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About This Game

Fran Bow is a creepy adventure game that tells the story of Fran, a young girl struggling with a mental disorder and an unfair destiny.

After witnessing the gruesome and mysterious loss of her parents, found dismembered at their home, Fran rushes into the woods, together with her only friend, Mr. Midnight, a black cat that Fran had previously received as a present from her parents.

In the forest, Fran goes into shock over the loss of her parents and when she recovers, she's at Oswald Asylum, an oppressive mental institution for children, and Mr. Midnight is nowhere to be found.

After having a dream about her beloved cat, Fran decides to escape from the mental institution to find him and go back home to Aunt Grace, her only living relative.

Features

- Story driven creepy psychological horror adventure game.
- Unique and peculiar hand drawn 2D Art-Style and 2D animation.
- Self administer medication to open the terrible hidden world that will help solve puzzles and find objects.

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- A big variety of puzzles designed with different levels of difficulty and specifically based on the story.
 - Three arcade inspired mini-games all with different art style to be part of the transitions in the story.
 - Interactive and occasionally playable pet cat, Mr Midnight.
 - 50+ interactive unique characters with unique personalities.
 - Original Soundtrack.

Title: Fran Bow
Genre: Adventure, Indie
Developer:
Killmonday Games AB
Publisher:
Killmonday Games AB
Release Date: 27 Aug, 2015

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English,German,Russian





The eyes are crying tears of blood, that's sad.



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The best Point & Click, that i have ever played. 11/10. this may be the one of the best games I have and will ever play. it has an incredible story with amazing art style. the ending almost made me cry, play this game, it is absolutely beautiful.. I am incredibly impressed with the graphics, and developers' ability to pull you into the story. The underlying context gives a more in-depth meaning to the game, whilst playing the role of a 10 year old girl- which gives the player an even more anguished, and lamentable playthrough. I was also highly impressed with the graphics and artstyle, and the way it alternated throughout the game. It also provides an adequate amount of nostalgic ambience that at times it reminded me of the old DOS or Windows games I cherished as a child- not sure if that was the developers intentions or not, but I was sold. I haven't thoroughly enjoyed a playthrough like this in a very long time- these types of games are the reason I started gaming- we need these. Looking forward to the full release of Little Misfortune! Well done developers!. This is a fantastic imaginative game that shows the innocence of a child. Creepy at times, but not so much that it is overwhelming.. Still one of my favorite story-oriented indie games ever. Psychological horror with emphasis on the "psychological" Fran's fearless curiosity is contagious, no matter how twisted her reality becomes.

Can't wait for Little Misfortune!. ur momma gay.. Fantastic story line. 10/10 would recommend. btw, their next game -- Little Misfortune is coming up in 2019.. Really enjoyed this game. The art's nice, the horror is macabre, and the story is whimsical.

My only complaint is that it isn't longer, and the ending leaves a lot of questions, like is Fran really crazy or is the other world real . But I think maybe that's the intention.. The art style in Fran Bow is wonderful and matches with the game's focus on a child. You are able to step into the mind of this young girl who has been through a traumatic event. In the beginning, she is inside of a mental institution. The puzzles are intuitive and interesting. They fit in with the flow of the game, very well. Fran Bow is a super weird game, and I highly recommend it for adults. There is really creepy content. Because of the disturbing nature of Fran Bow, I would hesitate to recommend it for kids.. What a nice game it is!
And, Rest In Peace, Fran.

Have played the game the entire way through 3 times now and every time I love it a little bit more. It has excellent hand drawn graphics, a solid continuous plot which leaves you wondering and sitting on the edge of your seat, the music is minimal but that's exactly how it should be therefore focusing on or creating more eerie atmosphere which drags you in. Different from the typical point and click games, so is rather refreshing, very much looking forward to the developers next game "Little Misfortune" which is already on my wishlist! 10/10

Update 0.2.2 - custom controller layout support:

Hi all, in this latest update you will now have the ability to re-bind controller buttons for all controllers that work with Nakiti Generations so far! fixes have also been made to support more usb controllers.



