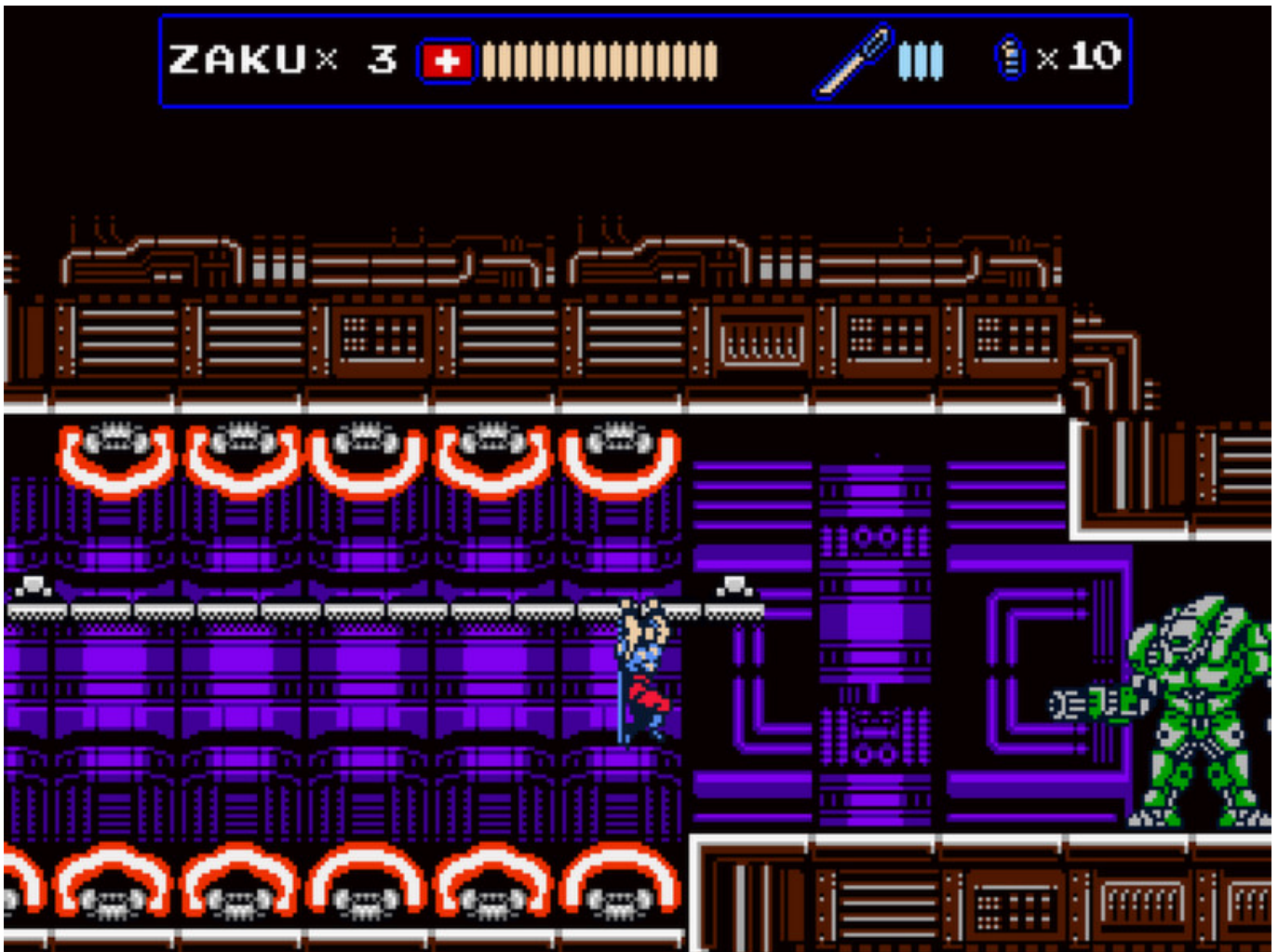

Soul Searching Download Code



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About This Game

Soul Searching is a narrative survival game about sailing away from your homeland.

You sail on your small primitive boat to a world of islands, dragons, and magic. You can learn about stories of people living on islands you chose to visit, discover dragons, catch fish, customize your boats, find ghosts, cast magic spells, and more.

Soul Searching leaves you in an open world without any tutorialization except telling you the buttons to play. There is not one correct path. There are a number of play styles you can choose, depending on your hunger for gold and better boats. You might get lost, but it won't take too long to find your way to the end.

Inspired by Ursula Le Guin's Earthsea series and movies like Life of Pi, Soul Searching is about growing up, leaving your homeland, standing on your own feet. It deals with themes like isolation, searching for meaning and direction, leading to depression and suicidal thoughts.

