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About This Game

Now includes free DLC "Sacred Line" (standalone game). Linux / SteamOS version has minor exclusive content (two Linux-themed voiced lines in the game).

"As if George Carlin lived in Russia and one day decided to make a mod for Postal 2 which would be based on the story of Only If. Well, that's a terrible pitch, but I'm tired. Now would you be so kind to get your fuckin' microphone out of my face, stop asking me about your fuckin' game and just let me go?" - Random Man On The Street

"Crap", "Christianphobic trainwreck", "Mess" - Most trusted experts on the Internet

The Last Dogma is a surreal black comedy exploration adventure game set in the year 1999 of an alternate reality world, where US actively campaigns for world domination after being disappointed with the results of the Cold War. Inspired by the history of humankind, free of clichés and moral borders, made in Hell.

You play as Sebastian Arise, an ATF special agent tasked with the tracking and eradication of local firearms dealers. One day straightforward tracking mission turns into disaster, thrusting him into the village of cannibalistic Christian cult known as "Holy Intentions". Entwined in a web of intrigues between emotion-feeding daemons, Sebastian must keep his senses sharp as he travels back in 1366 A.D. to stop the things he shouldn't stop.

!

The game is a reimagining of Sacred Line Genesis, horror text adventure game for Sega Genesis / Mega Drive. And it's definitely not a shooter.

Recommended for fans of Killer7, Deadly Premonition, Only If, Postal, Normality and Pathologic (*NOT INSPIRED* by them), for open-minded people who prefer story and exploration over action / mechanical gaming and for people who are still looking for secrets in the games they play. Also for people who love movies of Richard Kelly, David Lynch and Quentin Dupieux.

Features

- Unpredictable, surreal and grimdark story which features two completely different storylines
- Narrated by rockstars actors of Kholat, Stasis, Dust: An Elysian Tail, Strike Vector and Deadstar
- Original soundtrack featuring epic orchestral music, melodic instrumental rock, outlandish ambient and shamisen dance electro
- Atmospheric open-ended locations open for exploration, each with its own mood and color scheme
- Many well-hidden secrets, including hidden NPCs and whole “Secret World” story campaign featuring The Narrator
- Half-arsed hotkey based adventure system with the use of “Look,” “Investigate”, “Talk” and "Take" commands
- Completely DRM-free, you can copy the game on the potato and play it on the moon (being completely offline)
- Absolutely devoid of toilet humor and doesn't have a single line about ass

Soundtrack DLC is now available on YouTube for streaming:

<https://youtu.be/PLHPBRWPQtM>

Title: The Last Dogma - Wilder Wein Edition

Genre: Adventure, Indie

Developer:

Sasha Darko

Publisher:

Sasha Darko

Release Date: 30 Jun, 2015

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Minimum:

OS: Microsoft Windows XP / Vista / 7 / 8 / 10 (32 & 64 Bit compatible) / 10

Processor: Dual Core 2.4GHz or higher

Memory: 2 GB RAM

Graphics: DirectX 9 compliant video card with Shader model 3.0 support. NVidia 7600, ATI X1600 or better

