Katie Torrent

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About This Game

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An isolated town.
Dozens of ensnared citizens.
Each with their own thoughts, each with their own reasons for ending up here.

But only one will listen.
Find her.

Katie, at it's core, is a game about understanding. About talking, dwelling, thinking. Walk around, speak to people, explore the town, uncover secrets (if that's your thing), and listen to Katie. Written during a time of immense personal transition, Katie is a casual yet vulnerable reflection on friendship, dealing with loss, and the pursuit of meaning in the midst of chaos. It's an expression of mind laid bare in a vicarious manner, and a narrative of a life on the verge of sanity.

Features

- A fully realized, living, 3D pixel-art town, cut off from the rest of society and ready for exploration.

- Dozens of handmade citizens, each with their own look and Idea that they're willing to express. Talk to them, ignore them, or let them be.

- A vulnerable narrative that unfolds over a week as you interact with the individual that gave this game it's namesake, and seek to understand what drives the heart of the town.

- Walk around, look around, be around.

- Secret, post-game content.

- Fully movable swings (to relive your elementary days).

"What are you running from?"

Title: Katie
Genre: Indie
Developer:
Lonely Frontier Studio
Publisher:
Lonely Frontier Studio
Release Date: 7 May, 2018

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Minimum:

OS: Windows 7, 8/8.1, 10
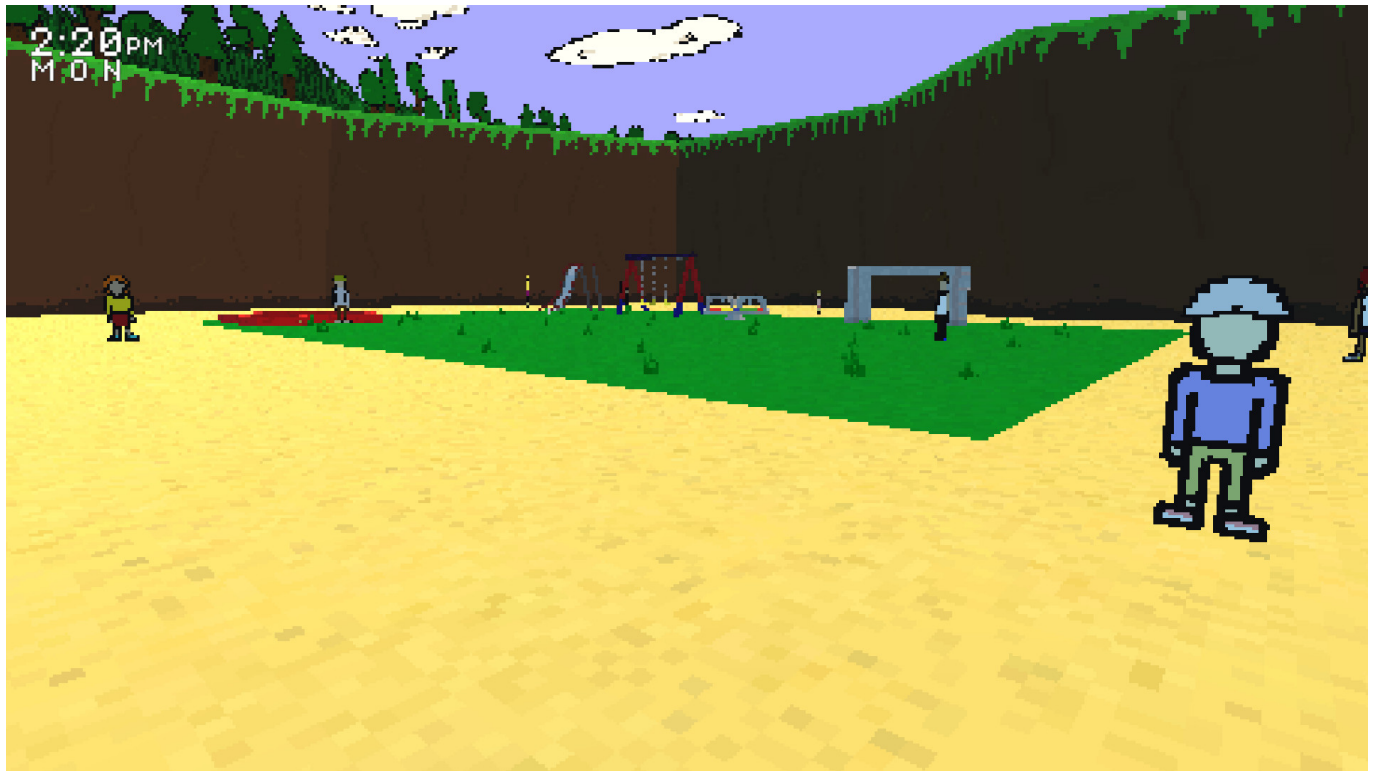
Processor: 1.5 Ghz

Memory: 2 GB RAM

Storage: 150 MB available space

Additional Notes: Runs on most laptops

English

Great Game! Great story! Wish it was a little more longer though. I got really into the story.. I stopped playing Katie after a couple of in-game days. I wasn't impressed or intrigued; it looked like a dodgy 3D game from the early 90's and I couldn't figure out what to do.

What I did end up doing, is coming back to it a few days later, mainly to find Katie, who had arranged to meet me by some swings but hadn't. This time she did and it all rolled from there.

The maturity of the writing carried me through the rest. This is essentially a monologue about grief and loss framed within conversations with a somewhat lost soul milling around in some kind of limbo. While the audio and visuals might seem overly basic, they do end up serving their purpose quite well, the closing credits song is worth the price of admission alone, in my opinion.

