

The opening screen says "Original", alright Justin stop putting suggestive topics into FNaW, we're cancelling you. Wait, this game actually has a fullscreen option with 1&2 unlike the original Return duology with no fullscreen? Never mind, you're uncanceled.

Something I found before going into the main night gameplay is that if you hover over the trigger where a second mode would be below the main mode, you can see a red version of the title screen for the second mode, moving away will make the red version of this image disappear but you can still click it to enter "Back to 2018", this version's 2018 Mode, unfortunately since this is a Beta there is no actual nights but just an opening to it that is admittedly WAY better than the one in the OG game but I'd still change it personally. The grammar and wording is still not amazing and some details make no sense. What do you mean the VIRUSES are after Bruno Gate??? No??? In the OG story they are just trying to grow stronger and kill people unless that was on purpose. Also how do the local news know ANY of this information?!? Pressing spacebar gives you a white screen, again there is nothing here because this was never finished. Now onto 2014 Mode.

The opening cutscene is pretty decent actually but it says "2 DAYS HOWEVER THE 2 MEN WENT MISSING", huh?!? Don't you mean one day however? What do you mean 2 days? That just sounds wrong.

Night 1 was pretty interesting. Not to break my NDA on Re-Opened in 2014 but one of the images for the cams here and another area carry over into that game, except better in quality. Unrelated but the basement area uses the exact image from RTTF for when Bruno Gate grabs the suit.

Wario and Waluigi are their usual and go to the right door. The scrolling is kinda weird in this game but not bad, it's more loose but you have to stretch more to get to see the full look at a side of the room. Pretty decent beginner though.

I forgot to mention this but the map also feels like a combination of the previous RT2014 map but with stuff that carries onto Re-Opened that I can't talk about obviously.

T Posing Waluigi, enough said.

Night 2 was going smooth until I started getting distracted at 5am and Luigi RAN INTO MY ROOM to jumpscare me omg. That was definitely my fault though, I saw him in the cam before but got distracted. At least it's not like RT2014 where they are ungodly slow.

Night 3 introduces Peach, and I realised she is basically just a reskin of her mechanic in the OG RT2014. Here, you have to hide in a room behind you until she leaves...sounds familiar...she even teleports to the right side of the building for one of her cams on her route like the original. It's more interesting here because instead of a visual cue that she's gone, it's a sound cue so you need to be listening. Also since Luigi only goes back to Cam 8, he will be the quickest character.

Night 3's phone call is also really good because James does not want to tell you about the story of Wario's and what happened, GOOD. I hate it when these games tell you from the beginning that they died in the factory. James should be trying to keep it a secret until he lets it out in later nights but not so early.

Night 4's phone call is also funny because like, bro, 50 bucks ain't enough. We actually get a cutscene after Night 4 that feels a night too early tbh. I know he said to not come in tomorrow and this is usually around the part where Richard "makes the worst mistake of his life" but that's usually around Nights 5-6.

I beat Night 5 which gives us a decent cutscene, it's weird that we escape in Night 5 and not Night 6, then what is the point of Night 6 then? Just a non-canon night? I feel like that should be reserved for the All Max Mode specifically. Anyways I beat Night 6 on my first try, I had a handle on the mechanics. Check both door cams for who is there and when they leave. Luigi

goes back to Cam 8, Wario and Waluigi go back to certain cams too so I know when they are definitely gone (sound cues aside), Mario takes a bit to leave and I even had a close door with needing to shut the right door when he was in my room but I handled it, and Peach isn't so bad unless I need to shut the doors before going into the backroom to prevent a combo. I didn't say much about Mario earlier but I like how he's handled, how he looks so damn good and an insane glow up from RT2014. I saw the one of him sitting on the desk way before this game and I still really like it. We unlock Back to 2018 (ignore how I could still access it before this), Custom Night and Extras!

In the Extras, Wario's head is so big and Waluigi's arms are so long but the biggest offender is Peach using that same fucking pose from RT2017, god damn it Justin stop making Peach do that pose I'm sick of it (I'm not actually angry at Justin guys). Mario has the best render here.

The Other Games section is so much better than it was in RT2017, not anything groundbreaking but you can now actually click on the games for their GameJolt link, yeah my standards have gotten low...

Unused Objects can't be clicked on, release the Unused Objects cut coward!

There's no Back button or All-Out Mode button in the Custom Night menu which is a shame. It also removes the Origins style looking border.

I was gonna beat the All-Out Mode on my first try but for some reason Peach killed me much quicker than he usually leaves so I felt like that was just kinda dumb, this was also at 5am. Weirdly enough, in my second attempt, Peach was moving WAY too fast at 12am, already getting to my room, and after I hid for a bit, she didn't make a sound cue. I thought I was gonna die but instead I checked and no one is now in the map, even Mario despite hearing his music box. This seems to be a bug with Peach's AI or something idk. I went back and not only did I not unlock anything but the glitch happened again but in the first second of the night starting with everyone gone again. I closed the game and reopened it which seems to fix this. So it seems they're a bug after one death in the All-Out Mode, great.

Once I beat it though, we get a cutscene that is better than the one in the OG RT2014 but I still have problems with it. I like that you can see Bruno's head in the Wario Man costume but Waluigi calls Wario his brother despite that not really being something confirmed in the actual Mario canon, and Wario's jumpscare at the end made me laugh, he's so goofy. This cutscene didn't play in those glitched attempts so it seems that glitch prevents an exploit win thankfully (?). No trophy though after beating All-Out. And that was it.

Overall, a good midpoint between the shitiness of Return to 2014, and the greatness of Re-Opened in 2014. There were some things I liked here but there were also things I didn't like. Decent Beta though. 