
The Mysteries Of Baroque Download]

Before he takes his leave, Rochus frowns. "I would like to ask you one last question," he says quietly. "You have returned from the dead. I'm aware that Dr. Holofernes had her own motives in reanimating you. Nevertheless, you are the recipient of a miracle. Just what is it that you wish to do with your second lease on life?"

- Obtain revenge on Vincent and his allies.
- Restore my name and identity.
- Gain the Terra Incognita fortune for myself.
- Protect the Grand Guignol Theater and my friends there.
- Learn all the secrets of Baroque.
- Do what I can to combat Baroque's darkness and suffering.
- Understand the nature of my new condition.
- Accumulate power.
- Simply survive.

Next

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About This Game

Mad science raised you from the dead! Pursue justice or vengeance, love or secrets, as you save or destroy the world with forbidden eldritch power.

The Mysteries of Baroque is a 200,000-word interactive Gothic horror novel by William Brown, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

One dark and stormy night in a remote castle in the mountains, you awake anew, resurrected by the brilliant Dr. Holofernes. But even a mad scientist can't keep you alive forever. As the procedure reverses itself over time, you will begin to die again. You must fight to stay alive long enough hunt down your killers, avenge yourself, and protect the ones you love.

Operating out of the mysterious Grand Guignol Theater, your quest will take you through the darkest shadows of the city of Baroque, the City of Dreadful Night, from its vast subterranean slums to the opulent mansions of its jaded, debauched aristocracy. Will you lose yourself in the distractions of romance, assure your own survival through the Holofernes Procedure, or sacrifice everything to take your revenge?

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- Play as male, female, or non-binary; gay, straight, or ace.
 - Fight to reclaim your old life and identity – or make a new home for yourself in the Grand Guignol Theater
 - Trade your soul to a dark god in return for vengeance – or reject its help and fight alone.
 - Stalk your killers through the glittering demimonde, mansions, and the slums.
 - Learn the sanity-blasting secrets of the occult and risk your mind by unleashing them on your enemies.
 - Use the power of science to devise and build bizarre inventions: death rays, gliders, and hallucinogenic grenades.
 - Augment your regenerating body with clockwork technology like wings, a camera eye, or steel claws.
 - Uphold the forces of law and order, the revolutionary Worker's Council, or the enigmatic Vendetta faction in the battle for Baroque's soul.
 - Embark on dream quests and night visions to learn new skills and uncover ancestral memories.
 - Bring comfort and hope to the suffering citizens of Baroque, or drive them further into darkness in pursuit of vengeance.

You died betrayed. You died in pain. And your troubles are just beginning.

Title: The Mysteries of Baroque
Genre: Adventure, Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 20 Sep, 2018

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English

The Mysteries of Baroque

by William Brown

Show Stats

Restart

Achievements

Menu

Despite its success, a strange atmosphere of fear clings to the Devil's Lantern. The doormen are silent and stone-faced, the interiors are perpetually bathed in murky darkness. Even the audience, once the thrill and excitement of the performance die down, file out every evening in a strangely subdued silence, their expressions at once sated and ashamed. There is an air of horrid mystery about the Devil's Lantern, an atmosphere that sends a shiver down even your spine. You know something dark is afoot here. There is something evil about the Devil's Lantern, something that goes beyond the tawdry and unimaginative tableaux of depravity staged there every night. But how will you approach this situation?

- I will investigate the goings-on at the Devil's Lantern by making inquiries, using my powers of observation and knowledge of human nature.
- I will break in after hours to try to find something damning.
- I will attempt to place a curse upon the Devil's Lantern.

Next

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Then you struck out into the Utter North. You saw sights of eerie, heart-stopping beauty never before seen or imagined by any human being: the cold steady glow at the heart of a mighty glacier, the northern lights dancing and flickering on the horizon, the gigantic frozen waves of an ocean permanently slumbering under ice, the vast and endless fields of snow. You came close to death a dozen times; death by cold, starvation, illness, and accident seemed to stalk you across the ice and snow, a dark shadow following in the wake of your sleigh. Your body became as hard as chilled iron. You found no words for what you saw. You had no wish to share them with anyone.

What was it that drove you ever northward?

- The desire to escape the noise and fetor of the cities.
- The desire to escape the shadow of my parents' death.
- I wished to forget an unhappy love affair in the bitter white cold of the north.
- I felt a call in my heart that I could neither explain nor deny.