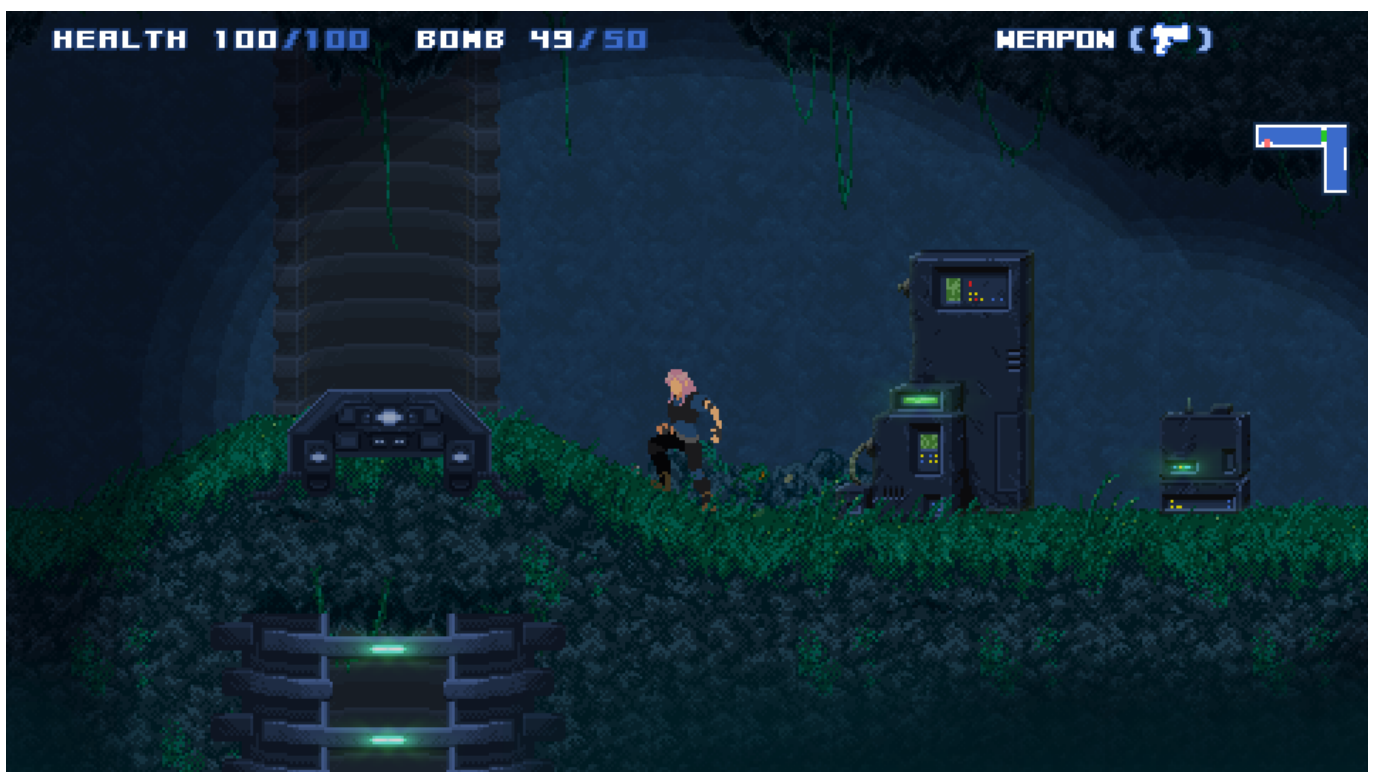
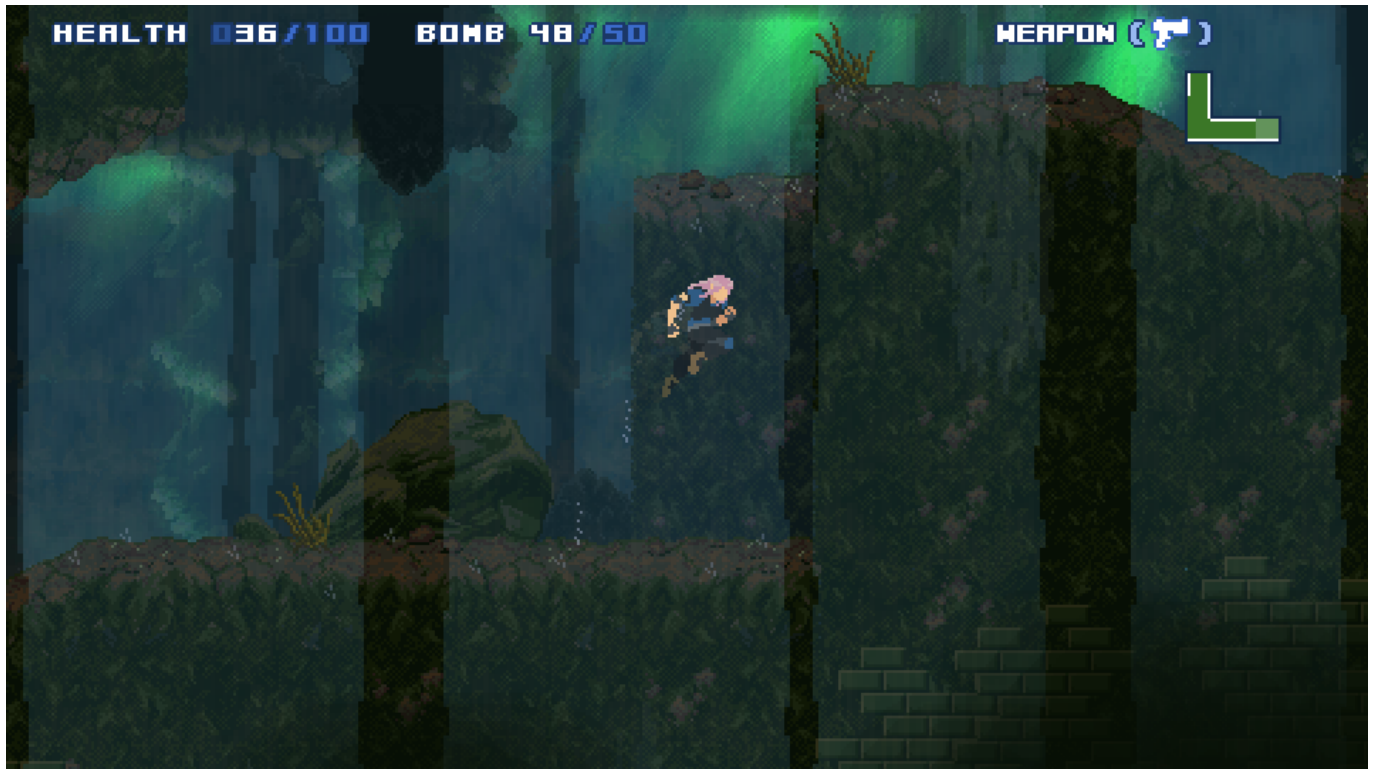
The quality of custom keybinds will improve over time but this is an important start.. Nakiti Generations **Store page updates, version 0.3.1 coming soon.:**

