Cognition: An Erica Reed Thriller Download For Windows 10

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About This Game

FBI agent Erica Reed has an uncanny talent: she can see the past and piece together how a crime unfolded. But not even this sixth sense could save her younger brother, Scott, from a brutal serial killer. Three years later, the investigation into Scott's murder has gone cold -- but Erica's work has only just begun.

Jump into *Cognition: An Erica Reed Thriller*, the exciting four-part series that brings Erica face to face with the deranged demons of her past. A serial killer is loose in Boston -- one who seems to be leaving deliberate clues that only Erica, with her unique post-cognitive abilities, can uncover. Is she finally on her way to solving Scott's murder? Or, blinded by vengeance, is she falling into a trap that could cost Erica her life? And how does this new killer know her secret?

Winner of six 2013 Reader's Choice Aggie Awards, including Game of the Year, this edition of Cognition includes everything in the original game, plus brand new director commentary for all 4 episodes and exclusive content including concept art, storyboards, outtakes and other behind-the-scenes material about the development!

Developed by Phoenix Online Studios (makers of the *King's Quest* spin-off *The Silver Lining*), with contributions from veteran game designer Jane Jensen (*Gabriel Knight, Gray Matter*) and comic book artist Romano Molenaar (*Batman, X-Men, The Darkness*), Cognition is a thrilling adventure that grips you and won't let go.

Title: Cognition: An Erica Reed Thriller
Genre: Adventure, Indie
Developer:
Phoenix Online Studios
Publisher:
Phoenix Online Publishing
Release Date: 19 Sep, 2013

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Minimum:

