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About This Game

A brutal murder has taken place in an old home located in SattleWen. Three girls have been brutally murdered in the home, and police call it “The most violent crime to ever happen in this city”. Young Anna, aged 16 is intrigued by what has happened, and has decided to investigate the house. Upon arriving at the old abandoned premises, Anna sets up two cameras, and begins to investigate the home to hopefully gather any data that may prove of some importance. Unfortunately, nothing quite seemed right. After learning about the terrifying things that have been going on this whole time, Anna determines that nothing was as it has appeared to be. In the end, a horrible truth is revealed, and an important decision must be made. What is really going on with the case known as “The girls with the fabric face”?

At this point in time, I can finally say with confidence that the game is complete! And quite good at that. After the massive wreck of Minds Eyes, I was able to gather quite a nice amount of input from a lot of players who have given me suggestions, complaints, and support in creating A Girls Fabric Face. After working for quite a long time, I believe I can say with confidence that this game is a “Proper” horror game. In this game, I focused far more on suspense and adventure than anything else (Aside from the overall story); and I believe that everything flowed very well.

Based on many suggestions and complaints, here are the major differences with this game in comparison to Minds Eyes:

- Added Achievements (9 in total)**
- Substantially reduced wandering**
- Substantially increased player interaction**
- 4 different endings**
- Greater performance, visuals, and overall gameplay**
- A very immersive environment that will keep you wondering**
- A few secrets to the game & a wonderful little Easter egg :)**

All and all, I believe that this game turned out a success in my eyes. I have been developing for roughly 5-6 years, and to this

date, I can confidently say, this is my best title yet; and I hope you all feel the same way.
As for future involvement with this game, my plan is to involve virtual reality support, and mobile support; but those will come depending on the success of the Windows launch; more information on that later.

To end this long talk, I just want to say thank you to all my supporters! And thank you to everyone that has downloaded this game. I truly do hope you find it enjoyable, and that you solve all 4 endings.

Once again, thank you all and happy gaming! ☺

** Please note that this game is to be played during a ONE time sitting. The game cannot be saved. The estimated gameplay time is 30 – 45min, and roughly 2+ hours to achieve all endings, and solve all puzzles, thus achieving all achievements. Best of luck! Feel free to email me if you have any questions or concerns.

***** Also please note that this game contains flashing light. It is also strongly recommended that NO ONE with any heart conditions, anxiety, stroke, seizure or anything of the sort play this game; this game is extremely high on suspense, and does include scares which will increase heart rate, and include a sense of uncomfortably. By playing this game, you acknowledge that you are playing at your own risk.*****

Best regards, Stan.T

Title: A Girls Fabric Face
Genre: Adventure, Indie
Developer:
Stanislaw Truchowski
Publisher:
TurnVex
Release Date: 10 Mar, 2017

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Minimum:

OS: Windows 7 or higher

Processor: i5 + anything post 2012 will suffice

Memory: 4 GB RAM

Graphics: Anything of fair performance post 2012 should suffice

DirectX: Version 11

Storage: 1 GB available space

Additional Notes: Any computer with parts made between 2013 - 2017+ should meet the minimum requirements of this game. A good way to test this is to play any of my previous games which are 100% free. If you can run them fine, you should be able to run this fine.

English







Interesting game. Not much in gameplay except moving around a house whilst looking for paranormal activity. good indie effort.. A Girl's Fabric Face: 8/10

Great little game! There are at least 2 different endings here, though I suspect there may be more than that. I've only gotten one so far, but I genuinely enjoyed it.

The jumpscare are there, but few and far between. The game is much more concerned with creating a dreadful atmosphere, and I appreciate that in a horror game. It's clear the developer spent a lot of time making this game look as good as it does!

The only aspect that I dislike is the lack of a save system. It seems like it wouldn't be too hard to implement one, especially at the "rest points". However, I think the lack of saving was a conscious choice by the developer who wants players to get the most out of the game by playing it all through in one sitting. That said, it took me about 30 minutes for my first playthrough, for anyone wondering what they are getting into!

For a few bucks, this game is definitely worth the time, all said.. very nice horror game :D the best :). so i decided to play for youtube and after like 4 redos and several reording malfunctions i get stuck in the tunnel and cannot get out. 10/10 ign. minds eyes was fantastic tho. IT ♥♥♥♥ING SUCKS

. Great indie horror game!

First, my bias: the majority of indie horror games I play are off of itch.io/gamejolt, so I have a really low bar.

Story: It actually has one! I won't give any spoilers, but it wasn't exactly groundbreaking, but more than enough to keep me interested to see it to the end as well as to justify the well made creepy house.

Atmosphere: Looks nice! Full of spooky sounds (I didn't even run into any cheap jumpscare. Some exist, but I didn't think they were cheap). It's not the best looking graphically, but I'm not one to be caught up on that sort of thing.

Gameplay: Mostly fetch quests, but an interesting camera mechanic and variety of tasks to accomplish keeps things feeling fresh.

Replayability: Decent replayability! A second time through you'll be able to unlock more achievements just from knowing when things will happen, and there's 3 different endings to get which all do their own little thing to add to the lore.

Conclusion: It's cheap. Get it if you're into indie horror games and have a good 45 minutes to kill!

