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## About This Game

### 1954: Alcatraz – The cash is out there. But who will get it?

Joe's doing 40 years on Alcatraz for a heist on an armored truck. The loot is still hidden out there, but only Joe knows where it is. In the streets of San Francisco, Joe's ex-accomplices and his wife are eager to find the stolen money. Who will get their hands on the dough?

In this interactive Point & Click adventure by Daedalic Entertainment and Irresponsible Games - the team of Gene Mocsy - Joe and his wife Christine will be playable characters. Players will decide between love, treachery, life and death: will Christine assist Joe during his prison break? Will they recover the fortune together? Or will they succumb to greed? Will Christine deceive her husband, taking revenge for all the disappointments and a marriage that brought her nothing but hardship? Will she just turn her back on Joe and hit the road with his former accomplices? Or will Joe gain everything in the end?

1954: Alcatraz offers all what makes a great adventure: challenging puzzles, a mature crime story with a dynamic plot and various possible outcomes, and a whole bunch of shady characters: brutal felons, making life on The Rock even harder for Joe, while outside not only his partners-in-crime but also snoops and cops are after the money and Christine. The cinematic San Francisco of the 1950s, caught in a gritty comic style is a harsh place. But it's also a place where 1954: Alcatraz can also pay homage to history and zeitgeist, in form of the Beatnik culture and other contemporary themes.

## Key Features

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- Two playable characters: the gangster couple Joe and Christine
  - More than 20 additional 3D animated characters
  - More than 60 hand drawn backdrops, based on original footage of San Francisco, North Beach and Alcatraz
  - Challenging puzzles and exciting dialogues by Gene Mocsy, co-writer of Ghost Pirates of Vooju Island
  - Atmospheric Beat and Jazz soundtrack by Pedro Macedo Camacho (Fairytale Fights, Ghost Pirates of Vooju Island, A Vampyre Story, Audiosurf)
  - In-game decisions extensively influence the plot and lead to various endings

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Title: 1954 Alcatraz  
Genre: Adventure, Indie  
Developer:  
Daedalic Entertainment, Irresponsible Games  
Publisher:  
Daedalic Entertainment  
Release Date: 11 Mar, 2014

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English,German,French,Russian,Italian,Polish

## CARD BROWSER

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SMALL FAVOR

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CHANGES

GHOST STORY

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Achievements don't work.

You can try this for windows 10, r\click game run in compatibility mode for windows 7 even if using windows 7 then r\click launcher run as administrator may or may not give 100%.

Liked the game apart from that.

It feels like one of the first point and click always fun games from Daedelic.

Sadly its the first game I can only get 98% achievements.

Read the forum discussions.

Buy to play as is I mean the game is not bad .. 1954 Alcatraz is a slightly atypical offering from adventure stalwarts Daedalic Entertainment. Perhaps best known for their fantasy series set in the Dark Eye setting and their absurd comedy adventure, Deponia, Daedalic have taken an unexpected foray into the realm of period dramas. The title says it all really - This is a heavily stylised period adventure set around Alcatraz. You can kind of guess what you're getting into far more than say Monkey Island or Broken Sword. And herein lies my biggest gripe with the game; it's just so damn predictable and chock full of cliché. The characters, the dialogue, the settings. All of it just feels a little too contrived. I really don't like my opening thoughts on a game to be negative straight out of the blocks, but this is the overwhelming aftertaste I was left with in just the first few minutes and the biggest take away from an otherwise pleasant but ultimately underwhelming adventure.

You play as a young, hip couple separated by a heist that got ugly. Pulled apart by the mob on one side and the law on the other, you face the seemingly impossible challenge of navigating an escape from Alcatraz whilst simultaneously waylaying the contrasting efforts of the mob, seeking their lost stolen money, and the law, also seeking their lost stolen money. It's a clever premise with both playable characters forcefully separated by circumstance but working together toward a common goal; a situation that's sometimes enhanced by the ability to freely switch between the two. What follows is a twisting series of puzzles that are both isolated and shared between the two characters. The mechanic adds another layer of complexity to puzzles that is used to some degree but disappointingly not exploited creatively enough to satisfy me.

Returning to my opening criticism, the chosen setting is certainly an interesting one. 50s America - the height of beatnik culture, set in possibly the most notable city of counter-culture in the world, and home to the most famous prison in the world. It has it all for a compelling narrative and certainly tries to play up to this with all the characters you would expect to find; melancholic poets, amphetamine fuelled writers, a Chinese landlady, a hip vicar, a sleazy cop, and a little and large, brains and brawn mobster duo, not to mention the female lead, Christine, who is the absolute epitome of the beatnik style.

The dialogue plays up to the period and its setting with snippets of well written, snappy repartee and is somewhat well voiced with a couple of cliche accents mixed in for good measure. It does however, like every other aspect of the game, fall annoyingly short of fully utilising the period setting despite placing it front and centre throughout. Beatnik America of the 50s is steeped in the spirit of adventure, most famously Jack Kerouac's On The Road and William S. Burroughs' Naked Lunch, yet I can't help but feel the game missed a great opportunity to tap into the great sense of freedom, hope and adventure of the period with a greater variety of settings, characters and themes. Instead, we are served up a claustrophobic tale with character tropes that do a disservice to the unique time and place it tries so desperately to evoke.

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The puzzles maintain a good pace and whilst it is free of any totally abstract or annoyingly random solutions, a couple do land flat from sheer underwhelming simplicity. Personally, the most compelling element of the game were the decisions made in the final act which offer a variety of endings to the narrative and are worth exploring through reloading these critical points. Despite its relative brevity, the ending, ultimately, couldn't arrive soon enough as the game stumbled between engaging moments of interest, simplistic boredom, and well trodden clichés erring on the annoying. Most disappointingly though, I thought the possibilities for the story of Joe and Christine after the end of the game provided far greater potential than the game itself, lending itself a far greater opportunity to tell a far more engaging story which could have easily more closely encapsulated the beatnik spirit of freedom and adventure.

Whilst none of the game is bad enough to make me leave a negative mark against it, equally, I would struggle to recommend it to anyone either. It is the archetypal 'meh' type of game. If you happen to have this game already, have some spare time, and don't have anything else you would rather try, then maybe give this a go. Maybe.

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