

Reviews, PC

Dark Nights with Poe and Munro Review

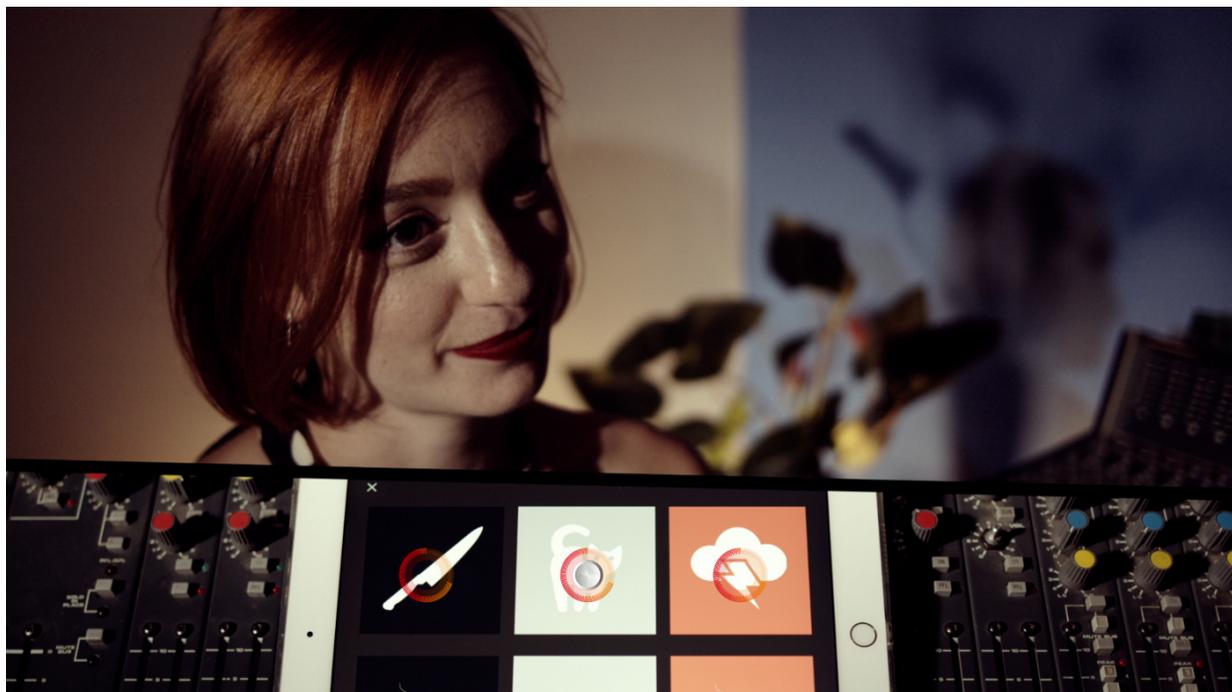
JUNE 23, 2020

Video games are a constantly evolving medium. Interactivity is often key, but there are some games that revolve around cutscenes and simple quick time events to maintain player engagement. Games like *Heavy Rain* and *Until Dawn* place cutscenes above gameplay mechanics and deliver a more cinematic focus. *Dark Nights with Poe and Munro* take that very approach by applying full motion video and dialing down the quick time events even further. The game consists of six episodes that tend to mix in elements of suspense and the supernatural.



Dark Nights with Poe and Munro star the titular characters, Poe and Munro, who are local radio hosts and very close partners. Their actors, Leah Cunard and Klemens Koehring, play off each other very well. Their banter often keeps the game feeling light-hearted despite the strange, often dangerous circumstances the duo find themselves in. Poe comes off as a very eccentric fellow, while Munro has an upbeat and bubbly sort of personality.

Mechanically, *Dark Nights with Poe and Munro* functions similarly to a choose-your-own-adventure game, but with more suddenness and lack of explanation. There are occasional interactive buttons the player can press to make choices or respond to situations. The cutscenes just suddenly spring options to the player that lack detail in what they mean. Though some events are obvious, others will only be explained through trial and error. However, this isn't too big of an issue as the game definitely has a solid replay value.



Often, the controller was the more comfortable way to play. However, some of the more action-heavy sequences did not seem to respond properly. Sadly, the game feels intended for mouse control as it's much more straightforward. However, dragging the mouse to a timed event button feels unintuitive and clunky. Both control schemes could've been implemented better, but neither of them ever hindered the experience all that much.

Each of *Dark Nights with Poe and Munro*'s six episodes feel unique in their own way. From suspenseful danger to supernatural fears and even some investigation, the game delivers a fair share of variety. Though there was a particularly bland episode near the end, I found the rest of them to be very intriguing. As the choices the player make lead to different outcomes, replaying the episodes was quite interesting. Seeing how the duo react to particular objects or figuring out how to get nicer endings was rewarding and thankfully, the game allows you to skip scenes, which made replaying for different outcomes much less repetitive.



The big make it or break it factor would certainly be the acting. I found it to be a little silly and off-kilter at times, which seems to come with the FMV territory. The corniness of some of the dialogue and weirdness of some of the characters felt a bit excessive at times. However, looking past that, it was a fun adventure with two likable protagonists. Ideally, watching the game's trailer should be more than enough to get a feel for the acting.

Essentially, *Dark Nights with Poe and Munro* is a playable movie. The game mostly consists of watching cutscenes and occasionally having to make choices that progress the plot. It's a fun experience, though the lack of gameplay will certainly be a turn-off for some. The episodic nature makes it easy to return to the game after a hiatus without having to worry about the events of past episodes at the cost of an overarching plot.



Charming, cheesy, and mysterious, *Dark Nights with Poe and Munro* delivers a solid FMV adventure throughout its six episodes. Though the game plays out more like a choose-your-own-adventure than a full on video game, it's a good time nonetheless. I found the dynamic duo to be fun to watch, especially during their playful banter due to the strong chemistry between the two actors. However, the quick time event based gameplay lacked polish and felt tacked on. Regardless, *Dark Nights with Poe and Munro* is certainly worth playing for those who enjoy goofy supernatural FMV games.



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The player takes the role of a walking candle in the search of meaning in a lonely, dark world. Our small, sentient candle explores a variety of levels filled with platforming and puzzles. It's a strange premise that lacks any ground in realism, but it works if you think of it as a children's storybook.

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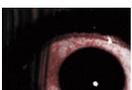
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