I made a Lumps Play. It's a let's play with pop-up comment bubbles. Forgive the self promotion and try it. Cheers!

<https://www.youtube.com/watch?v=6R-GXhZVuDI>. Quite good horror for a one sleepless night (or eveinig may be) with an intersting story.. Very decent horror game for a small price.

This one I can undoubtedly recommend to every horror-fan out there. It's short, scary, easy to play but hard to master if you want all the achievements you have to record paranormal activities, aka jumpscare... that's not exactly easy . It has a great story, good design for the house and the gameplay is very intuitive and the riddles all make sense. 40cents on sale, 2 bucks regularly, are really not too much here, just get it, it's worth your time!. a really good game. it builds suspense really well! there are a few good scares in this game, and a ton of hidden details. the price is really good for the game, and if you are new to horror, it is a must get. Developer [Stanislaw Truchowski](#) has shown potential with [A Girls Fabric Face](#) (Fabric Face), but a game ruining bug holds back what could be a decent indie horror game. Other technical mishaps, writing mistakes, and a questionable development choices leave a lot to be desired. However, the game does tell an unsettling story, and it does manage to create a tense atmosphere at times. Fabric Face shows enough potential that, even though I cannot recommend it, I would consider buying this developer's third entry.

The main reason I cannot recommend Fabric Face is because of a game ruining bug. In Fabric Face, you play a girl who is exploring a decrepit house. After setting up two cameras and a campsite, you call it a night. At night, you can control these two cameras, switch back and forth, and record paranormal activity. The bug occurred to me during this, which the game refers to as

dual mode.

It is a shame, because this is one of the features that makes Fabric Face stand out from the swamp of Unity-built indie horror games. However, this bug completely ruins this. For some reason, I could not switch between the two cameras. The game menu instructs me to press [1] or [2] to switch back and forth, but nothing. Its further complicated by the fact that in this dual mode sequence happens three times during the game, and the bug occurs in each time.

Unfortunately, this bug has a snowball effect where, not only does it affect your gameplay experience, but it affects your ability to collect an achievement for recording paranormal activity, which seems harmless enough, but recording certain amount of paranormal activity (of which big chunks occur in these sequences), grants you access to at least one alternative ending. Finally, you can try to replay the sequence, but that requires you to start over, and Fabric Face has no save feature, so you'll have to do most of the game over again just to hope the bug doesn't occur.

Moreover, the game has poor English translation and the subtitles contain multiple spelling errors -- all of which undermines my suspension of disbelief. I also do not understand why the "Stubborn Ending" is "Bad." If, according to the "True Ending," holding a grudge is what allowed me to be in this Hell Loop in the first place, why would a seemingly perpetual trial-and-error run until you succeed be "bad"? Those two narrative ideas seem inconsistent with each other. Not to mention you are telling a teenage girl it's "bad" that she feels a grudge against her assaulter, who is still stalking her in the afterlife. In addition, the fact that the doors in this game open inside and out makes the character bug out, and just doesn't feel right.

That being said, Fabric Face does have some redeeming qualities. The overall plot structure is interesting, the decrepit house has multiple rooms, stories, and crawlspaces -- all of which incentive exploration quite nicely. Fabric Face also manages to create a tense atmosphere by using grunts, heavy breathing, crying and static sounds to distort reality and hint at paranormal activity nearby. To end in a good note, I would be willing to buy this developer's next entry, because I think Fabric Face shows good potential. And I'd also totally rewrite this review if the developer addressed the game's main issues.

Firsty I wanna say this isn't a review I just wanted to pop by and say loved the game the atmopshere was spot on, the length of the game was just enough and the few jumpscars that are in the game I didnt't expect.

Overall really loved it and I would recommend it.

https://www.youtube.com/watch?v=XZ8BW1_s2fQ. Honestly I have hand wanks scarier (and a lot more entertaining) than this dull, repetitive heap of crap. Honestly comical at some points with the African Knuckles voice-over.. I was unable to do anything. The controls are obtuse even while being pedestrian, I stared at a key for 10 minutes trying to jump, trying to hover over it just right, to no avail, only to move to the next floor up and still have the devil's own task maneuvering my cursor over the tiny prompt.

Once I had the key, no locked door would accept it. Inventory and game menu screens popped up independent of each other. I'd like to say I was creeped out by this little spooky story, but I was unable to engage with it meaningfully and even after following the instructions on my notes (set up cameras, explore house - which I did, exhaustively), the game refused to advance to the next state.

Wish I could experience what any of the other users are talking about, but honestly I couldn't get the game to, you know, play.. Meh. It's worth the under a dollar purchase , I guess. The game is just not engaging enough. the mechanics are fine, but the story needs more development or maybe add more story or something. Not sure, but didnt pull me in. Nice mood tho.. This is one of the best if not THE best indie horror game by TurnVex Games so far! I have played pervious games of yours and I had mixed thoughts about them, some were good aspect and some bad ones too. But this game Is mostly good, Not sure if I can really fault it cos I had a lot of enjoyment out of it to be honest. I will be playing more of it in my spare time as I got a bad ending xD and I want to see the other endings but not only that I think I should of investigated deeper as I am certain I missed things xD Well done dude you did a great job with this! keep it up! :D

My video

https://www.youtube.com/watch?v=ntnTiGV_uPU

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