
The Franz Kafka Videogame Free Download [full Version]



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About This Game

The Franz Kafka Videogame is an original puzzle/adventure game inspired by the writings of Franz Kafka.

The protagonist named K. gets a sudden offer of employment. And this event changes his life, forcing him to make a distant voyage. To his surprise, the world beyond his homeland appears to be not as normal as he would think.

Together with K. you will experience an atmosphere of absurdity, surrealism, and total uncertainty.

Key Features:

- From the Creator of an Award-Winning **Hamlet**
- Original Logic Puzzles
- High-Definition Graphics
- No inventory. No Boss battles. No RPG features
- Only Absurdity and Surrealism

Title: The Franz Kafka Videogame

Genre: Adventure, Indie

Developer:

Denis Galanin (mif2000)

Publisher:

Daedalic Entertainment

Release Date: 6 Apr, 2017

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English,Russian,French,Italian,German,Simplified Chinese,Japanese,Korean,Polish,Czech,Turkish,Ukrainian







Strange, enjoyable, very whimsical and does indeed capture some of the surreal elements of Kafka.

Great variation of puzzle dynamics, some clear and some utterly baffling - really fun!. Overall the art is good, the puzzles though are really more like the tricky games kind of thing, doesn't require you to be smart, just find the solution by thinking out of the box and in unexpected ways. As someone who does not know who the author is and their work, nothing of the story and characters makes sense to me. But it did make me look up the works up in the end. I didn't know the game was short, could finish it in less than an hour.. I guess you could say that the presentation in this videogame feels a tiny bit kafkaesque. And even though I have to say I was hoping for way more connection to Kafka and his writings (or the style of his writings) the atmosphere and artstyle is quite neat.

But as a game this title fails completely. The story itself is very simple, boring and bland. Most of the puzzles are so random (and few so stupidly obvious) that they just aren't fun. You can't just throw in randomness by creating unlogical puzzles because you are either too lazy or not qualified enough to build a decent puzzle game and make up for that by calling it absurd or kafkaesque.

I got this on sale for less than 2 bucks and if I could, I'd try to get a refund on the hour of playtime rather than the money.

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