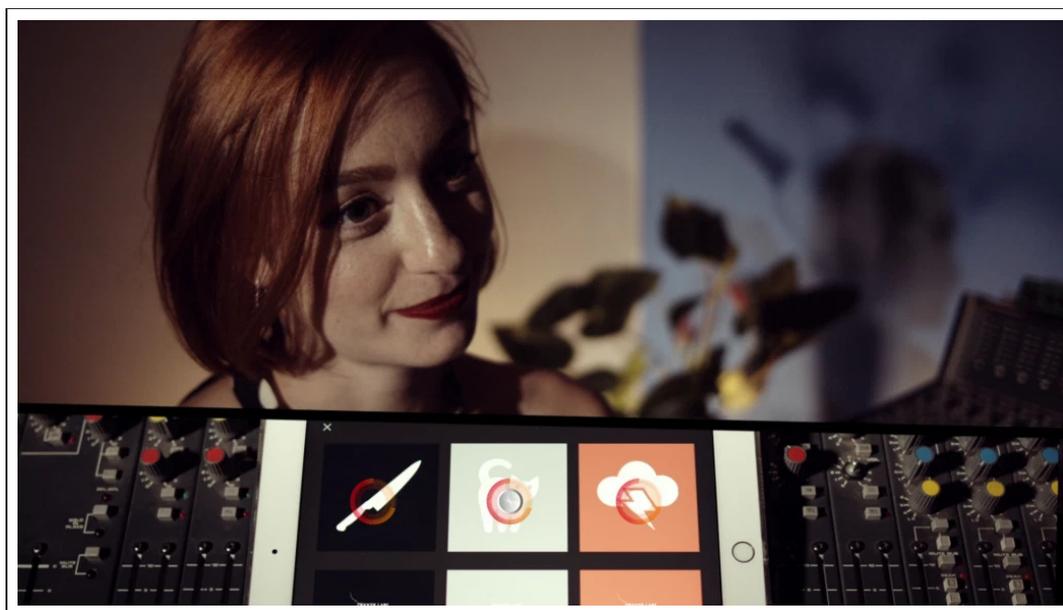


"DESTROY ALL FANBOYS!"

Smashing System Bias Since 1972...

Review: Dark Nights with Poe and Munro (PC)

Posted on [May 19, 2020](#)



- There are no incorrect choices in this game, as you'll discover.

In the fourth episode of six in [D'vekki Studios](#) rather excellent FMV (*full motion video*) game [Dark Nights with Poe and Munro](#) (\$12.99), there's a rather neat dark surprise in store for fans of their first FMV game, [The Infectious Madness of Doctor Dekker](#). I won't fully reveal that surprise, but sharp-eyed fans will have grasped it already from a single screenshot. Let's just say that I hadn't yet visited the Doctor's office and had it on my Steam wishlist for a bit until that episode in [Dark Nights](#) had my brain spin around in my head and my wallet flew into my hands from across the room – **SOLD**. I've only put about four hours onto the (*maybe*) deceased Doctor's couch, but it's definitely been worth the session fee.

Back to the newer game, which is a more TV-like prequel to events in [The Shapeshifting Detective](#) (*one of the better FMV games we've played*) featuring the radio host duo from that title. You get six very replayable chapters featuring John 'Poe' Pope (Klemens Koehring) and Ellis Munro (Leah Cunard), both superbly possessing their roles, coming off a bit like this decade's Mulder and Scully, but with a struggling radio show and much more supernatural goings on. Their relationship is a lot more complex (*all together now: "it's complicated!"*) and the game uses that as both backdrop and foreground material for their escapades. All six chapters delve into their radio relationship as well as what happens off-air, with multiple choices that can lead to some, shall we say *innnnnteresting* outcomes. Or, Death certainly

doesn't take a holiday here in some episodes, is all I'll say.

