The Works Of Mercy Download For PS

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About This Game

'The Works of Mercy' is a psychological thriller inspired by the classics of the genre. The game's plot revolves around mysterious killings committed on seemingly random victims. Only this time it's the player who becomes the murderer.

The game tells a story of a personal tragedy and wrecked psyche. When a cryptic tormentor forces the protagonist to kill people in order to save his family, the game's hero (and the player) is posed with a series of dramatic questions. Who is the tormentor? Why is he so vengeful toward the protagonist's family? How far do you have to go to satisfy him? How can you justify the killing in the sake of saving someone's life? And how will you cope with the sense of guilt?

Answers to the posed questions can be found in multiple endings playing more than once.

The game will leave the gamers with a lasting impression and face them with the question: how much could I sacrifice for my family? It will take the players through a dark world which gradually dissolves to an increasingly surreal vision of the protagonist's mind captured in a lethal trap.

Title: The Works of Mercy
Genre: Action, Adventure, Indie, Simulation
Developer:
Peηtacle
Publisher:
Peηtacle
Release Date: 26 Sep, 2018

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Minimum:

OS: 64-bit Windows 7, 64-bit Windows 8 (8.1) or 64-bit Windows 1

Processor: Intel CPU Core i5-2500K 3.3GHz / AMD CPU Phenom II X4 940
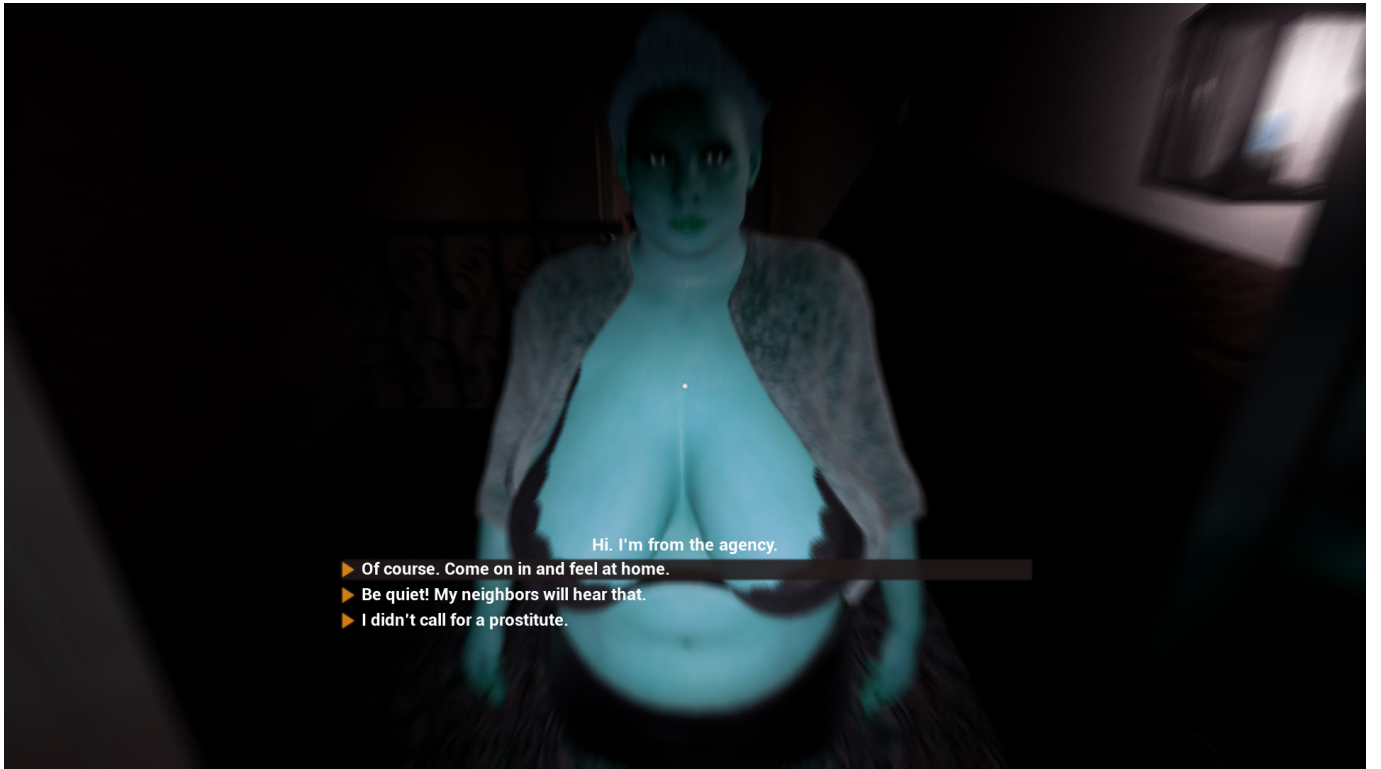
Memory: 6 GB RAM