As the player, you are not a violent hero. The most violent thing you can do in this game is to catch fish to feed yourself. Other than that, it's a game of humble survival and peaceful travels. But in that humbleness you are challenged to survive in a world of merciless dragons and endless seas.

Made by a one man team spanning 3 years of development, Soul Searching is a very personal game. It tries exciting story-telling methods to convey feelings rarely conveyed in games. Since all code, art, music, everything is made by one person, it offers a special sense of authorship hard to find in other games.

Other than the single player story mode, game also offers a randomly generated mode from 1 to 4 local players. This offers replay value and requires players to work together to survive. More players, more need for resources, so more challenge, but more skills to survive.

Soul Searching invites you to its world of mysteries. Even though the main story play time is not that long, if you want to unlock every achievement in the game, you will have to get lost in this world.

Features:

- Around 3 hours of single player story mode
- Random mode from 1 to 4 players that randomly generates a map and requires players to work together to survive
- Creatures at sea: dragons, killer whales, and more
- Islands with lots of monologues, and other islands that are not populated by humans
- Magic skills that let you survive on sea more easily
- Player appearance customization (including gender and sexual interest customization)
- Day night cycle that affects gameplay in subtle ways
- Extensive soundtrack
- English and Turkish language support
- Supporting selectable control schemes: 4 players on Xbox gamepads, 2 players on keyboard, 1 player on mouse

Title: Soul Searching
Genre: Indie
Developer:
Kayabros
Publisher:
Kayabros
Release Date: 15 Feb, 2017

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Minimum:

OS: Windows XP SP2+

Processor: CPU: SSE2 instruction set support

Memory: 1 GB RAM

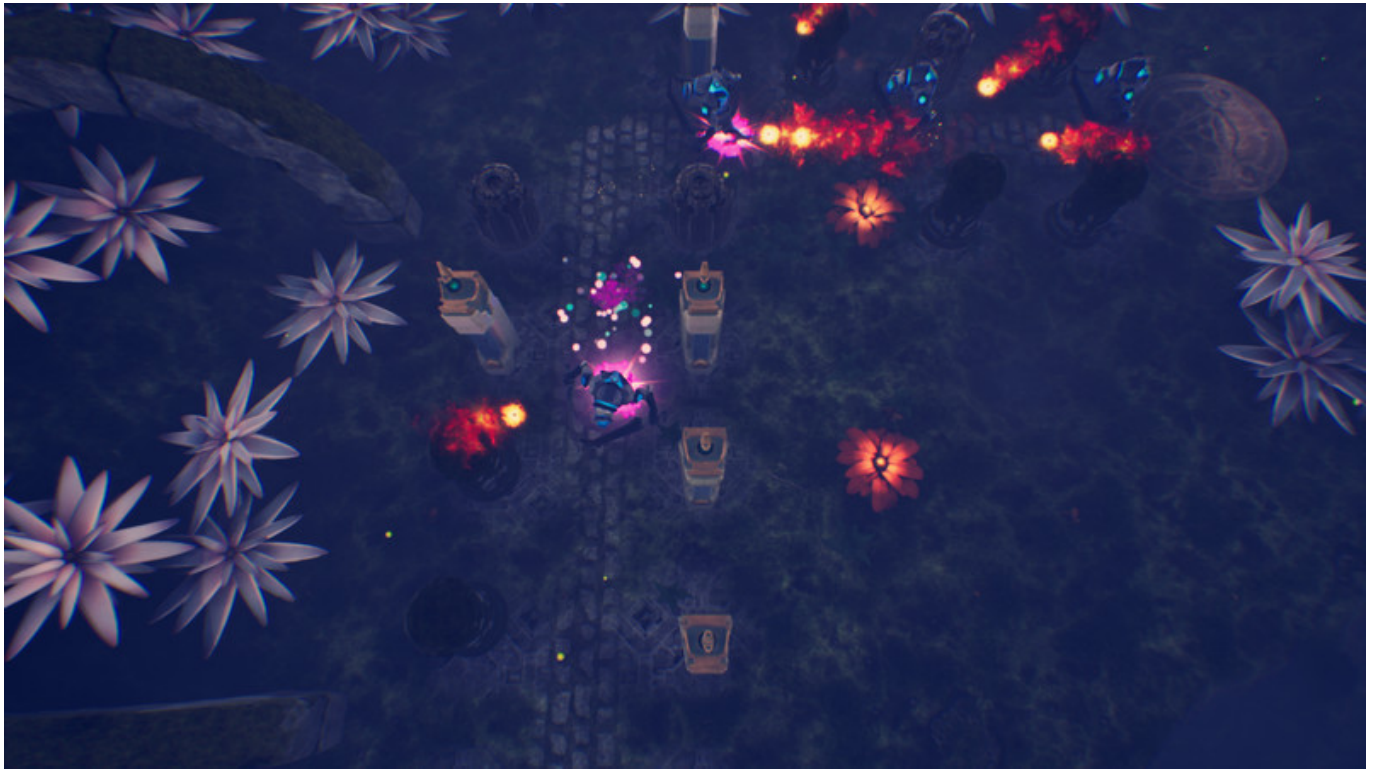
Graphics: Graphics card: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities