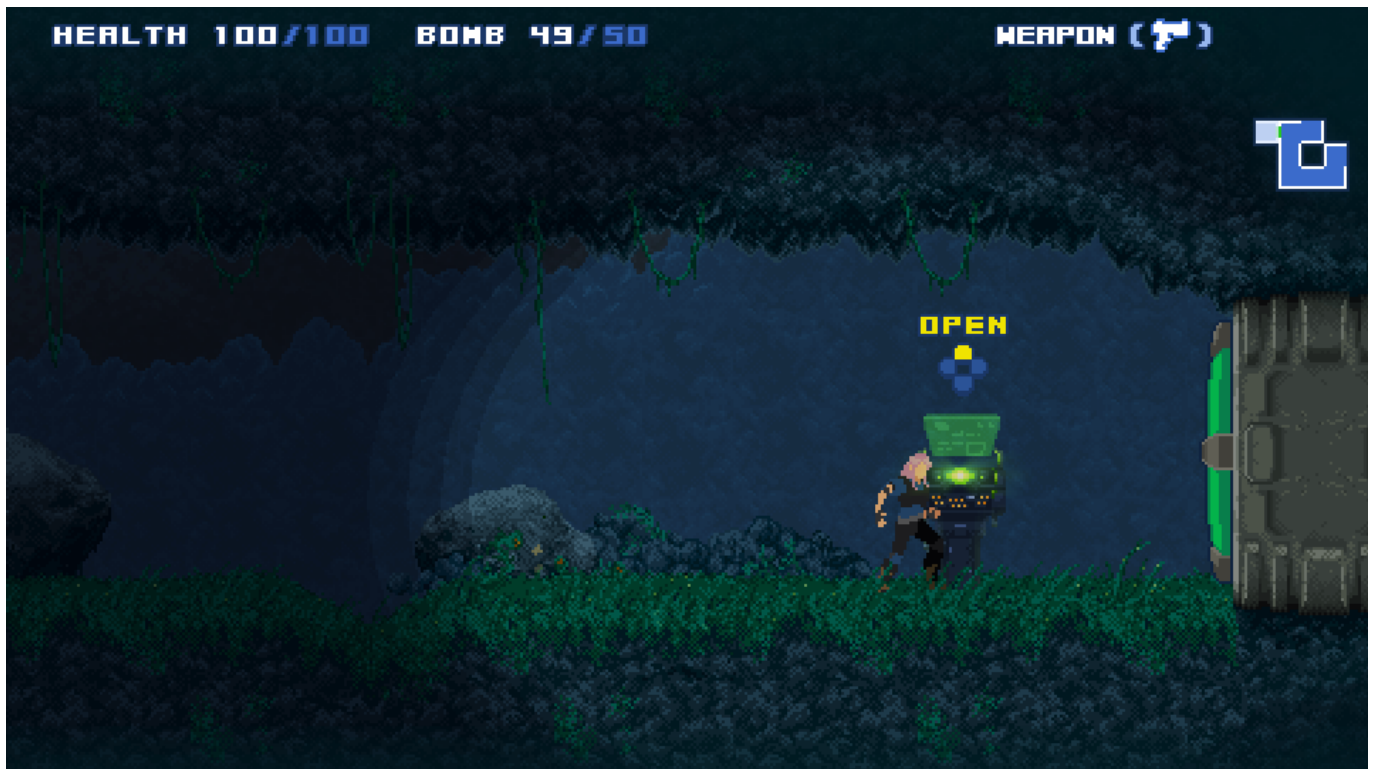
An updated trailer for the steam page will be available soon showing off many of the new and improved features added to Nakiti Generations, it has been a year now since the Store page had it's video and screenshots uploaded and they are all due a refresh.

