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## The Apartment Pack



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### About This Game

#### **The Apartment - Psychological Thriller Game**

The Apartment is bringing together quite unique mix of genres. Combination of first person detective action-adventure game, psychological horror with some interesting puzzles and action-packed FPS finale, all tied together with dark and heavy story. It is not a pure horror and it's not just a story adventure either.

#### **The Investigation**

As detective James Sachs, you lead the investigation of several murders in your area. Young girls were found dead, arranged and with strange injuries that don't make any sense. It's up to you to find out who these girls were. Why were they killed. And find the murderer before he strikes again and solve the case. Case that might prove to be more difficult and challenging than you ever imagined.

Main gameplay of the action-adventure part focuses on detective work - exploring crime scenes, finding evidence, connecting clues, completing simple word puzzles or physics puzzles and piece together the whole story.

Not all evidence on the crime scene is crucial for finding the killer. There is also a lot of wrong choices you can make, wrong questions you can ask. So you will need to pay attention and think about your actions. Before your investigation ends up in a dead end.

#### **The Nightmare**

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Horror part of The Apartment is focused more on psychological horror, rather than jumpscare or survival horror. There is no monster hunting you down, there is no threat that you can see (but don't worry, there is still a lot of ways you can die in this game).

The main purpose is to create unsettling and eerie atmosphere and make the player as uncomfortable and creeped out as possible. Why? What is your goal? Survive? Win? Escape? No matter what is happening, you can only be certain of one thing now - nothing makes sense anymore.

There is no clear line between "investigation" and "horror" parts. You can never tell what is waiting around the next corner. Both worlds of reality and nightmare are slowly fusing together. But is there even such a thing as reality anymore?

The Apartment is very diverse in its environments. Don't expect single, unchanging surroundings. This game is switching scenes and environments faster than you would imagine. Always trying to keep one step ahead of the player.

Path forward is often blocked with simple, yet interesting puzzles. Word puzzles, number puzzles, simple physics stuff, but also some play with light and shadows.

Total gameplay time is 4,5 - 5,5 hours and the main story culminates in grand, action-packed finale.

NOTE: Solving puzzles is a big part of the game, so be prepared for that.

Basic understanding of English might be required for some of the puzzles, so keep that in mind.

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Title: The Apartment  
Genre: Action, Adventure, Indie  
Developer:  
Shattered Mirror  
Publisher:  
Shattered Mirror  
Release Date: 26 Jan, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows Vista / 7 / 8 / 10, 64-bits

**Processor:** Intel Core i3-530

**Memory:** 2 GB RAM

**Graphics:** 1GB VRAM, NVIDIA Geforce GTX 260 / ATI Radeon HD 4870

**DirectX:** Version 10

**Storage:** 19 GB available space

**Sound Card:** DirectX Compatible

English







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I say I recommend it because I was into the investigative parts (wish there were more) and finding clues and all BUT ... well without getting spoiler-ish things were weird but interesting story-wise, but I feel like the ending went off the rails and spent waaaaay too much time being something other than a investigation\psychological thriller. But still not a bad deal at the lower price.. This game is about 3 hours long I like the detective gameplay there isn\u2019t anything bad i would say about this game the only thing is there were bits in the game that didn\u2019t seem like it was needed and some of the clue solving didn\u2019t feel like it suited the game if I\u2019m making sense here but overall not a bad game. It did seem like there might be a part 2 coming.

Check out my gameplay if you wanna see what it\u2019s about

Part 1: <https://youtu.be/K5Zb5aAsCzM>

Part 2: <https://youtu.be/gVS28bTjU5k>

Part 3: <https://youtu.be/JiM8j167Y9E>

[. I really like the idea of a first person detective game. So far, fairly decent game for the price. Check out my gameplay video of it for a better idea.](#)

[https://www.youtube.com/edit?o=U&video\\_id=N0BDgcrBhGY](https://www.youtube.com/edit?o=U&video_id=N0BDgcrBhGY). I purchased this game not knowing what to expect. After about an hour and completing the first level, I found this to bring a lot of investigative elements to this psychological thriller.

