6/10.

(PS If you enjoyed this review, feel free to check out my two Curator pages:

<http://store.steampowered.com/curator/9284586-ReviewsJustfortheHELLofit/>

<http://store.steampowered.com/curator/10868048-Truly-Horrible-Horror-Games/?appid=398210>

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[Cheers!](#)). First of all, this is a kinetic or visual novel, in the length of a short story. Not a game. Which is not to say that it isn't good, but rather that it doesn't have any interactive elements aside from controlling when to advance to the next written phrase. In fact, when you start from that expectation, BAPTISM is really quite good. Both the story and writing are very well done, and the character design is distinct and striking, capturing the weight of the characters and their situations quite well.

For me, the tone reads much like an Esben and the Witch song - eerie, self-fulfilling, and prophetic in feel. Dark, sad, troubling, yet without feeling despondent - it instead just looms overpresent and discontent like an ancient mysterious god. And this is a tone that I enjoy, hinting towards those of Lovecraft, David Lynch, Portal, BioShock, and more. The writing is evocative, written in a future-perfect tense that captures the prophetic-horror-tragedy mood perfectly, and is full of great asides and phrasings that clue us in to what may come ahead without giving anything away. The music, though sparse outside of the ending, does its job well, expanding the mood created by the images and words to a satisfying end. As well, the serene yet off-putting character designs and beautiful background photographs fill the story with memorable images and imaginings that stick in the mind past completion of the game. A few non-character shots are also drawn by the artist, which capture more of the burbling emotion, darkness, and depth rumbling beneath the surface of this story than any of the photographs do, leaving me wanting more of these throughout.

However, where BAPTISM does suffer, and this is where my only drawbacks lie, is from a clear lack of budget, time, and resources. Where the writing draws you in with good suspense and evocative phrasing that perfects the horrific tone, it is also clear that it would have benefitted from having a professional editor in certain places, or more time to develop the story in deeper detail. This is a tragedy I wanted to spend much more time with and was disappointed I could not. Similarly, while the character art is striking and removed in an elegant and terrible (in the biblical sense) way, the budget or staff to have these animated or increased in number, at least for certain portions, would have improved the product further. And a voice cast or addition of any sound effects outside the music would have added further immersion and truly completed a couple of already great moments. Lastly, the story is only 30-55 minutes, depending on how slowly you read or want to stay with the panels, which leaves me aching for more story to see and read, and may seem too short for most. This clearly also came from time and budget restraints, which is unfortunate, as with more material it could have expanded the story further or offered differentiating narrative decision paths for the reader to choose between, much like other visual novels might.

However, overall, I truly enjoyed this story and was quite pleased with the material I got. It was an interesting, different sort of myth that kept my attention and kept me thinking about it some time past when I finished. I was satisfied with my experience and was left wanting to learn more about this tragedy and this setting. I can't wait to see more from this creator and spend more time in this terrifying but serene world of horrifying beauty and pulchritudinous terror.. A kinetic visual novel, curiously referred to by its developer as a "game". As a strong and frequent advocate of walking simulators and such, even I'd opine that a product in which you click through a linear story and never once make anything resembling a choice is not really a "game".

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