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About This Game

ABOUT THE GAME

If you don't believe in paranormal events, meet the people from White Hill.

It's been years since all but the daughter in the Smiths' family were found brutally murdered. The people of the town are getting uneasy as more and more witnesses have spoken about seeing the silhouette of a little girl standing in the house. Rumors spread that the silhouette has to be Ellen, the daughter of the Smith's family, whose body was never found during the investigation of the murders. 1 year later, James, a bright and eager investigator, has taken matters into his own hands to finally reveal the truth of what happened that horrible night.



- Play as James, an intelligent detective who is trying to get to the bottom of the paranormal events happening in the Smiths' Residence at White Hill.
- Dive into an emotional and thrilling experience while solving puzzles and persisting through nerve-racking scenarios.
- Listen to breath-taking soundtracks as you're traversing through the unnerving residence of the Smiths' in a beautiful pixel art style.
- Enjoy the atmospheric storytelling as you unfold the mystery by completing all chapters.

Title: Ellen Genre: Indie Developer:

Red Mount Media Intl, Antarsoft

Publisher:

Red Mount Media Intl Release Date: 15 Feb, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or higher 64bits

Processor: 1.7 GHz Dual Core CPU

Memory: 2 GB RAM

Graphics: NVIDIA GeForce GTX 260, ATI Radeon 4870 HD, or equivalent card with at least 512 MB VRAM

Storage: 500 MB available space

English







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It's circle art!!. I first played this 4 years ago, and begged for a copy to show my friends.

I played it again 2 years after, and begged again.

I finally just got a beta, and played an hour with my roomates.

We'll probably get a noise complaint.

Worth it. So good.

This game is simple - it doesn't try to do more than it should, but what it does, it does very well.

The mechanics are smooth.

It's one of those games where you get just good enough to beat your buds, then that forces them to get just a bit better to beat you, and before you know it you have an eSports league running nights in your basement.

Thank you, it's beautiful.. This is a pretty laid back puzzle/adventure game with the most adorable robot ever. It's a fun couple hours if you like fairly simple puzzles and/or robots.. I cant recommend this music maker to beginner. Here is why:

- Not that user friendly even the interface looks simple.
- No key bindings like copy paste.
- Not much variety of sound banks.
- UI doesnt represent the standarts of a music maker and its not good organised.
- . 1 hour review:

its a pretty cool game until you die, why isnt there any check points between floors? wait, what do you mean this is a rogue-like game? i am pretty sure i am been running though the same dungeon over and over again to the point i can memorize the crystal spawns

imo i dont feel any rogue-like from this game: meet floor 1 boss 3 times.all 3 times is the same slime boss no procedure stage generation i can remember enemy spawns in floor 1 the only thing thats even RNG in this game is well the powers you get and potion drops

also i am breaking my fingers and mouse spamming m1(your main source of damage)since there is no autofire,excuse me when i go get an autoclicker and save myself from buying a new mouse while walking though the same dungeon for like iunno 30 more times?

2 hours review:

hey look its the second boss i am not sure what attacks it got but let me get close to it and do some dmg first

gets one shooted(paragon+orginal suit)

makes me wish i have a mercy undershirt with mercy iframes. It's cute, and short enough that it only slightly tries an adult's patience. Great game to play with your child. That is seriously one cracked out looking kitten, though.. goodies are nice in all

All I can say is that the game has a pretty good foundation. The graphics and soundtrack are great, and the concept itself is pretty innovative. Unfortunately, though, that's the best thing I can say about it. For the entirety of my play session, the controls felt kinda of strange. Navigating the menu didn't even feel right; I guess that should have been my first sign. The dialogue is absolutely grating; characters repeat the same audio over and over, making me eventually lose interest in even the text itself. Perhaps I am being harsh, but what I have played of the puzzles has not impressed me in the slightest. The time bending mechanic, in theory, sounds good, but its execution is less than impressive. It often forces you to wait an extra period of time if it took you a long time to figure it out, and it is painful to go through. If you are the kind of gamer who needs to be grabbed within the first 20 minutes, then don't bother with this one. I would say to go with Limbo or Inside. Also, the loading time for the intro screen takes a bit too long for this kind of game.. Pros:

The Steampunk theme works very well with the Hidden object genre.

Animation and voice acting are fine.

There is a Bonus level.

Cons:

Hidden object scenes are not very challenging and very straight forward (hardly any variations like having to combine things). Minigames aren't very challenging either (I usually have to skip at least 5 or so).