[You play James Sachs, and you are investigating 2 murders when things start messing with your head. You go through the game finding clues, putting 2 and 2 together, and solving some complex puzzles. It is a short game, around 5 hours, but there is a lot to the story and you will not get bored.](#)

[+Pros](#)

[Good Graphics](#)

[Interesting detective\investigating point and click element](#)

[A story where you want to know what happens next, and can't stop playing even after you do.](#)

[-I threw a beer bottle at the window because I was searching for the next step, it did not shatter. Made me want a beer.](#)

[+Cons](#)

[Really only one at the moment, the movement seems a bit laggy in response time, especially the sprint.](#)

[Definitely worth the 10 dollars \(now 8.99 until Feb 2nd\).](#)

[9/10 - Would throw beer bottles at the window again to enhance my creative juices](#)

[I made a part 1 video, you can check out the gameplay. Nicely done dev.](#)

<https://www.youtube.com/watch?v=zVS8o3UdhNk>. This game had really good potential to be awesome detective-like game. Sadly, there was too many issues i ran into that made it less horror like and more frustrating.

[Pros -](#)

[+ Level Transition is really awesome, going from The Apartment to a nightmare type scenario was always cool](#)

[+ Investigation of seeing what information goes together can be a really nice brain challenge](#)

[Cons -](#)

[- It Controls really terribly, it feels like im walking sideways sometimes](#)

[- Some parts of a level can be really laggy, no idea why though](#)

[- Later Levels can be really painful, because not everything is straight forward](#)

[- Crime Scenes can be a drag because there could be evidence that would be hiding in the most obscure spot and it doesnt highlight straight away, making it seem like there isn't anything thier](#)

[- No checkpoints in any level, so if you die\make a wrong choice in a level, you are brought back to the very start of that level](#)

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I got stuck at the warehouse crime scene, I found everything up to the Bodybag, checked every nook and cranny, nothing was to be found. Let me start of by saying that this review \*CONTAINS SPOILERS\*!!! If you don't want to be spoiled of the ending and other several things, click away!

I personally enjoyed this game quite a lot. However, when judging it objectively I cannot really say with honesty that I would recommend it to other people. The (oldVfirst) trailer did a really good job in filling me with immense hype about buying this game. After reading some of the reviews I decided to buy it myself. While the game does indeed offer some of the things that the trailer promised it would, it left me with many more things to be desired and a huge turn-off. All in all, here's a simplified explanation of my experience playing it:

I'll start with the positive things. The story was good at the start. You play as James Sachs, a detective who has been called out to fill in the gaps on some investigations regarding really bizarre murders. The mystery element, tension, scares, atmosphere, ambiance and many more positive things were there, including the whole feeling of actually being a detective in an actual crime scene. Some of the voice acting was good as well (I loved the voice actor of our protagonist). The game does a good job at immersing the player during the first hour (give or take some minutes depending on the player).

It does, however, come with an overwhelming number of negative aspects which unfortunately overpower all the good things that this game offers to the player. To name a few:

- I encountered a lot of bugs and incomplete level design. More than I would like to admit. Bugs regarding Sound are also there, with people talking way too loudly sometimes and then suddenly sound like they are talking through a tunnel.

- The whole sound aspect. It could have been a lot better, less buggy, and more optimized. For instance, I turned all of its settings to maximum. Sometimes I could barely feel the impact on the people, but then when an explosion happened it felt as if the settings had suddenly be optimized to "x1000 times stronger than what the game allows" as maximum.

- The game crashed twice on me when I was already ~2 hours into it, meaning I had to go through the start 2 more times and reach the point in which I was. When I DID save there, the game bugged (I could not jump, I could not interact with any objects or elements, I could not talk to people), forcing me to play from the beginning one more time.

- The jump mechanic, all the objects' interaction with the player and the environment, the complete lack of a UI, an Auto-Save feature or an Inventory, the bad dialogues and the grammatically incorrect voice overs/texts, the ending... All of these were godawful and they played a big part in completely breaking my immersion. All of the excitement which I felt while playing was quickly turned into frustration when I tried to rotate objects. All the curiosity about unfolding the game's mystery was shattered and turned into a slight anger when I was forced to start the investigation all over again because of a mistake. Especially the ending - I bought this game expecting to solve puzzles, murders, police cases, crime-scenes. Not to play a severely downgraded version of a Call of Duty scenario. At end, our detective literally transforms into a vigilante.

