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About This Game

Embark on an exciting adventure between magic and illusion. Conduct your own investigation, solve the disappearance of a rising theatre star, and discover the secrets behind the curtains of the Parisian theatre.

IMMERSE YOURSELF IN THE LORE OF 19th CENTURY PARIS!

A young journalist witnesses the kidnapping of a theatre star, Beatrice Le Brun. The ambitious girl then undertakes her own investigation.

BECOME THE DETECTIVE AND SOLVE FASCINATING RIDDLES!

As it turns out, the main suspect is one Charles Delacroix – a world-famous illusionist who mysteriously vanished some time ago.

EXPLORE HAND-PAINTED LOCATIONS AND LOOK FOR CLUES!

When the journalist and her young associate – Beatrice's brother – follow the kidnapper, more and more of the truth about the abduction and a mysterious romance come to light.

OVERCOME CHALLENGING HIDDEN OBJECT SCENES!

Is it all just smoke and mirrors, or true magic and pure evil? What really hides in the underbelly of the Parisian Theatre? Discover the identity of the kidnapper and thwart his plans before it's too late!



Features

- Dark secrets with an undercurrent of romance!
- Mysterious story set in 19th century Paris!
- Solve challenging Hidden Object Puzzles!
- Explore 30 hand-painted locations!
- Test yourself in 21 colorful mini-games!

Title: Faces of Illusion: The Twin Phantoms

Genre: Adventure, Casual

Developer:

Moonrise Interactive

Publisher:

Artifex Mundi

Release Date: 19 Jan, 2017

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Minimum:

OS: Windows XP, Windows Vista, Windows 7, Windows 8, Windows 10

Processor: 2 GHz

Memory: 1 GB RAM

Graphics: 256 MB VRAM

DirectX: Version 9.0b

Storage: 2 GB available space

English, French, Italian, German, Japanese, Korean, Polish, Russian, Simplified Chinese







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You're a witness to Beatrice Le Brun's kidnapping during one of her performances. An illusionist that was thought to have vanished a long time ago. But apparently, they're two of them and one is clearly helping you. Along with Arthur, Beatrice's little brother, you're investigating what's really happening.

I've been a beta tester for this game, with Artifex Mundi sending the first part of a game to people to test it. So, you bet that I've bought this one once it's been released on Steam.

The plot is, as usual with Artifex Mundi's games (published or developed), a young woman on her own, with the help of others when needed, trying to investigate and protect the world. You're also diving into the world of a love story and illusionists. But it's too bad that the game doesn't involve more that magic side.

The gameplay is the standard one: use objects, combine them, find them, solve puzzles and clear hidden objects scenes. As usual, the game isn't difficult nor easy, it's well balanced. I also like the use of Arthur, the little brother. He can be quite helpful if you're stuck (because generally, if stuck, it means that you need Arthur).

I also like the graphics as it's in the XIXth century (if I remember correctly) or early XXth century. Anyway, you don't get to use new technologies, so, you have often to rely on other skills or items to advance. The graphics were really transporting you back to this era.

The soundtrack was nice.

Anyway, while I was kinda hoping for a lot the first time I've played it, I found myself a little disappointed as I feel like the story was evolving in something that wasn't really necessary. Yeah, for me, the game isn't really Artifex Mundi' greatest published games. But it's still a nice game, so go for it when it's in sales.. It's your average hidden object game although I'd say it's slightly below the average Artifex Mundi quality.

This game is the essence of a "casual" game, its difficulty level is quite low, even for this genre. Minigames require barely any thinking or planning, but HO scenes are actually quite clever and managed to get me stuck couple times. I enjoyed the mini-HO games in small frames, they were actually quite refreshing.

The story started rather interesting, but in the end it seemed like it was rushed and cut in half. I've had a problem with some voice over actors. As always, some were better than others, but this time Kristin Price-Wilson voiced over a supporting character rather than the protagonist and it felt quite weird.

The game's quite short, I think it took me about 2h to complete it, so you might want to wait until it's on sale. However collectible items aren't easy to find, so if you're a completionist, it might take you a while to find them all.. Underwhelming short casual adventure game with boring puzzles. That's this game in a nutshell.

