## FranknJohn Download] [PC]



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# **About This Game**

FranknJohn is a horror inspired action roguelike, where your head **is** your weapon! Young FranknJohn is a failed experiment of a demented scientist, Dr Harmin. He wakes, with no memory, in a cell, with a head that can only stay on his body with the help of a chain. FranknJohn is far from helpless however, as his flaw becomes his strength - he can swing his head wildly round to smash away the plethora of strange creatures that roam the house of horror...

#### **Current Features**

- Smash enemies with FranknJohn's weaponized head
- Experiment with 20 different Skullcaps that alter gameplay in many different ways
- Huge skill tree. Collect Dr. Harmin's mysterious ooze and use it to upgrade your body and mind
- Randomly generated environments. A new experience with each new life
- Local co-op play with a friend!
- Battle through the first area two areas of the game, "The Garden of Denial" and "The Furnace of Anger"
- Perma-death, challenging enemies will test the sternest of players

- Glorious soundtrack by Ben Prunty (FTL/Gravity Ghost)
- Pills to temporally upgrade your stats
- Explore FrankJohn's underground hideout

## Planned Features Content

- More areas The Cistern of Depression and the final showdown with Dr. Harmin in the "The Lab of Isolation"
- More variety, challenges and secrets We have lot's of fun stuff in store
- More Skullcaps these are so much fun to make we want to keep making them forever
- More enemies Each new area will have roughly the same amount of enemies currently available
- More bosses Dr. Harmins most prized creations are being readied for battle
- More glorious soundtrack by Ben Prunty

### **Bug Fixing**

• We have put a lot of effort into making sure FranknJohn is as bug free as possible, however the game is in Early Access so it is unavoidable. We will do our best to squish them as soon as they present their ugly heads.

#### Balancing

• A game like this lives or dies on it's balance, so expect a lot of tweaking to occur throughout Early Access.

Title: FranknJohn

Genre: Action, Indie, RPG, Early Access

Developer: bitSmith Games Publisher: bitSmith Games

Release Date: 4 Mar, 2015

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Minimum:

OS: Windows Vista/7/8

Processor: Intel Core i3 or AMD equivalent or better

Memory: 2 GB RAM

Graphics: Intel HD 4400 or Nvidia or AMD equivalent or better

**DirectX:** Version 9.0

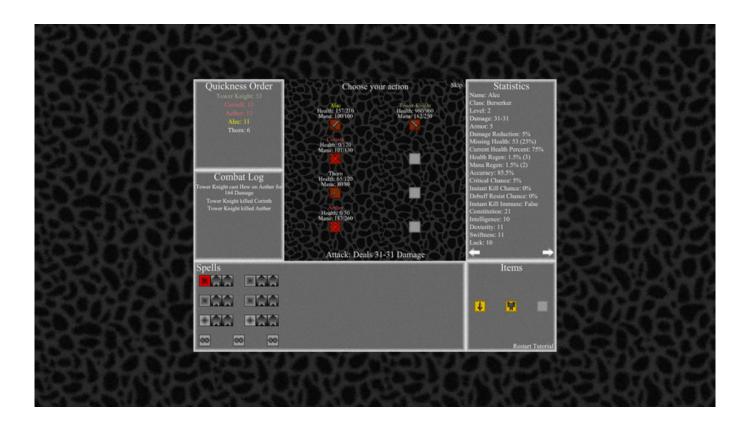
Storage: 516 MB available space

Sound Card: DirectX compatible Sound Card

Additional Notes: Should work on Windows Xp but not offically supported

English







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Janky Eurotrash, stay away. Not worth the \$1 I spent. PinballFX is where it's at.. This is quite possibly one of the buggiest games I've ever played. Go ahead, play the tutorial and the first level. It's hilariously buggy. I can't believe that I even managed to beat the first level, what with the camera getting stuck, my character getting locked in one direction, only being able to see 1/4 of the screen, etc.

Wow.. good concept but needs more depth.

small things like enemy variaty like use those floating heads from the first game you created a character you play as but there is no depth to them beyone cosmetics. just for comparasin the tutorial girl from killing room, she had depth. these characters need it too. some cheeky or badass lines when a wave ends or they kill an enemy and walls need to be cheaper. i find myself not building in a game about tower defense

increase the damage the enemys do and allow more building by making things cheaper or giving more money or building while under attack so when an enemy comes close to you its actually scary instad of aaah i will deal with these guys later let me take the guys that are attacking the tower.

over all these thing below might improve player retention in this game.

- 1.building while under attack (no body likes it when you are restricted to do something when there is no reason why you are not doing it)
- 2.earning scraps as you kill enemys (like killing these guys is actually giving me something to use)
- 3. more enemy types like flying, coming out of the ground etc. mini versions of bosses
- 4.personality to player character through voice or visual or both

why i am suggesting these things you ask? when i dont want to start a game with out a band which i am doing right now. can you save i cant find the save button??

. Honestly I got this game for the price - .59 on sale. I don't usually play HO games. I was pleasently surprised. It's a *really* good game! Puzzles within puzzles, Hidden Object with Point & Click elements and an interesting enough story to keep you uncovering more.

My one tiny complaint is I wish it were longer. It was getting addicting!. This seems a good start for a VR "shmup" game! (For example, Raiden or Aerofighters from the 90's)

I think the player needs more "credits" in game to start - 5000 would be enough? how do you access the sound track? I can't seem to find it. Very good. Took a little while to get used to the controllers. There are a couple of "stressfull" situations were i had to put away the gamepad and go with keyboard+mouse instead (personal flavor when speed is required).

Much harmonic game with really nice artwork and story.

Some are complaining of the stretched save points but i didn\u00b4t found that like a big issue, thus i had very short sessions it felt almost like an auto-save-game.

Thank you Somnium and keep up the good work!. Cheese Chronicles Ep.2: Meh Strikes Back

The first one was cringey in a good way. The second one is kind of the same as the first one, buuuut: cliffhanger ending, even more cringey romance BS... Looks like I would have to minus the next episode if this continues.

Few words about the new heroine: she is an  $\u2665\u2$ 

It is still ironically fun, but the trend is bad.. One of the best multiplayer (local or online) game and one of the best soccer game. My friends and I are already addicts.

Very good game. my little brother and I played it together, we had a good time.

Some of the puzzles are a bit difficult due to the awkwardness of one person controlling the left hand, while you control the right, but most of the puzzles were good. And the game makes up for the difficult puzzles with GREAT dialogue.. This is one of the most boring games I've ever played. Its just a generic space shooter. Nothing else. Seriously, thats all I have to say. There are lots of other games on Steam better than this...or should I say more FUN than this, go spend that little amount on something better.. Not what I was expecting from the game. I expected hidden object type game and it is more puzzle game than anything. Just another good classic poorly optimized for modern machines. Lack of the ability to change controls and the athstetics could be better, and I would like to see it being priced at about 99c-\$1.25

I would recommend if these things are fixed. After Heroes Rise 1, 2 and 3, this one feels completely meh. The story is there, but istead of doing hero work (See that "Hero" in the name of the game) it's just politics, politics and more politics. The story is not even finished, ending with a cliffhanger.

Dear author, you placed too much emphasis on the RealityShowYAAAAY side of the game and kinda forgot everything else. Can somebody please nuke the Hero Project so we can go back to doing meaningful stuff? Preferrably disconnected from media-whoring?

Thank you.

Going Up [cheat]

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