Graphics: Nvidia GPU GeForce GTX 660 / AMD GPU Radeon HD 7870

DirectX: Version 9.0c

Storage: 18 GB available space

Sound Card: DirectX compatible

English,French,German,Polish,Russian,Simplified Chinese

Hi. I'm from the agency.

▶ Of course. Come on in and feel at home.
▶ Be quiet! My neighbors will hear that.
▶ I didn't call for a prostitute.

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Trailers for the game are better than the actual game. As most of the other reviews suggest, this game is terrible, and was hyped up to be really good, and it just isn't. The bugs are awful, the story is a drag and barely existent, and it's just a terrible game. FeelsReallyBadMan. Had this game on my radar for a while... then the DEMO came out and I was pleasantly surprised by the intrigue of THE WORKS OF MERCY. However I had decided to skip its KickStarter campaign.

Basically, you're a man that you receive "orders" to kill people from a stranger calling you on the phone.

THE WORKS OF MERCY is a very short game. Granted, I think I saw somewhere that there are more than one ending but to replay the whole thing without any save feature is annoying.

The visuals are pretty impressive overall, minus the basement portion of the game.

Story is straightforward and keeps you guessing until the very end. The voice acting is fine for an indie project, same with the music.

I'd recommend you wait for a drastic sale before getting this!. I was really hyped for this game and bought it right as it came out but, unfortnutely after playing for about 20 minutes I refunded it. The story is confusing, theres no save function, and from what I heard it's pretty short. It's not worth the 12$ and certianly not worth the 15 after the sale ends. This is more of a 5$ game for what you get. On the flip side I do have to give it props for the graphics, and I think thats what intially drew people in.. I love it, I LOVE THAT PIANO
The language sliding bar was a nice little bit that made me laugh at the beginning, At first I thought the Devs just didn't want me to see my own relfection, then you know...I spoke to the Euguene/MY LISTY BOI. I didn't like how the child had a plate in her room, she deserved to loose two fingers(Also because it is a better artist than I am, Jokes on her, her room has three deaths in it). The stove was a nice part, shame I left it on and gave my family a nice gas bill...if they ever get it.
" I like it when a woman smells of mint" was nice, and the color disortion and music was a very very nice part in my eyes
But my Favorite part (Aside from being able to kill people) Was the fact I had the option to be rude, I love it,
Also the piano and the water(IT CHANGES WHEN YOU TURN ON BOTH VALVES)
I am going to go back and play it more times, it's a little expensive in my eyes, I can understand 5-10, but not fifteen.
I love the piano, the cups, and the pushing people though.....

You don't have to be evil the push the boundaries on the fifth comandment

  Also thanks for leaving the dead hooker in the bathroom, it gave me something to play with while on the phone . I beat it under an hour.... I have been looking forward to this game for a long time. Since my boyfriend and I started dating like 2.5 years ago. So then it comes out and I'm like DATE NIGHT BABEH. Well. It was not what I expected and I don't think it's worth more than five bucks.
PROS: Whut.
CONS: wait wat

Constructive feedback for the developer: clearer, easier phone dialing. Tell your audience that they cannot save. More dynamic

dialogue tree.

Feedback for consumer: Buy it on sale--like wait for the holiday sale--and know that you cannot save. Have an open mind. Have you ever watched The Mist? How'd you like that ending? Were you satisfied with the ending of A Clockwork Orange? Are you down to answer a bunch of phone calls? Then you can handle this game.. It's better if you don't buy it.

The idea of this game is brilliant, but the execution is just miserable. The gameplay is so straight forward that the story is losing its potentiality and that's why it's such a boring game.. The game looked promising, but the acutal execution isn't all that great. The environment (your apartment) is incredibly bland and the gameplay itself is quite shallow. You can interact with doors to empty cabinets, pick up a cup and drop it on the floor, turn on a faucet, and open some doors so you can walk in circles through the apartment's 5 rooms. It's thrilling.

