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About This Game

The Game

Waking up cold and alone, you've been 'Kidnapped'. Traverse through a terrifying two hundred year old manor, dark damp caves, an eerie forest full of wildlife and more. Kidnapped is a psychological story-driven adventure horror game, with a great emphasis on exploration, puzzle solving and combat. A large number of objects in the game world can be interacted with, whether examined, used, or picked up. Kidnapped dynamically changes the game world as the player progresses, and aims to unnerve the player constantly. Can you find the mystery behind your captivity and most importantly, can you escape this ordeal?

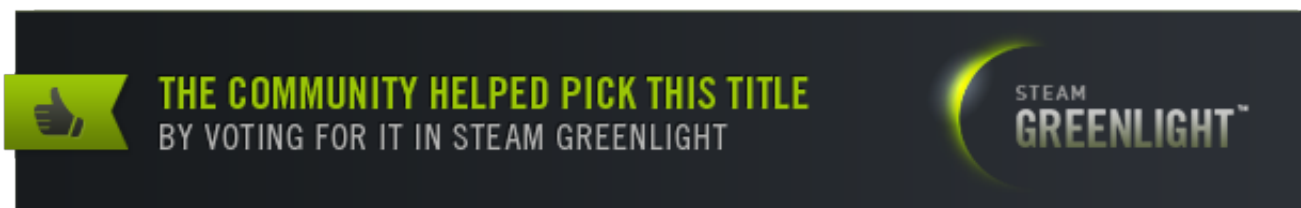
Story

Kidnapped tells the tale of Sebastian Lee from the city of Stirling, Scotland. Sebastian vanished mysteriously without a trace and was never seen again. You take on the role of Sebastian and discover what happened in the winter of 1992.

Primary Features

- A Dynamic Changing World - The game changes the landscape and direction as you play.
- Atmospheric Environments - An eerie immersive world is waiting for you to explore.
- Psychological Experience - Kidnapped has been designed to provide a psychological horror experience.
- Interactive Environments - A large number of items can be interactive with.

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- Enemies - Multiple enemies including wildlife, such as bears, foxes, stags etc, as well as strange monsters and creatures. You are the hunted, not the hunter.
 - Puzzle Elements - Collect and harness items to aid your survival and progression
 - Weaponry - Take aim and arm yourself, if you can find one.
 - Resolution and Graphics - Designed to run at 1080p at 60fps (dependant on computer specifications game is run on).
 - Audio - Features an intense and immersive sound design.
 - Random Encounters - Enemies spawn dynamically and can be located anywhere. Nowhere is safe.
 - Story - Kidnapped's setting and story is based from actual real life stories of a popular myth lore/legend.



Title: Kidnapped
Genre: Action, Adventure, Indie
Developer:
Deceptive Games, Gavin Powell
Publisher:
Deceptive Games
Release Date: 4 Aug, 2015

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Minimum:

OS: Windows® Vista / 7 / 8

Processor: Dual core Intel or AMD 3 GHz

Memory: 6 GB RAM

Graphics: GeForce 9600GT or better

DirectX: Version 9.0c

Storage: 2 GB available space

Sound Card: Most video and sound cards. Please ensure all drivers are updated.

English

Kidnapped

Ammo: 66
HEALTH: 80





(english is my second language so pardon my grammar!)

i played the game, yes it had a lot of bugs, along some other issues, but i think for what the price of the game is, its a good game. i mean its only 3 dollars. i had blast playing the game, it was about 2 hours about worth of game play, could be wrong. it was short, fun, and i enjoyed it. but that's my take. you can do whatever you want, remember, its about having fun! about the story someone took the time to make and bring to life, its not always about the graphics or the super high quality. i made a playthrough of it if anyone wants to check it out!.

<https://youtu.be/V0bZR2ltRKlg>

. I bought this game in spite of a lot of bad reviews because I thoroughly enjoyed The Initiate and The Initiate 2. Not listening to the reviews was a big mistake.

Chapter 1 was enjoyable in spite of a lot of small bugs. Chapter 2 was kind of pointless but I managed to get through it fairly quickly. Chapter 3 is completely unplayable for me. No explanation of what or how to do the "objectives." But after two complete playthroughs, I was never able to stay alive long enough to figure it out. The objective is to kill and "skin" some animals. The animals would run in place for several seconds during which your bullets seemed to do no harm and then they would finally bolt towards you when you would have to fire fast enough to kill them. Once killed, there seemed to be no way to interact with them to get a skin. Meanwhile, you would suddenly be attacked from behind and even with a good starting health, you are dead.

I posted to the forums about the problem but evidently anyone who had once been interested in the game is long gone. Meanwhile, I had played too many hours (playing through twice) to get a refund.

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