- Bad later story development. The game just leaves you with too many questions that are never answered and a feeling of an incomplete, horribly-written story. For instance, what was James's actual illness? What happened to his wife? How was he allowed to work for the Police as a Detective when he has documents and history of being in a mental assylum institute? Why are the souls of the victims wishing him the worst (in his head)? How on Earth does James single-handedly kill 100 armed thugs with automatic rifles when he has such little experience with using weapons? Why is the hospital at the end so empty of everything (staff, other patients, police officers, secretaries, you name it)? And what kind of an ambitious, powerful man sends 100+ thugs in order to kill 3 people?

All in all, this game had HUGE potential in my opinion. The scenario(s), the idea behind it all was marvellous. Unfortunately, its execution failed by a long-shot to keep up with it and compliment it. However, I am not yet giving up on its Developers and I hope to see more (well-made!) stuff from them in the future.. Game-breaking bug right at the beginning making it impossible to progress for me. Refunding, don't want to support the developer.

I understand that making indie games alone or with a small team is very, very hard, but we live in a time of game market extreme oversaturation. More good games are coming out than I'm physically able to play, so wasting time on such poorly written/optimized games such as The Apartment is simply pointless.



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Supporting such developers means they will create more of those pointless games, which will leave less time for good games.

I give this game 1 game-breaking bug out of 10. Please don't buy it and don't support the developer.. Great game, some clues are hard to find, but that makes perfect sense in this detective/thriller/action game. Greatly composed and I recommend it for sure. This game should be known way better.

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Can no longer recommend this game.

Really good idea, unfortunately there seems to be almost no QA on this game.

Physics are mental, trying to read things is a pain. Trying to rotate things is a pain. Trying to jump on a lamp is impossible.

Finding the hidden object unless you accidentally see it on the warehouse mission is impossible.

Audio when using headphones is crazy, tries to do 5.1 on stereo headphones so unless you are staring at the person talking it's almost silent.

Watch someone play the game instead on youtube and save your brass.. The Apartment is a game which has so many strengths, but doesn't seem to realise where they lie. It's also a game that wants to be at least 5 different things, and while it might achieve them all to varying degrees, it makes for such a confusing and unsatisfying whole that I eventually just checked out. Which is a shame, because for the first few hours at least, I was completely engrossed.

Starting out as an investigative thriller with horror elements, The Apartment sets a brilliant tone. Investigating grizzly crime scenes, piecing clues together - the early environments are stunningly detailed, and at times you feel like a genuine investigator. It's also clear from early in the piece that your character isn't a stable one; there's relationship breakdown, substance abuse - all he has left is his work. Again, this is handled really well, and the surrealist interludes that bookend the early investigative segments are brilliant. Finding your way back to the apartment after each investigation is a touch of genius, as you never quite know how you'll get there or what you'll find when you do.

Things start to drag a little around the 2/3 mark, and then... Well, the last hour or two is completely ridiculous. It's almost like the devs took everything they had been building towards - all the tension, all of the plot development, all of the increasingly complex investigations - and said "it! Forget the plot! Forget all the things!" What ensues is a barely competent shooter, and the "plot twist" (being generous) that leads to this made me literally laugh out loud. It's one of the dumbest switch ups I've ever seen in more than 20 years of playing games.

If you can imagine sitting through two hours of Apocalypse Now, only to get to the Kurtz Compound and have the whole thing turn into a zombie sex orgy, that's kind of where we're at. And you'd be annoyed, right? Because everything preceding that was pretty damn brilliant. So, yeah. I'm sorry. But I just can't recommend this. It's an exercise in building something good and then completely destroying it with cheerful abandon. I'd be happier if it had been trash from the beginning - we could have all saved each other time, money and disappointment.. This game has such a nice idea that is just ruined by a convoluted system. Trying to find every bit of detail in the murders is so difficult that it's frustrating, sometimes you will just be walking back and forth trying to find the thing for it to be pretty much invisible next to you unless you know to look for it. an example of this is the "drugs" during the hanging lady case.

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