I also had some minor issues that were far from game-breaking, but they did detract from the overall experience. For instance, while listening to a phone call, the spoken dialogue started over, but the original dialgue also continued. I was hearing the same voice twice at the same time but at different parts of the dialogue. Thankfully there were subtitles...except that I noticed a decent amount of typos and/or spelling errors. Again, a minor complaint, but it's pesky and really contributed to the feeling that the game just feel unfinished.

There's also no save function, which is apprently not considered necessary since the game is only about an hour and a half long.

Lastly, the price point. It just isn't worth the cost Sure, you can complete the game multiple times for different outcomes, but the game was so lacking of interesting content, I felt no need to do so. So, for me I got about 1 - 1.5 hours of gameplay experiene that was playable but not really enjoyable. I'm all for a short experience if it's high quality, but this was not the case here. It feels incomplete.. It was okay and the story was alright but short and too expensive for a game with pretty much zero replayability that you can beat in an hour.. Terrible story, Glitches and freezes. framerate problems as well. asked for a refund. Sad how long I waited for this game to come out and dissapointed with the result

For an indie game with limited budget, I'd say this is a pretty impressive ideea. It definetly requires you to play it more than once in order to understand the story, but unfortunately it is very short so it only has a few, but powerful moments. It could be great if only it had the financial support in order to make this ideea really work, and build a very strong psychological horror game, but for a start this is good.. This is an alpha.

The game is so bad in many ways.

It has potential but killed by the devs.. This game have a realistic lighting and setup. But the scenes are so limited. And the gameplay is actually nothing more than walking simulator. The story line can be completed with in 1 hour.

I won't recommend this kind of game to anyone. (Except that I hate them). Downgraded graphics
Many bugs
Stripped down locations that are almost empty of items
More bugs
Extremly low quality raw game

This this like an alpha version of their demo.. Let me start by saying I don't generally write reviews, but am doing so to stop anyone considering buying this game from wasting their money.

The entire game basically plays one of two ways, choose your response in a conversation, or typing in phone numbers into a phone. I wish I could say I was exagerating....oh wait, once you press a button on the wall.

The entire game took me 59 minutes, for a $15 title that is kinda rediculous.

Never did the story feel engrossing, or even interesting. I really just set out to finish the game after spending my money. You play as someone who ends up killing some people, never do you actually see, mind you. ... wait nvm, you see it that one time you press a button, but it was pretty lame. Most of the time it happens in another room, or behind a door.

I feel like the game has 0% replayability if it was even playable the first time.. I decided to buy this game even though a lot of reviews gave it thumbs down.

I am picky about my games.

Due to the bad reviews and the 15$ price tag, I wasn't expecting much.

The atmosphere is great. The graphics are great (no blurry textures in the basement imo) - sometimes borderlines photo realism. No frame drops here (1080 ti 4k max details) whatsoever, the idea is pretty sweet.

I like the ending, I've played it twice and only realized what's happening on the second time. There are two endings and once you notice the "hint" of how you should think in the game (it's in plain sight, just open your eyes), you can reach the "good ending" pretty easily.

It combines horror, psychology and actual real beliefs in some Christianity streams.

Yes, you do easily feel the lack of experience of the developers.

Yes, except the great graphics you can sense that they simply don't know how to animate a head blow up or a drill that goes into someone's skull, so they simply blackens the screen and put you right back in the scene a second after.

Yes, it might get somewhat boring at times.

Yes, it is about an hour long and there's no save feature (which is the weakest spot, no doubt). I had a game breaking bug, stuck in a position I can't move from at some point in the game, had to start over. No other bugs noticed.

But the idea and the real horror is, overall, pretty much fun, for 15$.

Don't expect to much, you might mildly enjoy it. It's certainly shows some new concepts for the first time in a game.. 80 minutes of bugs and glitches. Story would of been fine but this was clearly done lazily, hastily and clearly with passion running out midway production, really broke all immersion. Don't waste your money, just watch a play trough of the game.. The Works of Mercy is a short narrative experience intended to force the player into making uncomfortable moral decisions. Unfortunately, the game's pacing and narrative is all over the place, lacking any sort of real pacing that would get the player onboard and invested with the plot. In short, the game is a boring and messy affair.

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