DirectX: Version 9.0

Storage: 250 MB available space

English, Turkish







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Memoranda is a point and click puzzle adventure, with a playstyle reminiscent of those point and click games from the 90's. Memoranda is very much its own game, and doesn't really ride coat tails, but the inspiration is apparent, in a good way. For me it recaptures the old head scratching style of esoteric puzzles and bizarre connections between items and characters. There are memorable characters, and their motivations will drive your progression through the game.

Bizarre is another apt term for the game. It starts off realistically enough – Mizuki has memory issues and suffers from insomnia. Memoranda is about her confronting these issues, and explores this through her interaction with her hometown and the characters within. Without giving too much away, this all starts becoming surreal rather quickly. I enjoyed the surrealism because it is accomplished in a fantastic way.

The graphics, and overall atmosphere in Memoranda is beautiful, consisting of beautifully painted backdrops and rich sounds. This comes together to achieve a strong ambience which complements the mood of the game well.

There are puzzles in the game; some explicit 'solve this puzzle here' style puzzles, and others which are generally about connecting the dots between items in your inventory and things people have told you. I found some of these puzzles rather challenging and even consulted a walkthrough to help me.

I believe Memoranda tells its story very well conveying humour, pathos and nostalgia beautifully through gameplay and exposition. It is not a very long game, but it accomplishes a lot in that time.

. I gave it a shot it has huge unintuitive maps but that didn't bother me, it has bugs and that didn't bother me either. I like the painkiller series. But after i got stuck in in certain areas and having to reload to the last saves over an over . . . and wait for the maps to load i gave up. I cannot recommend this game at full price. Maybe at a 75% discount and even then be warned, this game is far from perfect.

It's playable and since it's fan made i didn't expect much I'll give it a 6.5 out of 10. If it was not fan made i would have given it a 4 out of 10.. I only have gotten one ending so far, but as my video shows on You Tube, it scared me to death! Fun little adventure if you need to get your Christmas time horror fix!. This is a nice plane to fly, but there's no doubt that it's meant for VFR. Yes, there are nav frequencies and com frequencies, but no, there's no ILS landing system that I've found so far. Also, while the left door and window open and close just fine using their respective handles, the right window doesn't open at all, and the right door and baggage hatch can only be opened/closed by Shift-E 2 or Shift-E 3. I don't know if this is a reflection of the real world airplane.

The cockpit is tidy without the usual yuckiness found in freeware offerings, I just don't like the white instrument surrounds, but that's a personal taste thing. Someone has provided a dark surround for use with this aircraft that looks much better in my opinion.

The engine starts very readily\u2014perhaps too readily, even when I don't use the primer. It's also no A2A plane, though I expected as much from the price. Personally, I think it's worth the price I paid (50% off).

One wrinkle I struck with this plane doesn't refer to the plane itself, but rather the manual. The last page of the manual duplicates (roughly) the previous page, with the only difference being a note that the aircraft is fictional and for simulation purposes only. I think some content got missed off, and I'd love to see this corrected some time in the near future. The content certainly doesn't reflect the depth of the information available in the original Pilot's Operating Handbook, it's barely enough to get you off the ground and back down again.

(Edited to update information). I played alot more of this game at Playexpo and talked to the devs about it too.

Dragon Bros is fantastic. Great, fast paced shooting thats VERY challenging at high difficulties. After beating the boss the devs deemed too hard for the second time they put me on Nightmare mode, which is literally 2 hits and youre dead.

The game rewards exploration too, many times I climbed a structure or went into an innocent looking hole to find shotguns and such, which I wholly recommend remembering for harder difficulties as clearing out mob zones is punishing when you die in 2 hits.

Pros: Flowly brilliantly

Graphics are good and cheerful

Guns are well placed about the map

Enemies are never unfair

Cons: Shottie, while very satisfying, have no ammo at all. 7 shots is just not enough

When holding aim mode and jumping, you have to wait til you land to exit aim mode, which can kill you at high difficulty

I liked Nightmare, but 2 hits is a little too steep a penalty considering the enemy health buff it comes with.