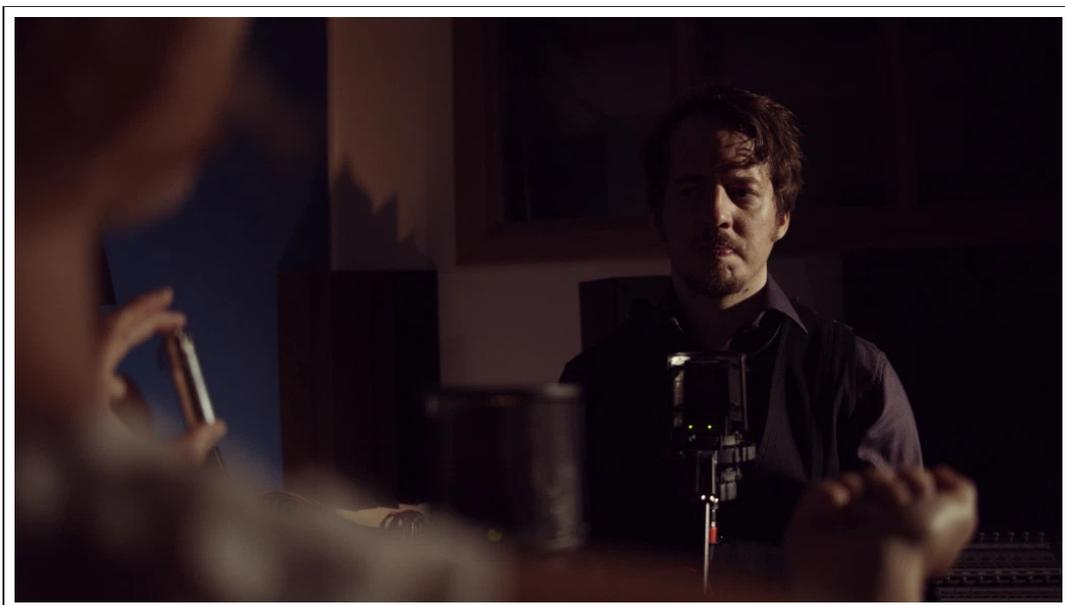
Dark Nights with Poe and Munro Official Trailer



(Thanks, [davekki studios!](#))

In fact, the first episode, "Frankie", is about a caller to the show so obsessed with Munro that he threatens her and Poe's lives. There are a few outcomes here, all of which aren't exactly great shakes for it's titular character, but the game excels early with its touches of suspense and odd resolutions that tie into later episodes. The overall way stories play out take on a disguise where you can get comedic bits from a few characters, but there's a sinister underbelly or overtone lurking in the shadows that compels you to try every option, especially the ones that extend stories to some wild extremes.

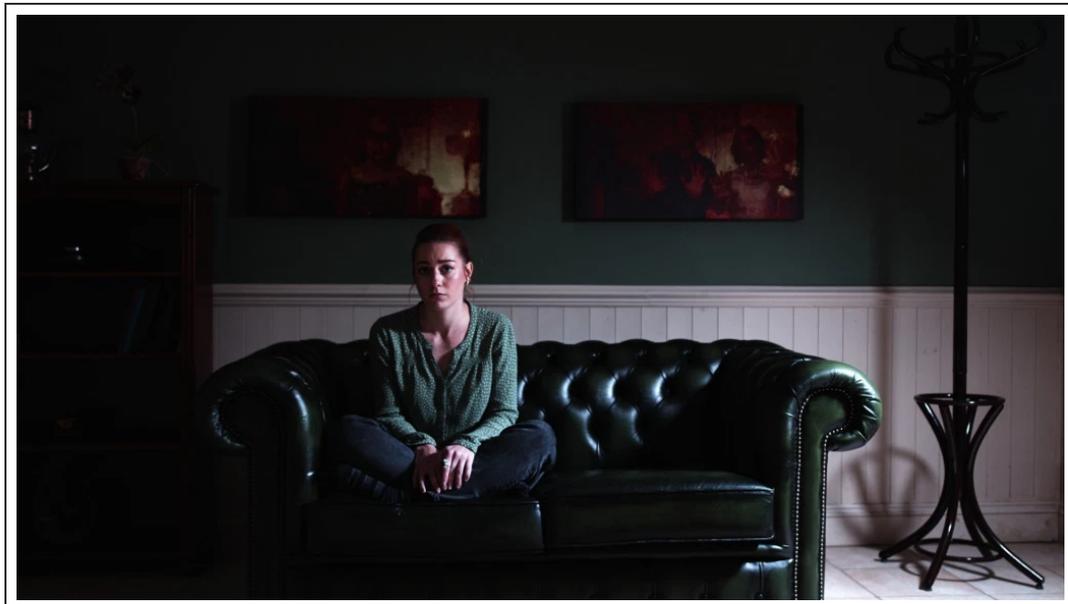
"In Bed with Poe and Monroe" is next, and it's about a 24-hour radiothon where the two characters need to raise funds to keep the station afloat by staying in bed together (*not THAT together*) while broadcasting live. Well, it's about so much more, as a sleepy Munro discovers a few times. Poe also makes a few discoveries that are equally revealing as a jealous ghost (Ayvianna Snow) appears to make his life even more complicated. This episode has a few scenes like the first where shocks drop in and affect the outcomes of paths to wonderfully different results. More of this will come.