OS: XP/Vista/7

Processor: 2.0 GHz

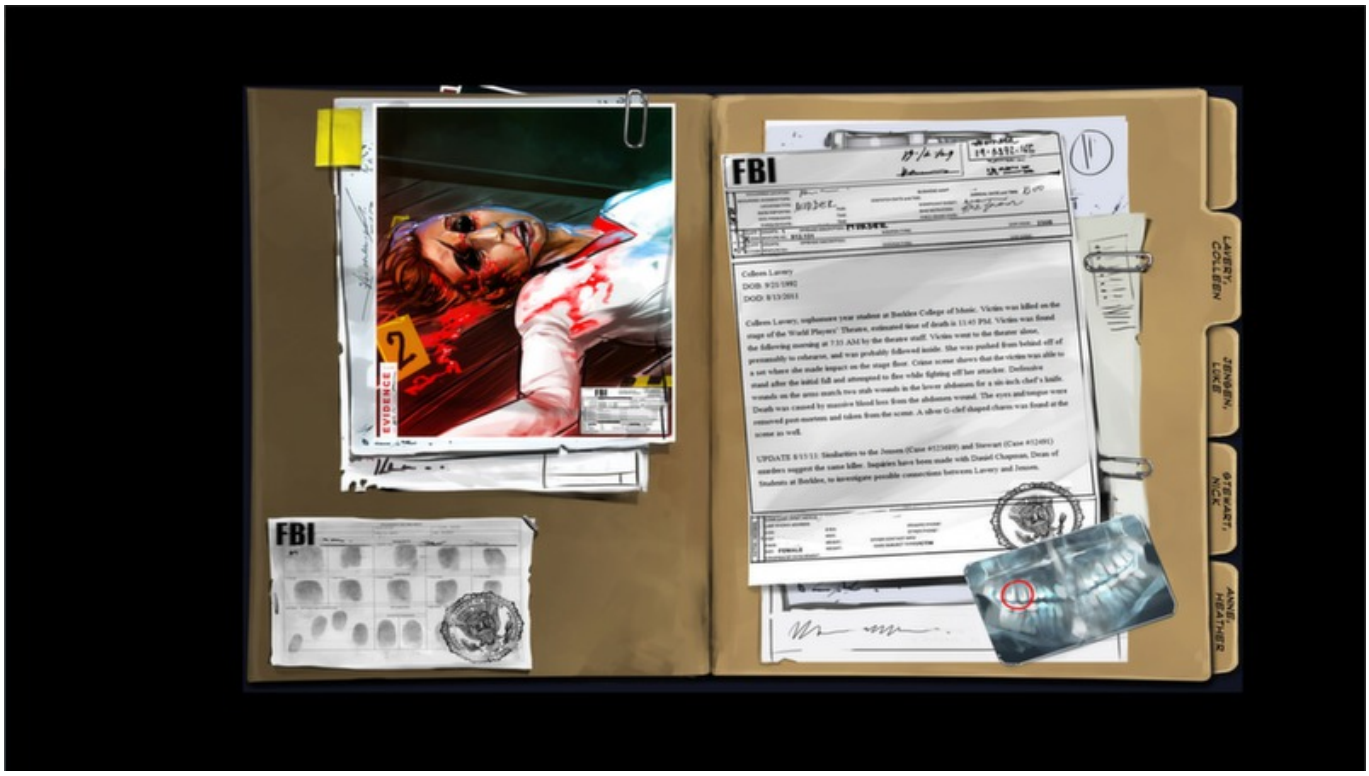
Memory: 2 GB RAM

Graphics: ATI or NVidia with 512 MB RAM**

Storage: 7 GB available space

Additional Notes: ** - Not recommended for play on Intel systems with integrated/shared video memory

English,Italian,German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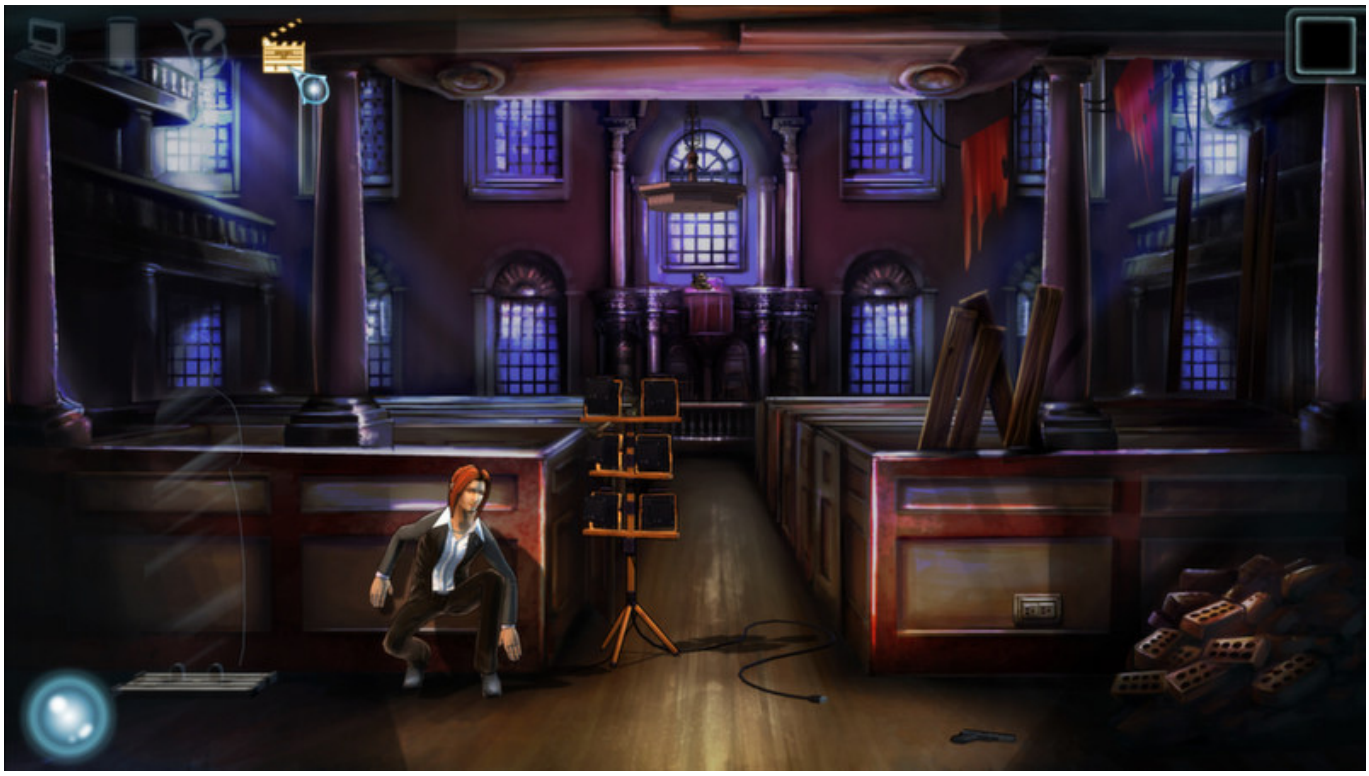