This game is over in a jiffy. I am a rather slow player finishing most of the Artifex Mundi games in 4 to 5 hours, this one took me 3 hours for the main game and about 30 minutes for the bonus part. And I really took my time here, I even managed to get all collectibles in the first run.

The senes each look very much the same.

The bonus level feels redundant.

Considering this is a relatively new HOG by Artifex Mundi it's rather disappointing. One of the best Graphics test/benchmark programs you could own. It's accurate and OEM's use Fire Strike for customer input during service calls or corresonding via email with links to your test results. A gamer's most needed tool for video card benchmarking and monitoring the health of the card.. most best off road game ever just needs free drive. I really enjoyed this game. Graphics were great, mini games were not excruciatingly. Would play again and recommend to others.. Totally worth buying. You cannot build your game solely on this, but it really helps give some towns a very distinct feel.

Improvements, Xbox Controller & Mac Build.:

Thank you very much for downloading and playing Ellen, it's well received by the community and we are excited to read what people have to say.

Ellen is out since a week and considering the feedback we have couple of things we'd like to highlight and address in this thread:

- 1. We are going to be working on the references of the puzzles make them easy for some. The puzzles are logical but tricky and we only decide to do it so to make it bit easy for some who are happen to be spending more time.
- 2. We decided to map Xbox controller in the game and we are going to cover the main game-play. However for puzzles you'd still need mouse and keyboard.
- 3. Get ready we are bringing Ellen on Mac!

If you have played the game already, we'd appreciate if you could leave a review on the store page. It helps everyone learn more about the game and definitely recommends the right audience.

At any point you'd like to connect with the developers, please start a thread in the Community Hub or leave a comment below. We'd love to hear from you!

We will post another announcement in the mid week with the progress!

Team Red. Looking forward for your feedback!:

Hello Everyone,

We are happy to have launched Ellen - Demo on Steam. We hope that you will like the demo and we are looking forward to

your valuable feedback.

Official Site[www.ellen-game.com]
Twitter

You can also email to reach us - hello@redmountmedia.com

Team Red. Releasing Ellen On 15th Feb!:

We are really excited for the launch, on 15th Feb you will be able to purchase Ellen on Steam for \$5.99 packed with exclusive OST! (Limited Time)

You will be able to buy Ellen for \$5.99 only for a week! The original price of the game will be \$9.99.

More details will be published soon...

Join Ellen's Discord: https://discord.gg/nTSefXz
Twitter: https://twitter.com/ellenthegame

That's all for now ^^

Team Red. Update #003 - Live Stream On Sunday + New Props!:

Hello Everyone,

It's been exactly 10 days since we have been live on Game Jolt. I would like to Thank you all once again for the great feedback and we have some really cool gameplays from youtubers that you can find in the comments section of the main page.



In today's devlog, we'd like to showcase some art & also announce our first live stream which will be taking place coming Sunday!

Live Stream - Sunday - April 1st, 2018

Connect on Twitch for Live Stream https://www.twitch.tv/redmountmedia

Timings

USA - 15.00

Netherlands - 21.00

In the live stream, we will be discussing Ellen of course and also together create some new pixel art for the game.

Also if you are curious about how we have made certain thing in the game, please feel free to ask about it. We would like to connect with all of you and make this game an amazing experience.

So who is in for the live stream? ^^

Don't forget to follow us on twitter and share the game demo with everyone in the world.

Twitter - Ellen The Game https://twitter.com/ellenthegame

Good day ya'll and can't wait to meet you all in the stream, Team Red. Ellen Teaser: The Fall - Play on Aug 13th: Hello Guys,

We are very excited to talk about our upcoming playable teaser which has 40 min+ play time. It was a couple of months ago after the release of the Ellen Demo that we decided to work on a playable teaser along with working on our final release of the game.

Reason? You guys! We had a great response from the community overall on GameJolt, Steam and Itch.io. We decided to compile a summary of the whole game and let the players enjoy the below:

- Different Environments
- Taste to simple puzzles
- Classic spooky elements
- Introduction to some of the dark entities in the game

So you are going to play as James, you are alone in the house, you will be investigating the mysterious murder of The Smiths' and look for Ellen.

Just 2 more days to go and now we are free to talk more about our development and share as we approach the release of our final game.

Thank you for your amazing support! We can't wait for all the let's players to take up on it and we're also looking forward to hear feedback from all of you so that we not only create something better than our upcoming playable teaser but finish an AWESOME game!

Don't' forget to save about an hour this coming monday!

See ya all ^^ Team Red Download The Metronomicon - Indie Game Challenge Pack 1 .zip

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