DirectX: Version 9.0c

Storage: 3500 MB available space

Sound Card: DirectX 9.0c compatible sound card

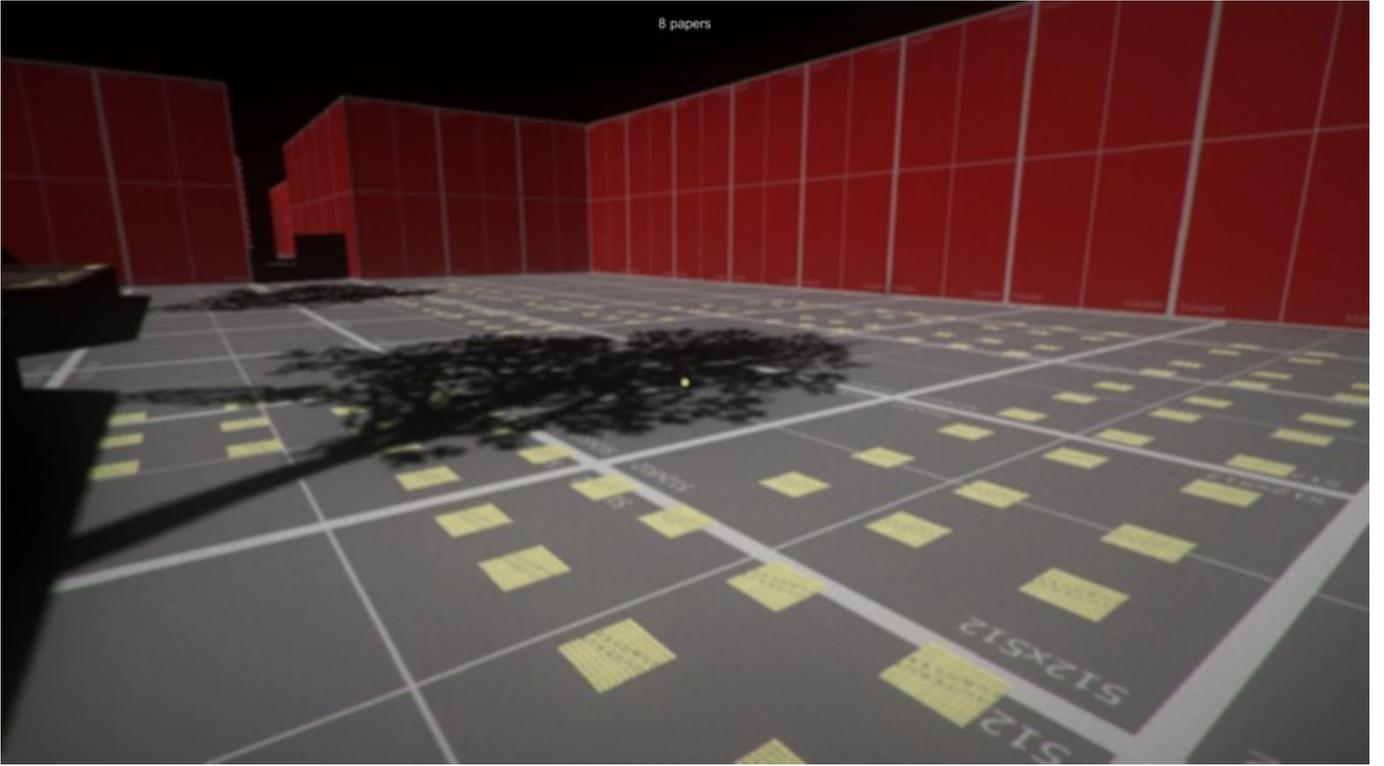
Additional Notes: Best played alone or with your cat. The game does not feature "Mouse Invert" option and controls are not customizable. 4:3 monitors are not supported.

English





8 papers



Lack of mouse invert option. Developer denied implement it ever at all.. Well that was dissapointing. The mouse sensitivity is ridiculous and there are no options to change it. My pc massively exceeds the recommended specs yet the game is laggy and constantly skipping frames. I like wierd games but this one is just ugly. At least its only a fiver. Wait, did I spend money on this?

It's a parody game, poking fun at a lot of things, but especially at bad games in general. It is quite funny at times. I was laughing out loud at the finale sequence. But it's absolutely not worth any money.. Wait, did I spend money on this?

It's a parody game, poking fun at a lot of things, but especially at bad games in general. It is quite funny at times. I was laughing out loud at the finale sequence. But it's absolutely not worth any money.. This game is too buggy to play in linux.. Going into this game knowing full well of what I was graphically delving into ... Bounces around .. known. Holds the point within the realm as far as fictitious bulls*** politics goes. Would be holding its own up to what I was expecting ... If it didn't take me ten minutes to figure how to get out of the comic strip portion. Sumbliminal.. subtle not by the least. Had fun listening to the Devs throw shade in their own right. Interesting if you're into this sort of thing. Seven dollars worth of sarcasm. All else .. you get what you pay for.. This is not a game for everyone. This is a game for who loves b-movies, absurd conspiracies, random LULZ, unconventional videogames that don't take themselves too seriously, Francis York Morgan and the narrator from Stanley Parable. The Last Dogma is a low-budget surreal story that plays with meta-references, social jokes, unpredictable stories and nonsense characters. It's short and it's not a masterpiece, but its awkward style and unpolished world tell you something more than what multi billion AAA games will ever be able to explain: games are games, people are people, and some people will enjoy games made by people with the same mindset. Just take this for what it is, support off-beat developers, enjoy the ride and Sebastian will be your new BFF.. what the ♥♥♥♥ just happened. This game is too buggy to play in linux.. what the \u2665\u2665\u2665\u2665 just happened

Going into this game knowing full well of what I was graphically delving into ... Bounces around .. known. Holds the point within the realm as far as fictitious bulls*** politics goes. Would be holding its own up to what I was expecting ... If it didn't take me ten minutes to figure how to get out of the comic strip portion. Subliminal.. subtle not by the least. Had fun listening to the Devs throw shade in their own right. Interesting if you're into this sort of thing. Seven dollars worth of sarcasm. All else .. you get what you pay for.. Lack of mouse invert option. Developer denied implement it ever at all.. Deliberately stupid. It didn't cure my hangover but it helped me cope.. Worked well in Windows 10 with nVidia GTX 1070 card.