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Normally I would write a negative review because once again there is a stat-system integrated into this book.

I loathe these things and quite a few times they ruined my reading-experience.

Doesn't happen anymore though because I started editing my save-files and set everything to the max.

However the worldbuilding the author does is just so good.

Occult-Magic, steampunk-science, space-travel and all kinds of cool stuff got integrated into one big picture without colliding with each other, which is in my opinion no small feat.

So I'm going to simply recommend this game before I change my mind and start writing about how utter garbage these skill-systems are.

Edit: the ending was pretty abrupt and not really that

good but the way to get there was nice.. The idea of this story has potential to be interesting, but the writing is flat and rushed.

There's no time given to the characters or the situations given. There are some great ideas here that I believe could be really entertaining if they were taken more slowly, and if more thought were put into how these characters would act as if they were actual people. Unfortunately, our characters are tools of plot and most of this games problems come down to lack of time given..

Very enjoyable read. Unlike the last couple of CYA's that came out in the last 2 months or so, this one is well put together. No unexplainable jumps in scene, run on sentences or poorly written paragraphs (you know where one person is talking or thinking and then its someone else, all jammed together in the same paragraph so its hard to tell who was thinking\saying\doing what.)

The subject matter is somewhat broad and went in some unexpected directions, but I was honestly delighted with that. Truly my only complaint would be that Id have loved for it to be more detailed and indepth, specifically where the other characters you interact with are concerned. This is definetly worth the read and I think showcases some real word craft.. Enjoyed the

worldbuilding and liked it more that Affairs of the Court. It felt a little bit short and consequently the characters could have been better fleshed out, but overall, it was pleasant to read and see how your choices affect the outcomes. Also appreciated the literature references like Metamorphosis and Moloch.. I liked the concept and the different branches, but a lot of the story feels more like exposition and it\u2019s really hard to bond with the characters as we hardly spend time with them. There\u2019s not a lot of time to truly connect and the romances have a \u2018strangled by the red string\u2019 feel. That being said there\u2019s a lot of branches and different ways to do the story so you\u2019ll get your money\u2019s worth on the sale if you\u2019re okay with all the expositions and the sparing use of dialogue.

If you\u2019re looking for a character driven story that allows you to bond with said characters--which is what I'm personally into--you won\u2019t get much here.. Befriended a bug-man, fed a vampire, and fought a god. Excellent game.

I really enjoyed this game because of its gothic horror setting and how well written it was. However, I do agree with a previous reviewer AMWild that not enough time and attention was spent on the NPCs you encounter such that your relationships with them do not run very deep at all. Also I found some chapter transitions jarring. Just as I was settling in and getting immersed in the City, you're yanked away to encounter something really overblown (in my opinion). Maybe it's just my personal distaste for that particular story trope.

Anyway, this is one of the better Choice of Games titles. Go ahead, give it a whirl ;). Aside from some pacing issues, the story is very engaging and immersive (also romance is A plus). The saga setting is very believable and attractive too. Recommended.. The idea of this story has potential to be interesting, but the writing is flat and rushed. There's no time given to the characters or the situations given. There are some great ideas here that I believe could be really entertaining if they were taken more slowly, and if more thought were put into how these characters would act as if they were actual people. Unfortunately, our characters are tools of plot and most of this game's problems come down to lack of time given.. Normally I would write a negative review because once

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Anyway, this is one of the better Choice of Games titles. Go ahead, give it a whirl ;). Over all this game has many branching paths and it's hard to tell where you will be going, BUT, with all the branches that just means you will have more of a reason to go back and re-play the game. I for one like the game, YES there is more dialog and less choices than most "Choice of" games, still it was a good first play though and I hope to figure out how to get a better ending. over all a 8/10.. Enjoyed the worldbuilding and liked it more than Affairs of the Court. It felt a little bit short and consequently the characters could have been better fleshed out, but overall, it was pleasant to read and see how your choices affect the outcomes. Also appreciated the literature references like Metamorphosis and Moloch.. Very enjoyable read. Unlike the last couple of CYA's that came out in the last 2 months or so, this one is well put together. No unexplainable jumps in scene, run on sentences or poorly written paragraphs (you know where one person is talking or thinking and then it's someone else, all jammed together in the same paragraph so it's hard to tell who was thinking/saying/doing what.)

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