Another game published by Artifex Mundi that falls flat when it comes to interesting and fun game play. The story seems extremely rushed. The protagonists have no motivation and even less background. The voice acting is pretty bad and the dialogue is poorly written.

The presentation is pleasant, but there are long stretches of sewers and caves which are clearly filler material. Combine that with the quite short length of the game (around 90 minutes for your first play through) and it leaves a bitter aftertaste. Usually I don't feel to bad to spend just under 5 € at launch for these type of games, but this one is surely not worth that much.

The puzzle design (both minigames and the inventory based ones) are either recycled from other games (you even get to keep coins through half of the game to use them as a 'screwdriver' again later and I'm not sure if that is supposed to be an insider joke

or not...) or just very bland.

Overall the game doesn't have an interesting story nor interesting game play and it's far too short for the price. I can't recommend this game except if you pick it up in a bundle.. this is one of the weaker Artifex Mundi games in my opinion. The story's not too original and the graphic artworks doesn't match former games. I'd recommend it as all other Artifex Mundi HO games but you can wait for a Humble Bundle or other to pick this one up. Took me just slightly over 2 hours to complete it.

BTW - The morphing objects in this are quite challenging - I only found half of them.

. This is a pretty lackluster, and even outright bad HO game (quite frankly, I'm amazed that Artifex Mundi published/distributed such a mediocre excuse for a game). The voice acting never rises above average and is frequently worse than that, the dialogue/writing ranges from barely adequate to utterly insipid, the animation is poor, the gameplay is weak, and the plot driving the game is banal tripe (even by the low standards of HO games!).

In short, even if it's on deep sale, I'm not sure I'd get this, even if it does come with cards and achievements....life is too short to waste your time on poor HO games, even if it only eats up two or three hours of your time!. Storyline is good. Very colorful graphics and nice music. Mini games are fun.. Game Information

Face of Illusion: The Twin Phantoms is an *Hidden Object Puzzle Adventure game that was developed by Moonrise Interactive and published by Artifex Mundi.*

Game Visuals

I want to mentioned that the visuals in this game is nicely done. The visuals can be adjusted in the game's option menu.

Game Audio

I want to mentioned that audio for the game is well done. Even though the audio is somewhat simplistic and repetitive. The audio can be adjusted in the game's option menu as well.

Gameplay

There are four different difficulty game modes to choose from: Casual; Advanced; Expert and Custom.

The notebook keeps tracks of progression in the game. Such as story events and clues.

There is an interactive map in the game. It allows the player to fast travel between each locations quickly without having the need to constantly backtracking. It also indicates that there are variety of tasks that can be completed at various locations within the game. The interactive map is automatically given at the start of the game.

There is no padlock feature that is available to lock the inventory panel in place. The inventory panel is stationary.

There are some interactive items in the game. Some of the interactive items may require extra components before they can be interact with. All interactive items are marked with a symbol in one of the corners.

The hidden object scenes consists of the following: Fragmented items; Shadow items; Find "x" amount; Traditional word lists. Some of these hidden object scenes may require little or no interaction. Most of the hidden object scenes can be replayed in the game's extra feature section.

The puzzles are fairly easy to solve without having the need to skip any of them. Some of the puzzles can be replayed in the game's extra features section as well.

There is a collectible in the game: Trading Cards. They are scattered throughout the game for the player to find.

There are morphing objects (beyond objects) in the game. They are scattered throughout the game for the player to find as well.

There are thirteen different achievements that can be unlocked from playing the game. Each of these achievements does come with some requirements that needs to be completed before they can be unlocked.

Miscellaneous

There are extra features in the game: Bonus Hidden Object Scenes; Bonus Puzzles and Concept Art. Most of these extra features can be access only after the entire game is completed.

There are five different trading cards to collect. The game only drop three of those trading cards. There are several ways to get the rest of the trading cards: Purchased from the Steam's Community Market; Trade with friends; Booster Packs and its' Booster Pack Creator.

Final thoughts: I have found the game enjoyable to a certain extent. The replay value for the game is low. I would recommend this game, but not at the game's full price value.

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