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This game is fantastic! I didn't go into it with super high expectations, but I was interested enough in giving it a try since Jane Jensen (known for the old Gabriel Knight games, Gray Matter etc.) worked on it as a story consultant, and I ended up really liking it. Extremely engrossing detective story with well fleshed out characters... it's not often that I play a game filled with great emotion such as this. Without giving away the story too much, you play as an FBI agent, Erica, who has a gift of seeing how past events transpired by holding on to certain objects from a crime scene. Despite having this special ability, she was unable to save her brother from a brutal serial killer called the "Cain Killer". Three years have past and the Cain Killer's whereabouts \/ identity still remain unknown. From there, Erica is forced to move on to solve other cases. As the story progresses, things start to get more interesting. If you decide to play this game and find it boring in the beginning, I'd say try to at least stick with it until you get to the 2nd episode as that's where the story starts to really pick up!

Gameplay-wise, it plays like a classic point & click adventure game with the added supernatural ability to see past events with Erica's post-cognitive ability, which I thought was integrated pretty well. The puzzles were really fun to solve with some pretty difficult ones thrown in there (but not super difficult like the kind of puzzles you would see in old Sierra adventure games :P). Soundtrack is pretty awesome as well! The one complaint I have about this game is the character animations can be quite stiff \/ glitchy... occasionally the characters will clip through objects, but for me personally, it didn't detract too much from the overall experience. I did not experience anything game-breaking. Character models could have been better as well, but I did like the environmental art-style, and I liked the graphic novel style cut-scenes, which I felt fits the game really well!

For anyone who likes murder mystery \/ detective type stories, this is worth checking out!. Due to inconsistent writing and annoying controls, I'd say this game is a no-go for typical lovers of the point-and-click, detective\/thriller genres, BUT that being said, it depends on your own personal taste and patience.

This game is FOR you if you:
- love beautifully drawn comics\/cutscenes
- really enjoy endless plot twists and never expecting where the game will take you
- are a gore\/thriller enthusiast
- like episodic adventures that ultimately tie together a main storyline
- enjoy lots of challenges when it comes to puzzles
- are a fan of symbolic storytelling and reemerging themes and ideas (ex: the story comes around full circle in the end, which is a nice writing technique)

This game ISN'T for you if you:
- hate plot holes and inconsistencies with characters and their development
- adhore wonky, sometimes Sims-like animations
- HATE, HATE unrealistic or immoral portrayals of law enforcement, especially that of a FBI agent who's supposedly undergone several weeks of training for a variety of situations
- hate backtracking repeatedly and waiting for cutscenes\/dialogues to pass smoothly
- are an achievement hunter (as this game gets repetitive for some of the achievements)

Overall:
- As a writer, this game bugged me a lot, reminding me of those stories where the plotholes are pushed aside and things don't have to REALLY make any logical sense as long as it's interesting for their audience and there's a general line of logic to follow.
- As a gamer, the mechanics and sometimes glitchiness of the game bugged me A LOT, even after putting into consideration how the developers may not have had the best resources at hand.

I walked into this game feeling like it had so much potential, and then a lot of it ended up wasted somehow both through holes in the character development and the plot's inconsistencies. I wanted so badly to recommend this game because the comic art is

extremely beautiful, and at a glance, the characters seem fairly endearing with a seemingly independent, strongheaded female character, kooky sidekicks, a reliable love interest, etc.. Not to mention, the game DOES have some very good storytelling elements that made me swoon. However, in the end, I walked away hating how much time I invested in characters who, ultimately, I couldn't bring myself to relate to due to their numerous shortcomings OR I simply just...didn't get enough time with them to really grow to love them for all or in spite of those quirks\/shortcomings. There were times I literally rolled my eyes because of my annoyance with the main characters and their trains of thought, and other times, I did it because the game would be oddly picky about how or when you performed an action or it wouldn't allow me to skip certain things or access the menu. (Once, I paused the game, but it continued in the background into a cutscene, so I couldn't unpause it for a few minutes, which was IRRITATING as all heck.) I can't count the number of times I had to consult a walkthrough because I was supposed to do one tiny, unimportant thing to continue onto the next scene; it was like I was punished for thinking ahead or getting ahead of where the game expected my train of thought to be.

Conclusion: if you get this game, I'd recommend it be on sale. And you should have plenty of patience on reserve for it because it can be EXTREMELY tedious. But ultimately, I do believe because of the interesting storyline, it is worth your time playing it. Again, it goes back to personal preference and what you expect from this sort of genre to begin with, as point-and-clicks usually have a lot of heart or investment in its characters, and sadly, this one doesn't.

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