I wish the walk animation wasnt so simple. It's kinda peculiar and somewhat appealing.. It could turn out a beautiful game, but needs a lot of work and refinement.

There's room for lot of improvements and I'm sure it will get better.. it is so stupid it is for computer yet it uses a controller wich hardly anyone has. Papers, Please: The Less Stressful Edition.

When it comes to it's theme, this game tackles similar topic as Papers, Please, the topic of social issues in a socialist state-like setting. It's even similarly short - according to Steam, it took me just 99 minutes, or a bit more than just an hour and a half, for a single playthrough, although there are multiple endings, depending on your in-game choices, just like in Papers, Please. The two even have similar art style.

While they tackle similar topics, the way they tackle them is different. While in Papers, Please the main character is working in border immigration control, the main character in this game is the boss of a local newspapers who decides which topics will be covered in those newspapers and in what way. This game also drops Papers, Please' time limit in it's "levels" and the mechanic where the main characters needs to take care of his family's well-being. These two differences result in a much more relaxed gameplay, where the player doesn't need to worry about his or her performance that much.

About the endings: it appears that each part of the country (though it actually appears to be a city in this game) receives it's own "ending", which one exactly indirectly depending on which news the player decides to cover and in what way. At the end, all these "separate" "endings" are then combined into a single ending, which reminds me of Long Live the Queen, another game that appears to pull off something similar.

All in all, I think this game deserves a solid 8/10. It's not a GOTY, but it's not bad either.

Broken game. This is a really great game, but could you guys PLEASE add a multiplayer? I really want to play this game with my friends, Panty Battle-Royale or something, would be really nice :). bought this game for a coop-session. After 2 hours we switched to something else. Nothing really good about this game to report.

2/10 points in my opinion; not really worth to pay money for. Did you know that writing & drawing are magical acts?

Are you hip to the SECRETSPACEPROGRAM?

Got mushrooms?

Do you eat sushi?

Do you wish Andy Warhol had developed video games?

Are you tired of Corporate oppression?

Want to stick it to the man? ewww!

Well check out this mixtape I found.

Your mom is going to love it.

Remember you have to flip it over before the tape stops because the cassette keeps getting stuck if you let it reach the end of side 1.

Other than that

1989\1989

'nuff said.

. Point&click adventure in RPGMaker? Sure!

And this one (all 4 episodes in order and together) is good.

You'll combine items in inventory (all is logical, by the way), you'll examine every single object on the screen.. all familiar actions — just in RPGMaker-style.

And this is the game after finishing which you add all the other games from this developer in your wishlist.. recommended to buy this and USE the super exp plan...BUT ONLY till you are..about level 20...then turn it off..it makes the games very easy BUT early on prevents a LOT of grinding....like..a lot of a lot. Hexodius isn't the worst example of this kind of game, but it's not compelling either. Especially not at full price. I got it on sale, but it's otherwise pretty skippable.. If you're expecting a full-blown Starcraft 3 you're in for a lot of disappointment. But if you want a lighter RTS with an awesome art style and some Tower Defense-mechanics - then this is a really solid and unique game.

You have few units, your hero respawns if he dies, resources are infinite, and you can't build what you want anywhere. But I really like the game for what it is.

Update: V1.01 - Trading Cards, Bug fixes:

Trading cards added! Collect the cards, gain the Soul Searcher badge, have customized profile backgrounds, emotes.

Bug fixes:

- No infinite loop when you try to delete a save slot now
- You can use ladders on boats more freely now so you can't get stuck with other objects in sea.
- Starting a game only to see the boats won't move is now fixed.
- Some green visitor now won't be a problem to talk to. (nonspoiler-y patch notes ftw)
- Other small fixes.

. Version 1.11 Update:

Just released a small bugfix update that fixes some render issues and writing typos among other problems.

Let me know if there is anything wrong with the update and I will make sure to fix it. Thanks!

- Talha. **Version 1.2 with lots of bug fixes:**

Version 1.2 has been released:

-
- Fixes in the save system.
 - Optimization.
 - Quality of life features like ease of UI traversal.
 - Text fixes in localization.