All in all a funny little game, but one I think I'll remember for a while.. I stopped playing Katie after a couple of in-game days. I wasn't impressed or intrigued; it looked like a dodgy 3D game from the early 90's and I couldn't figure out what to do.

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All in all a funny little game, but one I think I'll remember for a while.. Hard to know what to say. I could relate very much to several of the themes in the story, which is told in an elegant, charming way. I didn't expect to see anything quite like this on Steam, though perhaps I need to look around more.

I met the author at an exhibition at MIT. He got my vote for best of show. I think that if you are an indie game developer, which includes me, and if your game is unusual, these shows can be good because games that are really different do stand out from the others.

I liked the simple style of the environment. There actually is quite a bit to the town and some places that will surprise you, so don't be fooled by the simple presentation.

But mostly it is a time to think about life and relationships, motives, people you have known and why they do what they do, perhaps even about why you write or play games! I'd say a lot more, but since it is an exploration game and inexpensive to try, I think it's best that you try it for yourself.

And, as stated in the forums, the closing credits and background music are special.. This game was great. I like the pixely graphics, and teh story is great.It is obvious that the story has some personal story behind it, and that really makes it feel real.. Katie is a very simple, short, dialogue based story game. It's not be the most interesting or well written game but I feel that it's a unique storytelling experience unlike any other game I have played. While yeah, most of the game is just looking for Katie and then talking to her, Katie has some AI of her own and sometimes will find you on her own accord which took me by surprise, and the few moments where Katie leads you to a new place really feels like you are participating in an experience. Not your character. These interactions and the first person perspective and the few simple stuff you have to do to move the story along help a lot to put *you* into the game and making it feel like you're sharing a personal moment with Katie. It's pretty nifty.. I really enjoyed this game, even though there isn't much 'game', but that's okay for an experience like this.
This game is a story driven introspective experience where you accompany the character 'Katie' throughout the week and end up being someone that she trusts with her problems.
The story is compelling enough for what it is and the characters are unique and interesting. I ended up really caring a lot for Katie for a multitude of personal reasons and that's always enjoyable to experience in a game.
I'm glad that I randomly came across this game in the store and I'd gladly recommend it, despite the lack of polish and occasional bug.. *Katie is a narrative based game created by Lonely Frontier Studio centered around the eponymous*

'Katie', a resident of a tiny secluded town gated off from the rest of the world. It's a 'walking simulator' in the most positive use of the term, using the interactive medium to really drive home the personal feeling that the game has.

The gameplay consists of talking to Katie and the other residents to learn more about their stories and the nature of the town itself. While many other games in the genre – Everybody's Gone to the Rapture comes to mind – have you piece together a mystery by investigating inanimate objects, Katie focuses on face-to-face interaction. This, alongside the nature of the game's subject matter, gives it a very intimate feeling.

Katie has it's issues, too. My first thoughts were that the walking felt a bit too 'floaty', and it's a little unpolished (There were a few times where I would accidentally talk to someone through a wall, or even through another person). I didn't experience any major issues though, and I can forgive a lack of polish for a game made by a single person.

What it lacks, Katie makes up for in narrative and aesthetic. From the first conversation I was interested in learning Katie's story, and despite the lo-fi art style, it's able to create some beautiful scenery. I think it's worth picking up for any fan of the genre, and I'm looking forward to Lonely Frontier's next project.

Full review: https://indierave.wordpress.com/2018/05/11/review-katie-a-friendship-built-on-loss/. *Katie went to a town to hide and to grieve, and everyone else in the town is doing the same. Some are hopeless and some have hope, but all of them are lying to themselves.*

Something that differentiates this game from other walking simulators is the ability to interact with all the townspeople. I tried to talk to every one of them, and they all had an interesting thing to say. What they will say to you changes based on the weather. When it is dark and rainy, even the most hopeful of the townspeople loses hope.

Another thing that differentiates this game from other walking simulators is the animation style. The simple pixel style reminds me of Thimbleweed Park-- and in fact-- fans of that game might like this one. Fans of Minecraft who are also into indie games will probably like this game as well.

There are moments where Katie's philosophical monologues seem precocious, even for a young adult. Most young adults do not talk this way. That's why the use of "..." "heh" and other common texting/chatting expressions were useful; they toned down the "I have wisdom beyond my years" vibe.

Overall, I was impressed by this game. I did not think it would be as good as it was from the preview and description. From the introductory "FOLLOW HER" to the silence of the spectator (you), the mood of this game is an A+. I hope the creator has more games to come. If I had a lot of money, I would fund them.

Katie is a great game. While it's fairly short, and doesn't really have replayability, I don't think it needs it. The concept and theme are amazing, and the characters are very relatable. The music is also really good, and I quite like the art style. The lack of options such as sound and keybindings are just a minor inconvenience, and I think pros of the game outweigh its cons by a lot.. This game was great. I like the pixely graphics, and teh story is great.It is obvious that the story has some personal story behind it, and that really makes it feel real.. "It's time to move on
I shall miss it all
But we shall go forth
And we shall go forth brave."

Wanna weep through the credits of a video game? You've come to the right place. An inspiring adventure to take with you on your journey in the real world.

10\/10 have played twice so far and cried both times. Hard to know what to say. I could relate very much to several of the themes in the story, which is told in an elegant, charming way. I didn't expect to see anything quite like this on Steam, though perhaps I need to look around more.

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