

Last Express notes

Last Express is a great game. i had planned on just loading it and then playing, but my curiosity took over, and i was rewarded for it. Incredible intro with music, sound effects, girl on the bike. i start with stuff in my possession that orients me as to who i am and why i'm here. at first went to dining car, irritated some guy and then someone gets killed and i get blamed, but no trouble restarting scene, the egg takes over and gives me another chance. this game is beautifully rendered and the animation allows for realistic facial and body movements that the photo quality and computer animated games can not yet deliver. nice to be trapped on a train, as with titanic so i can't be overwhelmed with options, but nor will i be bored with a murder mystery and the message mystery already underway. got the passenger log and tried to get into other rooms, just freaked out the service guy. then got into whitney's room, he's dead so threw his body out the window and my jacket that got his blood on it and put on his jacket. the contents of his case have been stolen and found the scarf. i can look around the bathroom, including under the sink - really neat and so beautifully rendered. i found the travel bag and got the scroll. I like being able to look at the ceiling and see the detail. movement is a cinch, just point and click. easy orientation with the narrow corridors and the arrows let me know whether i'm turning 1/2 way or completely around. i like my character already too. he's polite to the others on board and i want to know more about his relationship to the girl on the bike. also, by being the only person that whitney can trust, i feel like i can trust him too.

second gameplay. played until i beat the game because i enjoyed it so very much. need to play again to get different endings because i'm sure i missed a whole bunch. while i got confused at times, i really didn't have any problems from here on out, but again, i'm sure i missed other stuff. talked to mr schmidt, the german gun runner, but didn't know that at first. i'm so whitty, told him no gold until the goods get onboard - bought myself time. i really like mr. cath, he's smart and he has a really good personality. Kronos/his excellency is neat, but i didn't trust him from the start. the animation over photographs allows the program to be drastically smaller while still allowing for realistic facial expressions. with some of the computer animated games out now, the facial expressions are sometimes realistic, but they still often fail. there's definitely something about having a looser representation that makes the characters seem more real. knife fight, found this to be really easy since he pulls back before lunging. i had a lot more trouble with the crowbar fight later on. heard the cops get on, so i climbed out the window, which i had accidentally done earlier and i had seen milos reading in his compartment. wandered around for a bit and then found tatiana, knowing the sexy man that i am (the two ladies travelling together had said so earlier), i followed her and tried to make conversation. she didn't do much, but when i went to leave, she asked for a cigarette. ooh,

she'll translate the scroll for me (she likes me was my first impression). eek! had a nightmare, was not expecting that at all. so walk around to try and walk off my concerns, and find anna. once again, being so debonnaire, talked to her. she said earlier that it wasn't her scarf, but it matched her outfit a little too well, and she knows i'm not tyler. vassili is sick. lucky for him, i'm a doctor. i go in and help tatiana and vassili by giving him something to be taken frequently. went back to bed, alone. woke up, walked around and met milos and freaky vesna, don't like her at all. oh, so the gold is for guns and helping to start wwI. don't think i really want to be involved in this, but need to know who killed my friend tyler. saw the creepy little monster kid. went to the smoking and dining car - got the scroll from tatiana - her translation is neater than what milos had previously offered me. got the beetle - i'm a creepy guy. fumble about - keep looking at the clock in the smoking car- what is that for - it looks important. also, the conductor controls are clearly important since i accidentally open them pretty often. meet schmidt, and keep him feeling like i'm in on the deal. trade the beetle for the whistle - this looks like it fits in tyler's box- and it does. maybe the creepy bug killing kid is the culprit. that would be interesting and i'd really like to have a chance at killing the psycho kid. walked about and finally went for food. sat down with abbot - i didn't seem to get a chance to eat, but abbot definitely knows who i am and what's going on. his nicely silly and inoffensive comments are far too accurate and he's too quick not to know. but, he doesn't seem to have anything against me, so that's okay. walked around more, tried to get in other people's rooms, the conductors seem to be getting pretty irritated with this habit of mine. wandered around until i met with kronos and his girl - she seems far less than friendly. book on the couch. earlier i found a copy of nietzsche's thus spoke zarathustra - a german version and i saw in the paper that wagner's parsifal was playing. how really neat that the game designers included these. (the game designers included a whole lot given the making of page and such.) also, i haven't had a single game glitch/freeze/shutdown/anything of that sort yet. this game seems to be the most stable yet, either that or my computer just agrees with it the most for no known reason. duet is announced. i want to break in to people's cars now; i've just got to be able to with everyone at the concert. hm, anna's dog max is being moved to the baggage area, that means the baggage area will be more accessible and so will anna's room. go to all the rooms' get into the one that the two women (the ones who thought i was sexy) are in. the diary is neat, but nothing that i can take with me, so out the window and over to anna's room. got the master key and read a letter, but no magic egg yet and no gold either. went to vassili's, nothing there. went to tatiana's and found the egg, maybe she doesn't like me that much after all. have to put the egg somewhere, so i put it in my room. seems to be a very poor plan since that's where it has already been stolen once. but, kept the whistle rather than let the robbers get everything - if they come. wander about some, but went to the concert, i need to get into the baggage car or kronos'