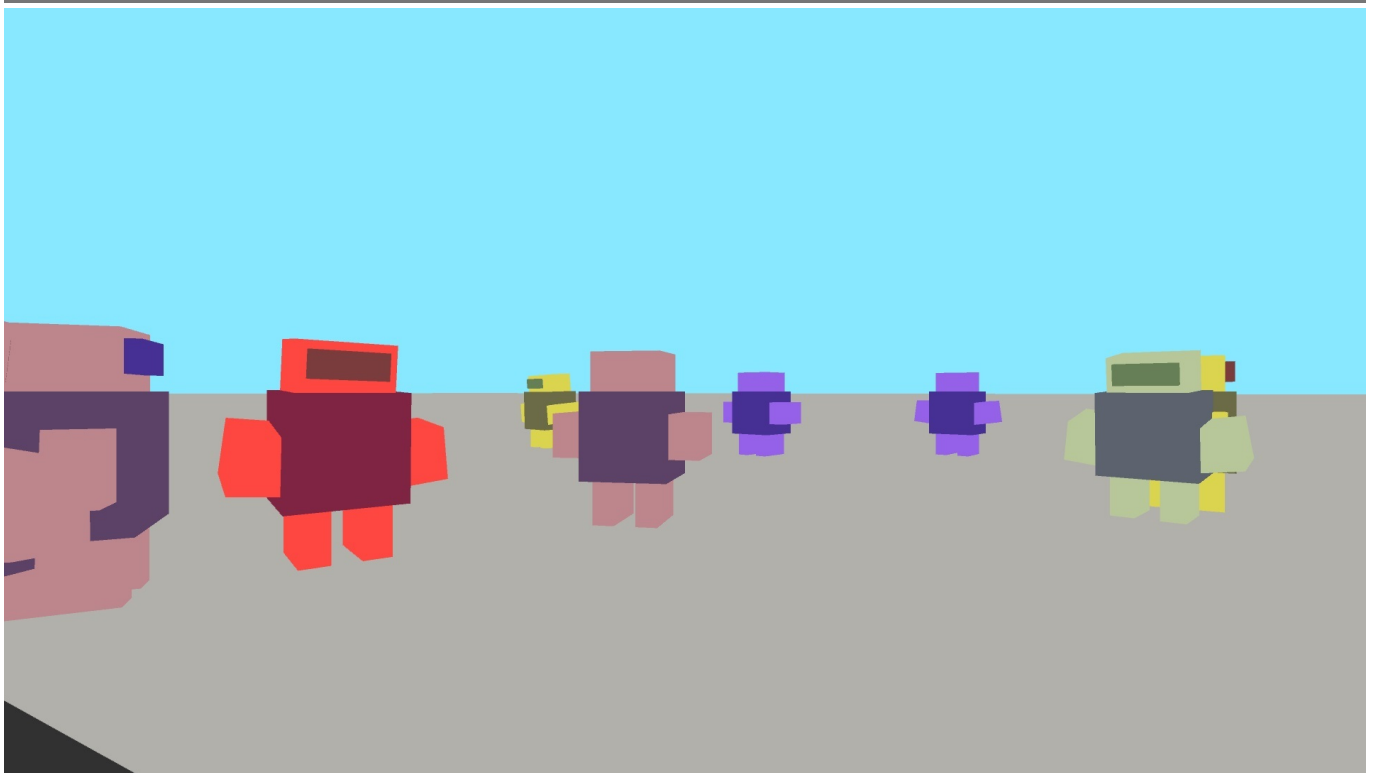
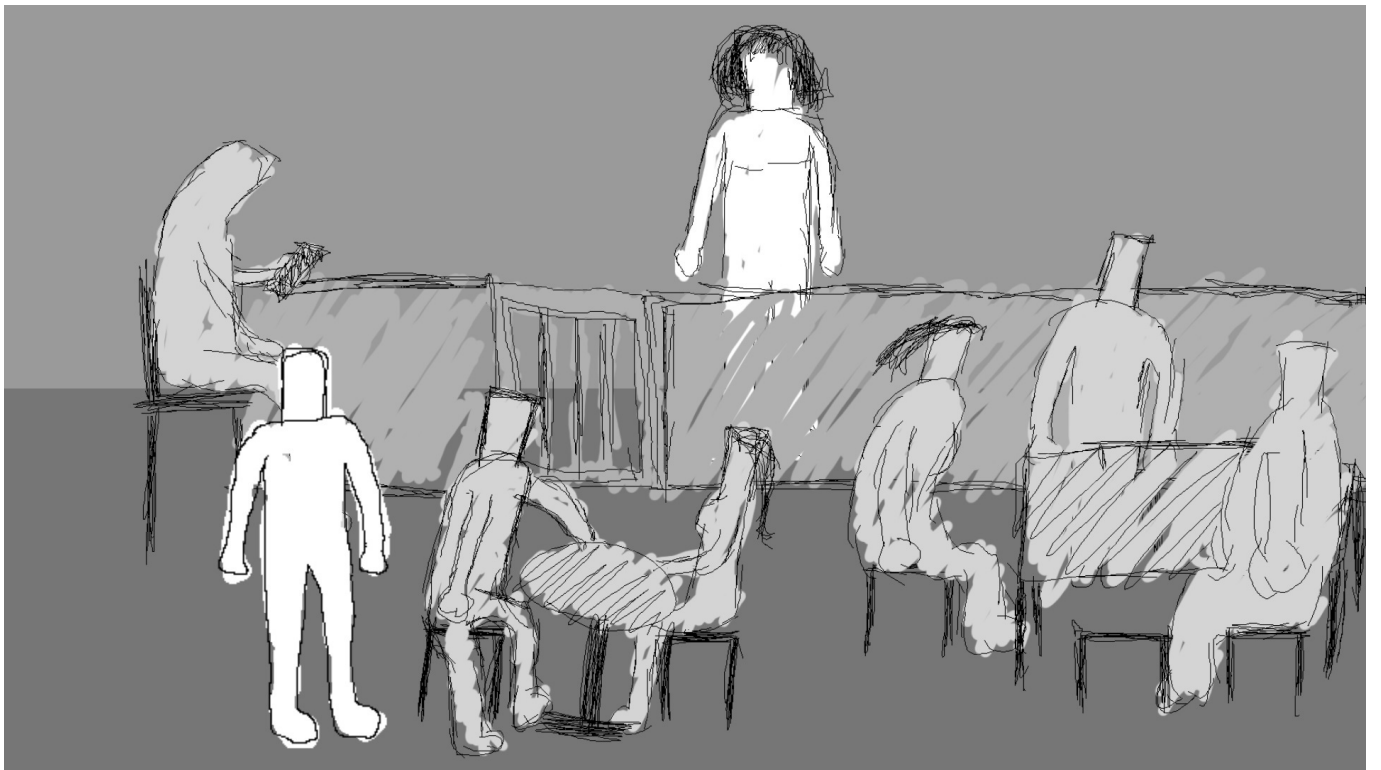
Thanks for all the support.. **Update: V1.02 - Bug Fixes, Enhancements:**
Hello there, a new update is now live.