- No, that's not a large bullet. It's worse.

In Episode Three, "Green With Envy", the pair are racing against time to find a kidnapped and drugged student (Warrick Simon) before his time runs out. Your decisions in this chapter affect the ending and depend on how you choose to investigate the case. There's a pair of laugh out loud innuendo bits here when Munro visits guest house owner Violet (Aislinn De'Ath) and a little De'ath goes a long way when Munro misinterprets some simple queries before asking her own. Poe gets his way (*sort of*) with a pretty teacher (Ashleigh Cole) who may be a suspect, but who's the mysterious Yvette who calls into the show to say she's the kidnapper?

Episode Four, "Everybody Changes" brings a hypnotist into the studio, Madame Baratsky (Lara Lemon), who puts Munro into a trance where she relives a past life and tells a disturbing tale of murder. As mentioned above, that chapter made me go see the Doctor up close and personal, but it also led to my only block to progression in one path after a safe word was used by Munro and the game promptly froze (*oops!*). I got an achievement for reaching that word usage, but that ending, if it's different than the others I'd gotten in this chapter, remain a mystery for now.



- That room sure does look familiar, doesn't it?

In Episode Five, "Many Happy Returns", it's the day before Munro's birthday, there's a full moon and a caller rings in to hint he may have almost run over a werewolf. Guess where our two intrepid adventurers are headed? If you guessed "*Why, to find out if that's true, but not before a possible time traveler named Kaspar (Vincent Gould) calls, then shows up to the studio!*" Well, you need to be in your own game, as you're psychic. Like all the episodes, there's a set-up of events and situations here that definitely hints at more. This gives players a hint that the sleepy town of August is quite the nexus for bizarre happenings (*like the sudden rock, paper, scissors game in this chapter*).

Finally, Episode Six gets truly freaky with "It Started with a Wish" where we get a soul-eating canvas demon named Rose (Rachel Cowles) who lives inside a painting. She grants Poe a wish, which he has to pay for by having Munro hide nine capsules as prizes for 'lucky' listeners to find. Those capsules are

supposed to have museum tickets inside, but (*surprise!*), they have a less pleasant gift awaiting. You'll see. Poe's wish has very huge consequences both he and Munro have to deal with and there's a sort of David Lynch meets **Night Gallery** thing here when the characters have to deal with the results.

As noted, the game teases very much that there are many more August takes to be told, and I like that Poe and Munro's relationship goes where it does in different ways depending on your choices. In terms of production, this one's pretty solid. Without fancy effects makeup or gore, the game still conveys an eerie, scary vibe when it needs to, But it's also funny, sexy and mature where it matters. Some may feel the vignette nature of the episodes might be better served as a single story arc. But I found that a game where time travel seems a quiet reality, dryads may actually exist and so many possible outcomes from charming to deadly are at one's fingers that I'm all aboard for more. Recommended.

Score: A- (90%)

-GW

-Review code provided by the publisher

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