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About This Game



You play as a man called Jacob Reeves. A man who has lost his reason to live. He throws himself into a blackness to end his misery, but instead of it being the end he wakes up without a memory of his life before.

You will travel through the abstract world of *Silence of the Sleep* to find the very reason for your journey...

What should you know?

Now that is a good question!

Here are some info about Silence of the Sleep that I believe are worth knowing:

- Side scrolling 2D with unique, digitally drawn graphics
- Unique music from one end to another
- Minimalistic interface - I won't hold your hand through the game
- Challenging puzzles
- No shooting - Enemy encounters are pretty rare and you can't kill the enemies, avoid and hide from them to survive
- Original gameplay and twisting story - Silence of the Sleep has well crafted balance between horror and adventure, this allows me to build different atmospheres which brings variety to gameplay
- One man game - Graphics, animation, coding, music... You name it!

Title: Silence of the Sleep
Genre: Adventure, Indie
Developer:
Jesse Makkonen
Publisher:
Jesse Makkonen
Release Date: 1 Oct, 2014

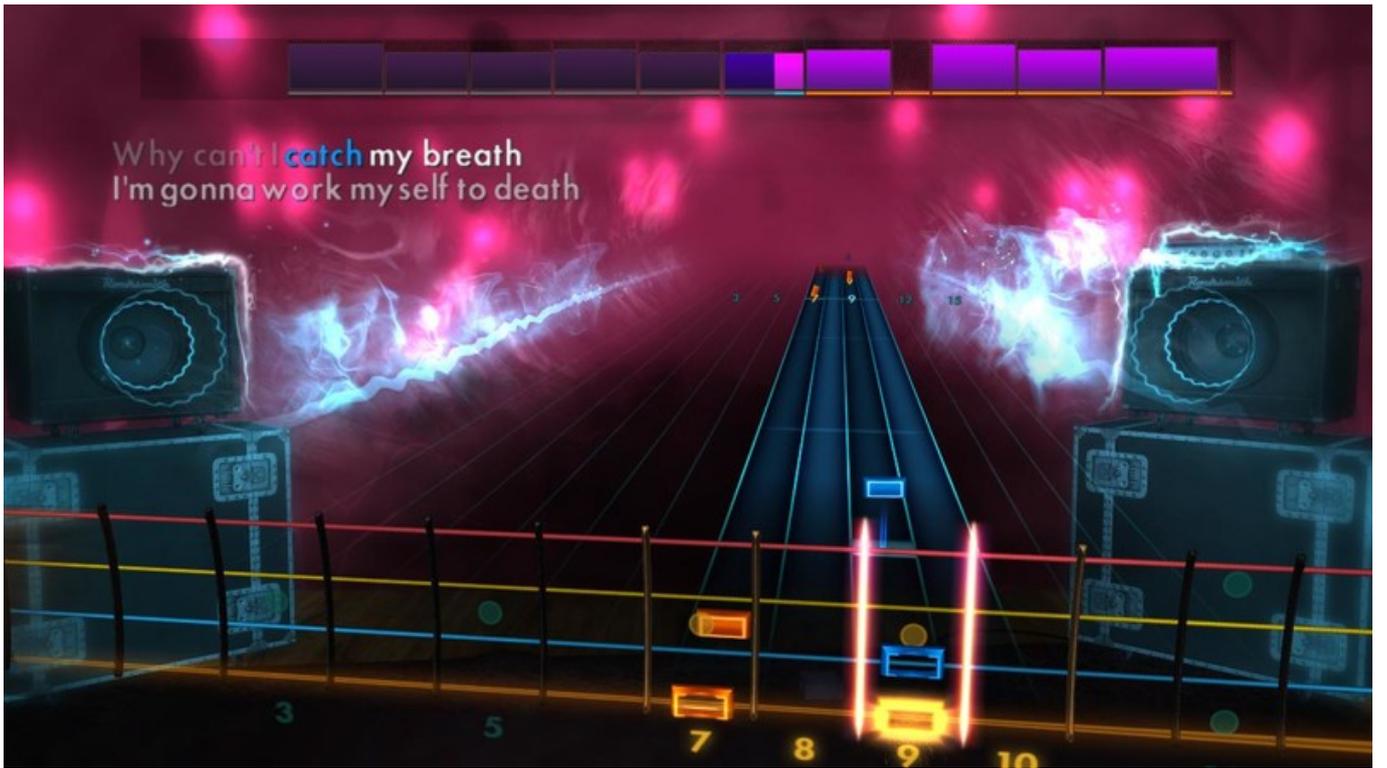
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English

```

1 // script for robot from tutorial 0
2 // this script demonstrates the basics of Pyrois scripting language
3
4 // these 2 files have to be included in every robot script
5 include("scripts/PyroisBase.txt");
6 include("scripts/RobotInstructions.txt");
7 // if you write a script that contains only functions, structures and variables you can include that too
8
9 // you can define variable with keyword defineVariable followed by variable type and name
10 defineVariable(int, i);
11 defineVariable(int, j);
12 defineVariable(int, n);
13
14 defineVariable(float, t);
15 defineVariable(float, lt);
16 defineVariable(float, f0);
17 defineVariable(float, f1);
18 defineVariable(float, dist);
19
20 // MyOwnData is structure that contains data about this robot
21 // in this example it will be used to obtain robots position
22 defineVariable(MyOwnData, me);
23
24 // you can define an array with keyword defineArray followed by variable type[array length] and name
25 defineArray(int[10], intarray);
26
27 // arrays can also be defined as pointers to array so that you leave out array size
28 // usage of this will be displayed later
29 defineArray(int[], arraypointer);
30
31 // functions can be defined with keyword defineFunction followed by:
32 // function name
33 // function return type
34 // optional argument list
35 // when you add arguments to functions you have to define their type like int:arg1
36 // in Pyrois all variables are global, even function input parameters are global variables
37 defineFunction(wait, void, float:in_seconds)
38 {
39     // GetTime is an instruction that obtains current game time in seconds
40     // game time is the time elapsed since level started
41     GetTime(t);
42     GetTime(lt);
43
44     // this will pause robots thinking for the specified time
45     while (lt - t < in_seconds)
46     {
47         GetTime(lt);
48     }