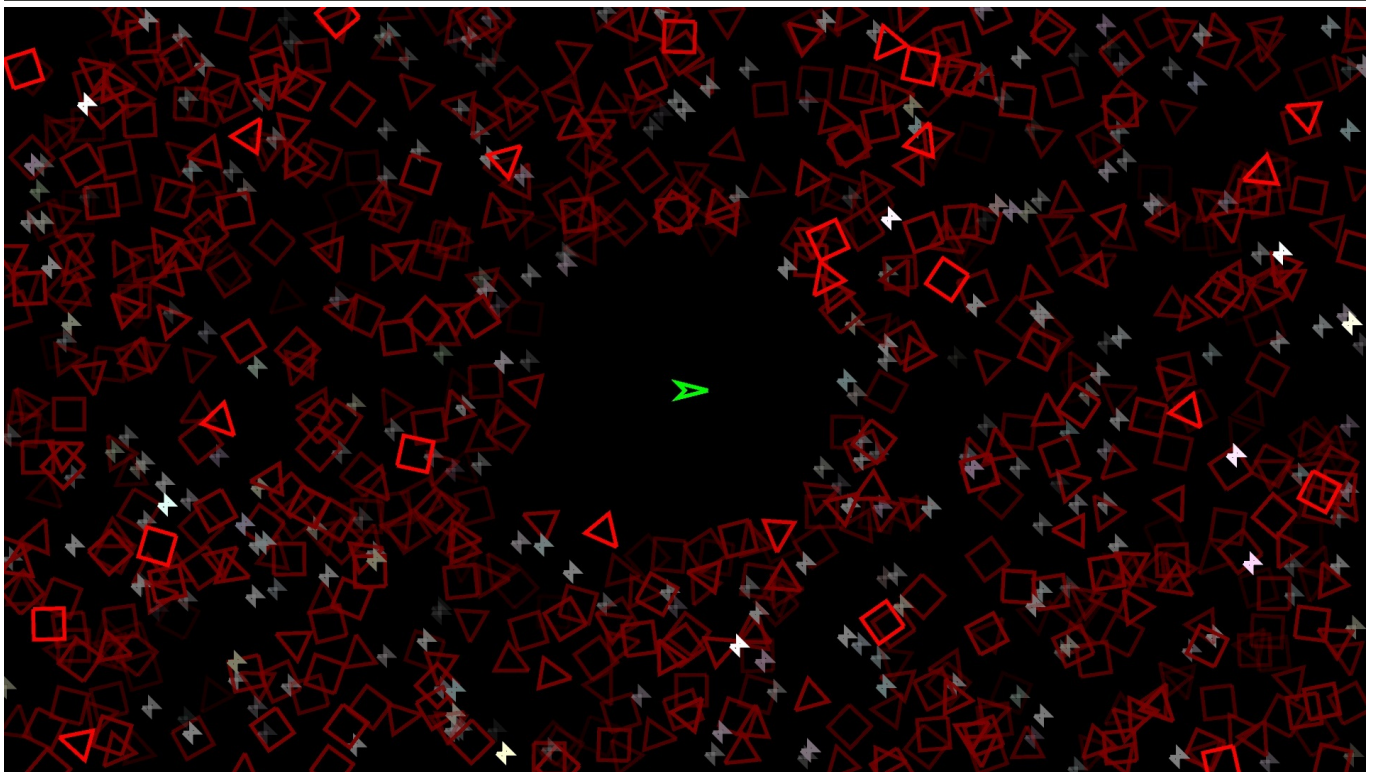
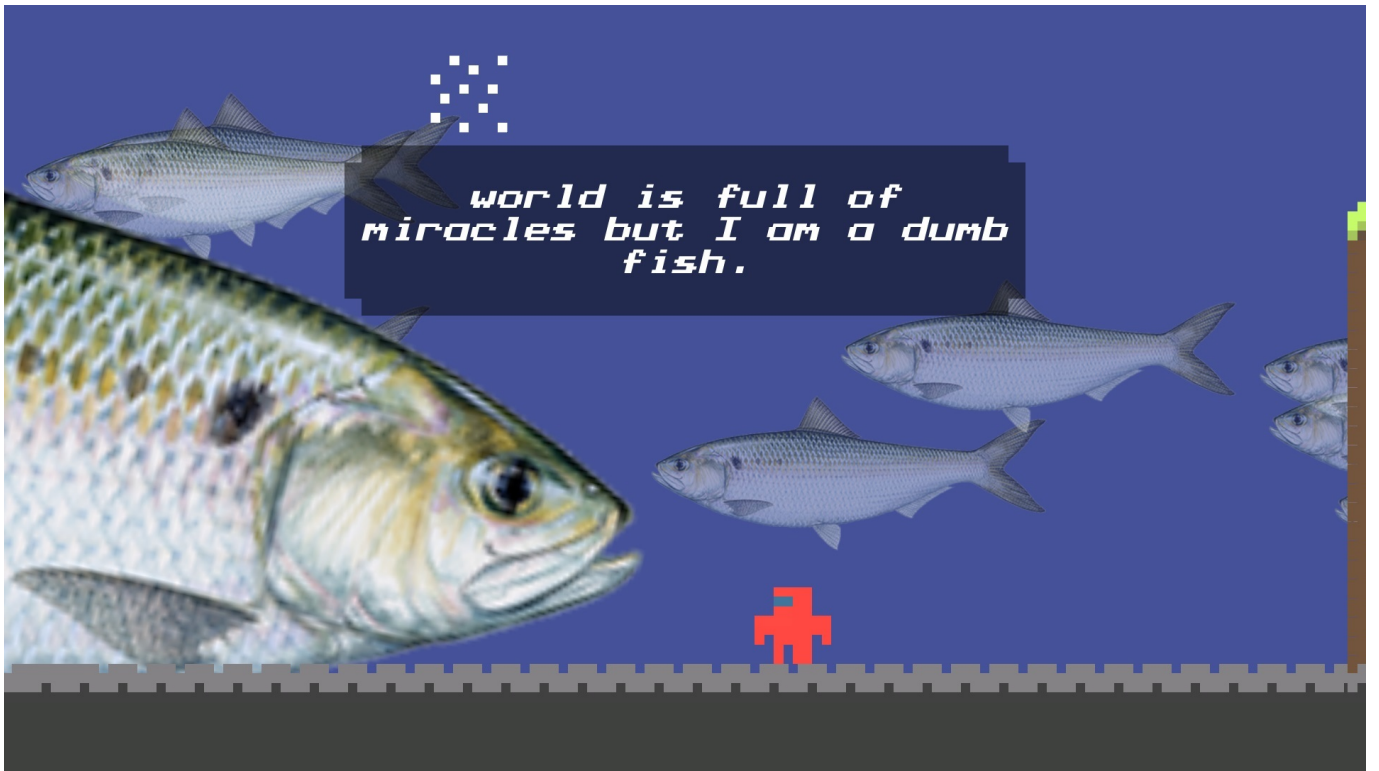
- Enhancements on the Turkish font (Türkçe fontta düzeltmeler yapıldı)
- Now it's easier to close map with mouse
- Sometimes, when you faint, you would wake up as another person with magic skills you weren't supposed to know. Happens to the best of us. This is now fixed.
- Now you don't have infinite water in your bucket while it's raining.
- This one is embarrassing. On the last update, I created a bug so that when you buy a boat, you would keep your old boat. This is now fixed.
- Volume sliders sometimes weren't saved. Fixed.

