Last Will Download Complete Edition

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About This Game

Last Will is a reverse Escape Room game, where you need to get into the center of a grand old mansion, made by a eccentric and paranoid old professor.

The player will be tested in all manner of skills like logic, perception, maths, communication, timing and riddles.

The game can be played alone, or in teams of up to 4 players. The mansion is randomly generated each time, and the difficulty will mold to the player.

The game can be played in ESCAPE ROOM mode with a countdown clock, or in FREE PLAY where you can set your own pace.

The game has some mild paranormal undertones, without going all out on a horror limb.

Features

- Randomly generated mansion and puzzles, for increased replayability.
- 20+ different puzzle types.
- Easy and simple movement and UI, putting the focus on solving the puzzles.

- 16 beautiful mansion rooms, with more added over time.
- New puzzles, challenges and rooms added bi-weekly.
- Work together in 4-player multiplayer.
- Flexible hint system makes sure you don't get absolutely stuck.

Enter the mansion alone or invite your friends along for the ride, and solve puzzles together in a team up to 4 players.

Title: Last Will
Genre: Adventure, Indie
Developer:
LizardFactory
Publisher:
LizardFactory
Release Date: 29 Aug, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel Core2 Quad Q8400

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 560 1GB / Radeon R7 250X 1GB

DirectX: Version 11

Storage: 2 GB available space

English

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6.5\/10

I can recommend Last Will, although there are certainly some annoyances that I had with it. I really enjoy playing co-op escape rooms with a friend of mine, and Last Will represents our latest foray into the genre. The length of the game was satisfactory, consisting of four "episodes" each containing five rooms. Therefore, a single playthrough will involve solving 20 rooms with varying types of puzzles.

One of the strongest aspects of the game was actually the framework. The game provides a compelling motivation for you to be at your Grandfather's mansion, and your Grandfather certainly seems like the type of person who would put together a puzzle gauntlet like the one you experience in-game. I won't reveal any more here, but I don't think you'll be disappointed upon reaching the end.

My first issue with the game was with how intuitive some of the puzzles were. We consulted a walkthrough to aid us in solving "The Workshop," "The Isolated Study," and "The Observatory." With respect to The Workshop, we had extreme difficulty locating a gear that is hidden in the bottom drawer of a cash register. We wandered around the adjoining rooms for what seemed like forever, oblivious to the fact that this bottom drawer even existed. At the same time, I was dissuaded from looking too closely, as I had gotten trapped behind a radio in one of the rooms we played prior and then had to restart the episode. I wasn't a fan of the puzzles that were more riddle-like in nature, but preferred the puzzles that relied more on careful environmental observation.

My second issue was with how five rooms in each episode are randomly pulled from a larger bank. Therefore, to experience all of the puzzles that the developer put into the game, you'll need to replay each episode. It's possible that you still won't see any new rooms, and so you may have to replay again and again to see everything. Perhaps the developer thought that players would want to replay the episodes over and over to shoot for better times, but my co-op partner and I had no interest in this. We would much rather be able to choose in some way the rooms that we hadn't played yet, just to see everything the title had to offer.

Although Last Will had its share of irritations, if you have a friend who likes playing through these digital escape rooms (like I do), there is plenty to like here. We only found 3 of the 20 puzzles we experienced to be poorly-designed, so there were plenty that we found clever and intriguing.. 6.5\/10

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