SPOILER ALERT: In order to discuss this game in any way that makes sense, I have to reveal the content for the first 5-10 minutes of play.

The game in its current state is a mess:

- It needs a complete re-do of the text by a native English speaker. The writing ranges from grammatically incorrect, to culturally inappropriate, to simply illogical. The voiceover narration doesn't always match what is displayed on-screen; you get the sense that the narrators corrected some of the poor English on the fly while they were reading their lines. Even the name of the game as pronounced by the narrator does not match the actual game name, or what is displayed on-screen. Something so easy to fix should not have been pushed into a live release.

- It's thematically inconsistent. The one-room tutorial is ironic, like something out of the Stanley Parable. The intro makes the game sound like some sort of post Cold War political thriller. Then you enter the game itself, emerging from your burning car after a wreck in Kosovo. You walk to a nearby village, and meet...insane cannibals surrounded by gratuitous amounts of body parts and blood. How do you know they are cannibals? Because the game tells you when you try to speak with one. A better question is, WHY are there cannibals? This is a complete deviation from the tutorial and intro. Why not a Serbian rebel, or...a Kosovar? Has the world ended? If it did, why wasn't I told before the adventure started?

- The game gives you absolutely no direction, and I could find nothing to do. I emerged from said burning car, walked to the village, had a couple of nonsensical interactions with so-called "cannibals", found no objects I could interact with, leaving a sense that the interface was broken, eventually found a trap door that said I needed the "Butcher's Key" to open. There was snoring coming from behind a nearby door, and nothing I could do to open it (E didn't work, nor did the other "Use" function, and the cursor indicating an interactive object didn't light up). It occurred to me as I was writing this that I MAY have been able to pick up the axe laying on the table next to the severed legs in the next room, then use it to chop down the door, but when I restarted the game I found I'd have to do the whole experience again, including the tutorial, to get to that point.

Conclusion: this game needs to decide what kind of game it is, and more polish, before it should ask people to pay for it.. The Last Dogma runs in Linux as well as Windows. I was able to install it and run with Mint 17 64-bit on my GeForce 550 Ti using Nvidia 331 drivers.

It ran perfectly with default video settings. If you try to increase the texture quality your system might have a low frame rate as a result.

Otherwise it ran fine and I was able to explore the world and interact.

Interesting surreal game. This game.

Oh lordy, this game is so brilliant.

First the author is generous enough to start out by saying that if our tiny minds cannot fathom the depth of the story, fear not, it's already explained in a pinned forum post.

Well thankfully I saw that so I didn't have to waste my precious riddlin on intro cinema - which came, i'm told in HD. Sadly my computer just couldn't keep up and kept skipping frames.

After being told how stupid, useless and incompetent the Russians are -which is great satire I must admit. HA! - the narrator states that the U.S. Elected Sam Shotgun, aka Uncle Sam. It's funny because we have a reference to the idea of Uncle Sam, how witty. The United Kingdoms apparently kicked the Queen out and elected a Irannian, as you do, then was invaded by "the arab states" As you know, you cannot trust them. Then we tricked "The Africans" obeying the U.S. with the bible- because the U.S. only has one god- and since we airdropped them instead of "contraceptives" they thought to themselves"the books came from the sky, it was the word of God."

Such Satire is amazing. How could this writer even be making games? The next Stephen King is right here!

But I digress, my tiny mind was so thankful the narrator stuck around to give me a simple, not at all condescending tutorial. I felt like I was playing my old favorite games again.

I sadly didn't make it very far, my tiny brain couldn't focus on all that HEAVY dialog and jokes about unkillable characters

being in a "NPC" state.

10/10 would defiantly review again and again until they stop removing it.. It has a funny, interesting, satirical story and the graphics are pretty great on my machine! Could use a little more interaction though. Quite disappointed I couldn't shoot the first cannibals I found in the game :(.. Also, couldn't climb up some of the structures and get info on others.

After playing this more, it is pretty buggy (the chapter select doesn't work and I see a gun but can't pick it up?). I'm not really sure what to do in this world and the game isn't giving me any hints. It's pretty frustrating. Glad I only paid \$2 for this. The beginning story is really the only thing going for this game so far for me.. Buggy, poorly put together and written in angsty pre-teen style.

It feels like someone's first game. If so, it's very good for a first game, but it has no business being sold.

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