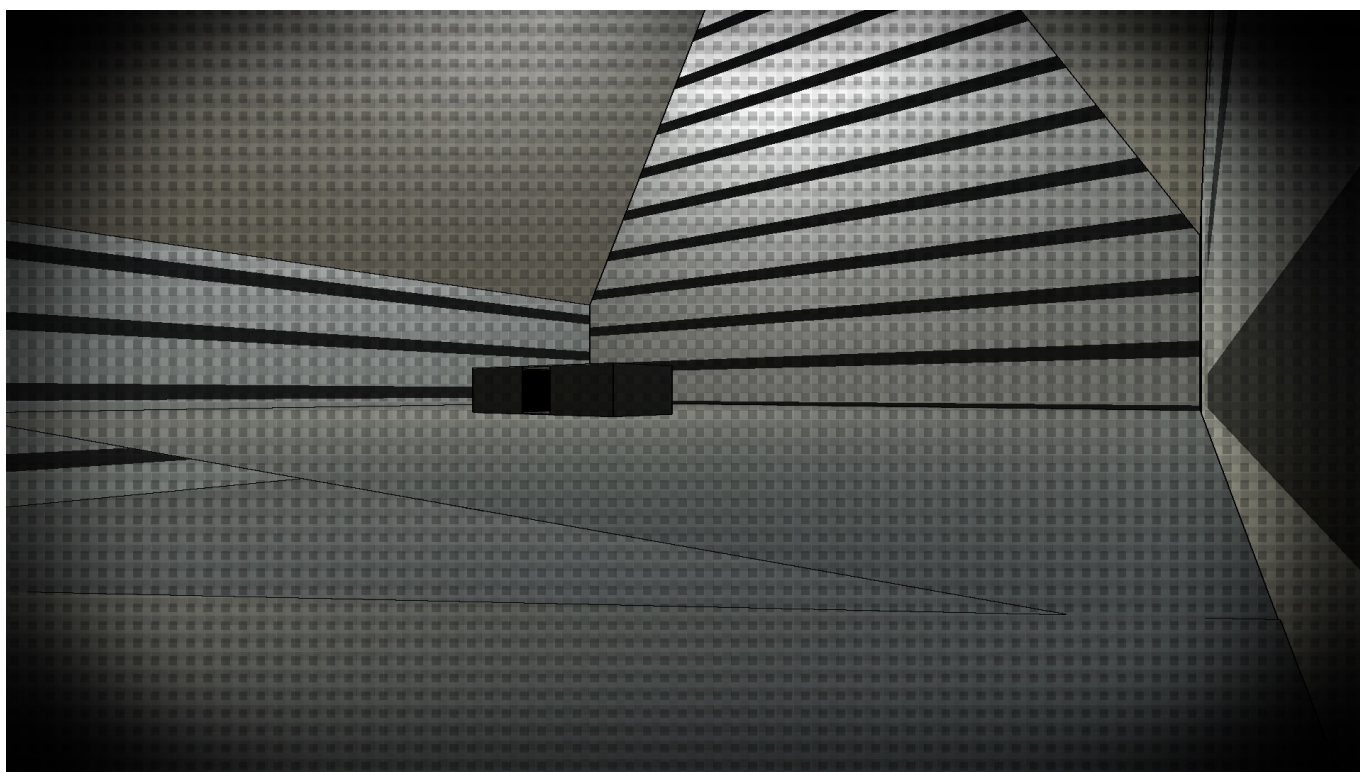
Thank you so much for your positive reviews and encouraging comments. I'll keep working on this game, and try to give you lovely people the best experience you can get out of it.. **Big Soul Searching Update: Short Stories:**



Short Stories is a free update to Soul Searching. It adds 7 new games that are designed to enrich the lore of Soul Searching. It took a lot of time to prepare these games but we are very happy with the result. I hope you enjoy this big update. We are looking forward to hear your thoughts.







. Update: V1.03 - Quality Setting, Bug Fixes, Linux Gamepad Support:

Hello! A new update is now live. Here are the patch notes.

- Quality setting is available in the graphics options menu. If you set it to low, the game will work better on low-spec machines.
- Corrected some misspelled words.

-
- Gamepad is now supported in Linux.
 - Gamepad doesn't make mouse cursor invisible in multiplayer.
 - Infinite zoom bug is fixed.
 - Other small bug fixes.

Thanks for your support.

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