Version 0.3.1 is coming very soon and includes many more areas to explore, new foes to fight and more power-ups to put to use, I thank you all for being part of the development of Nakiti Generations and showing your support.. **WIP screenshots from update 0.2:**

Hello everyone, the end of January update is a little delayed but I am hard at work getting it complete ready for everyone to enjoy, here are some screenshots from the current developer build showing off part of the second area.







. January Plans:

- First update will add tutorial boxes and flesh out the items menu to show the gear you have collected and allow you to read about what each item does, this update also changes how the controller inputs work in prep for custom control layouts and directinput support!

- Second update will be adding new playable content, the current build ends at the first key item found so I will be adding areas that follow this up to the entry point to the second unique looking zone.

I also plan to get another update out by the end of January to add even more, fix bugs, some changes, new enemies, all that good stuff but it's hard to give a solid time estimate, best way to look at it is to expect an update every week or so, no later than that between each.

Thanks again and any questions always feel free to throw them my way no matter how big or small.

The first update is due any day now once I am sure it's not broken anything important.. **Update 0.2.0 patch notes:**

Hello everyone and thank you so much for waiting all this time, update 0.2.0 is nearly here, below is a list of changes or added features in this build:

- Game version changed to 0.2.0.
- Minor improvements to the main menu in how things are handled.
- 'Demo clear' flag changed to match up with the second boss room (boss coming in next update)
- Ongoing improvements to performance, small steps with more to come.
- Bloom and filter changes and improvements.
- Existing tilesets have had minor visual updates and changes.
- Small sound effect changes and improvements.
- Jumping through one way floors improved.
- Dropping off ladders improved.
- Player animation playback improved (ongoing) you should see less pink squares appear on animation clashes.
- Added a new area, the caves (ongoing)
- Green key card now works to open green doorways
- Elevators have been added.
- New skills have been added.

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- New enemy types have been added, Bats, Wall Crawlers and Chomps.
 - Rolling enemy AI has been reworked and changed.
 - Floating ball enemy movements has been adjusted (ongoing)
 - A handful of engine changes to fix bugs and issues (ongoing)

This update will be live in the next few days, I thank you all for waiting so long and from here on out everything will be at a much faster pace. Without your support this game would not exist in this state so thank you!

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