other room. can't make it in to the baggage car right now. kahina isn't at the concert, but then she comes back. i leave - i've seen the ladder outside so i know i can get on top of the train. get up , but can't find where to get down with another ladder. oh well, break some very nice yellowy glass and hop into opulence. nice animation. a secret button, and got the gold. how the heck do i get out? only one way, but no one stops me and i haven't been killed. so, go back to my compartment and stick the money under my bed - i'm a dead man. wander around again and i can get back to the baggage compartment. took the egg, and looked for a place to stash it. opened max's cage - he ran off happily and i shoved the egg in the back of his cage, but now i can't find him to put him up and someone may find it. oh well, it's better here than in my room. wandered around some more, but returned to the concert. concert ends. i go back to my room and get the gold and show it to schmidt. just in time, kahina has a gun and milos wants to talk to me. the gun gets priority and i go to kronos' again. he seems nice enough for a total psychopath and then he takes the gold and the scarf- creepy. i should warn anna about this guy. next, talked to milos, and then creepy vesna is at the door. why do two guys have creepy girl henchpersons? i'm not complaining about the gender roles in the game because the game does an excellent job at being evenhanded, but the creepy henchgirls are just weird - regardless of gender. got back to the baggage car, maybe a better place to hide stuff, or maybe stuff to find. started to pry open a box and anna has a gun. but, vesna has a knife. vesna's a bit harder to fight than milos, i guess that's why she's a hench and not him. anna makes vesna run off. and the box is filled with rifles, but i basically knew that. nothing else to look at here. so, walk around and alexei wants to blow the train, uh-oh. check the passenger log and break into alexei's room and steal the detonator. now we're safe, abbott comes in. well, at least i know he's a good guy for certain now. walk around and then go back to my room, maybe i'm supposed to sleep. nope, tatiana knocks and she's all upset. poor kid. slept and dreamt. woke again from a weird dream and get to watch alexei die and then there's a loud clicking. aboot tells the conductor to keep things quiet - odd, but i'm sure he has his reasons. found the bomb and manage to get blown up 4 times before i can effectively disarm it. knew the control panel would be used. ooh, there's anna. nothing better to do, so i keep following her. i guess that's the right thing to do, because we start getting more than friendly and undressed, then the serbs take over the train. wake up in ropes- looking around is awkward and nothing sharp to cut the ropes on so fumble with my inventory and manage to butn through the ropes - i really didn't think that would work. fist fight, not hard and the guy goes down. i rescue anna, but she doesn't seem to happy, and tried to run up the train. died, so started again and ran on the roof of the train. another fight and ow, this one is against a crowbar. manage to win and throw the guy off the train. i don't even flinch; i'm definitely the calm secret agent type of person. keep moving up the train and hear a sword get drawn - run like made, but die. so again, this time i turn and fight. died twice and then checked the

walkthrough. okay. now died three more times, it seems like we go under a tunnel and i got hit. so did it again, and this time i lived because i dropped prior to the tunnel. talked to milos, and then anna killed him- i'm lucky taht she loves me because she's rather violent. we crash the serbian barrier and anna knows about my ring. i had a dream about it before, and my reaction shows that the ring is really important, but now kronos has come for the egg. opened the egg and used the whistle and killed krnos and kahina. but now we run off the train - why don't i try to blow teh whistle again so i can get the egg and run away with anna and be sfae and rich forever. but, i don't and then the trainblows up because tatiana is crazy and now the war has started. and anna leaves me. but, i must carefor max and so i must go on, but i wish i had gotten to go with anna too. will replay and see what other options i can get/hear and see if i can get anna to run away with me.