```





what? you haven't play this game???

shame on you!. This game would be passable as yet another one of those match-the-color type puzzle games, but it chooses to add an awkward beat detection system as a key point of the game's mechanics. Said system behaves incredibly unpredictably, failing to roll over the beat counter for several seconds and then suddenly shooting it forward 4 times in a single second. Doing well on a song requires playing the same song multiple times to memorize where the game detects "beats". Stay away.. I'd recommend picking other things first.

Positives:

- picturesque
- versatile cars (wagons)
- several (Pzb-enabled) trains if you don't have them: 101, 146, 155, 294.

Issues:

- too detailed graphics & too high speed => low fps and stuttering, even in the 64bit version
- the 146 slips at 10-20% dynamic brakes, depending on weather and location; must use F4 HUD and hold it 10% (plus activate dynamics separately in advance - which sometimes doesn't work)
- several 155 consists have insufficient braking effort causing Pzb emergencies
- about half of the 155 scenarios have impossible timetables
- the shunting missions with the 294 expose coupling issues and AI collision
- Pzb implementation has several issues and some tricks, making it nasty to learn; no need to be afraid of the basics, and remember to only SPAD with Pzb Override (Del) being pressed until you cross the signal and the 2000Hz illuminates
- QD routes you into a siding or two.

Part of TS 2016.. So, 5 hours deep and I've finally solved the mystery that is Araya...or have I?

Let me begin by saying that this game has flaws and is not perfect by any means (much like this review), but let's focus on what the game gets right - atmosphere. The hospital corridors are dark and ceepy, and you never know what awaits you at the next turn. Or above you, or even behind you. I found myself constantly checking my 6 o'clock and doing quick 180 turns to ensure I'm not being followed. Some may call this paranoia, but it's better to be safe than sorry.

The ability to play three different characters adds much needed layer to the game's narrative. Not unlike the horror movie anthologies of yesteryear, each character unveils plot points that not only serves the individual's story, but also adds weight to the Araya universe. These interlinking narratives help build (or create the illusion) that the game has a grander and bigger non-linear universe than what is being presented.

Now, the cons. This otherwise above average horror game is marred by clunky mechanics, bad audio mixing, abrupt cutscenes and bad optimization. I find myself inching closer to complete deafness as the orchestral sting pierces my eardrums everytime my character picks up a note. To call the sound effects REALLY REALLY LOUD would be an understatement. The cutscenes end just as abruptly as it starts and this is often followed by long heart thumping moments of just utter blackness on screen. Did my PC crash? Is there a power trip? Is this game ACTUALLY cursed? The answer is worse than all three options combined - it's really long loading screens. These jarring black screens really impairs immersion, especially for us mere mortals without a VR kit.

Despite its' flaws, Araya is worth the purchase and it'll tide you through till the next non-jumpscare horror game. No review is complete without the now mandatory youtube channel plug/playthrough link, so here's mine:

<https://www.youtube.com/watch?v=IC4cJRfYTQE>

P.S. at the time of this review, I've only gotten one single achievement despite completing the game. What is up with that, devs?. Actually the greatest, most visually appealing mix of snake and tron I've yet to see, all this game needs is multiplayer support and a mode where you can't touch the walls in arcade and it's a masterpiece!

Well designed, straightforward puzzle game. Lots of variety in concepts and each of them presented in a clear manner in order. Slick and simple style, good variety of puzzles and two tiers of solution allow a player to progress or challenge themselves in each puzzle as they desire.. Great little time killer with a lot of comedy and choices that matter..... Best game for a dollar.. Have some money...

Now fix your dumb game.. Really good game, a lot of achievements, got all of the letters in 1h. I recommend this game for people who like to customize their profiles.. As much as i love beetlejuice i cant recommend this game.

Non of the art matches, choppy audio and a bad mobile port.

- hire an artist to flesh out the whole game and themes
- re record beets audio
- fix the issues with controls
- Ui needs to be re done and made easier to work with pc.

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