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## About This Game

### **The USSR era is coming to its end – it is 1988.**

The radio amateur catches a strange signal that emits incomprehensible noises. It is broadcast around the clock and only sometimes a human voice makes its way through the air. However, it is impossible to make out what the person is saying. The most mysterious thing, though, is related to the fact that according to the maps the place the signal is coming from does not exist. As a main character, you will have to uncover terrifying secrets about this enigmatic signal.

There is no weapon in the game. The protagonist does not know how to handle it.

### **The most useful thing you have is a radio.**

With its help you can understand what is happening in this place. You choose the radio wave on your own in order to catch the desired signal, contact people, or simply listen to the radio of the USSR. There are a lot of moments in the game related to the use of the radio.

### **The story in Noise is not a typical faceless horror.**

We'd like to tell you an interesting yet sinister story in Stephen King's manner. The story will be rendered through conversations and thoughts of the protagonist as well as through the study of locations. Some details of the story can remain unnoticed if you

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don't study the locations carefully. The story is set in the USSR which gives it a peculiar flair.

The main antagonist of the story is the creature which is constantly wandering around, exploring the location the same way you do. It hunts you and reacts to your actions. If you turn on the light or use a flashlight, the creature will go and check what is happening. You need to try hard to hide from it because you cannot kill it. The creature sees nothing in the dark, so sometimes it will be enough to simply turn off the light and wait for a while.

The creature emits radio waves, so you can track it with your radio. We tried to implement the artificial intelligence system in the game, being inspired by the monster from the Alien film and game.

The creature is important to the story. It is no less important than the protagonist.

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Title: Noise  
Genre: Adventure, Indie, Early Access  
Developer:  
Talentplace  
Publisher:  
KishMish Games  
Release Date: 4 Aug, 2017

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**Minimum:**

**OS:** Windows 7 SP1, Windows 8.1, Windows 10 (64bit versions only)

**Processor:** 1.9ghz Intel i5-equivalent processor or higher

**Memory:** 6 GB RAM

**Graphics:** Onboard or dedicated graphics accelerator with 1GB+ of video RAM

**DirectX:** Version 9.0

**Storage:** 4 GB available space

**Sound Card:** DirectX® Compatible

English,Russian









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There is one achievement that I can't get even though I've beaten the game already. Brilliant arcade rally racer. Don't expect a simulation type game, but this is huge amounts of fun, the game mechanics are well thought-out (the "show points" gimmick tempts you to do silly things to wow the crowd instead of staying safe and boring, which is more entertaining than it sounds), the car roster and liveries are amazing for a rally geek like me... I love this.. This is a great replication of an old British route! The sounds on the new rolling stock included, which is new to TSW (everything but the 101) are great and very realistic compared to other DTG releases. The great physics also make this route pretty challenging which is a great thing. The rolling stock is also as usual with TSW graphically amazing. The only bad thing with the external looks that I could find was that the nose on the class 37 looks a bit off.

The scenery is descent in some places, but I think there is too many weird empty fields alongside the Tracks. The stations is very well modelled in my opinion it looks. It is also good to see traffic still included as we saw in the last route dlc with buses also appearing on the road, but it feels like very little variety especially when there is like four buses all looking the exact same, on the same stretch of road. I must say something else I really like is the different smoke effects coming out of the chimnies.

The highlights areas on the route are the Redcar steel mines which is beautifully modelled as well as the Tees yard which offers a huge shunting ability with a class 08 which I think turned out great. However, I think they should have added a lot more than the four shunting services there are now.

all in all I think this was a good addition to TSW with a good amount of rolling stock with good quality, but quite a short route, the part you get however is very detailed so it kind of ways up. If you like British freight I highly recommend this. If you are more interested in passenger operation, Northern Trans-Pennine is pretty similar to this and is all passenger (for now) so I would recommend that instead.. This one was a lame time killer. Basically, you combine two things, and ONLY two things to create new things. The logic of the combos is crap. It is likely the creator thought some of the combos were funny, so that makes one person. You end up just cycling through every combo to unlock more stuff to combine. For the little time I played the game, I can't help but feel that I came out a little dumber. You can get more entertainment, sense of accomplishment, and challenge by breaking out the pumice stone and sanding down the calluses on your feet.. TL:DR:

One of the coolest puzzle game mechanics I've seen in a long time. Difficulty ramps up very slowly, with new mechanics getting introduced every ~10 levels. Graphics look really nice, but textures get repetitive after a while. No glitches or gameplay issues in the ~40 minutes or so I've played so far. Pretty decent game for what I've seen so far, I'd recommend at a discounted price.

First Impression Gameplay:

<https://www.youtube.com/watch?v=yIhY0aq3khY&feature=youtu.be>

[The beautiful steam pictures are what prompted me to grab this. Plus I'm a huge fan of puzzle games, so I was quite hopeful this would be good going in. So far it's been pretty decent, though I'm only 40 minutes in. There is a really cool game mechanic which I feel is worth it just to play with. I won't give it away and ruin that Aha! moment.](#)

[Controls are basic but sufficient for what this game is. Pick up objects, release them, and rotate. I do wish there was a sprint button however. Otherwise, controls are responsive with no issues.](#)

[Audio is good, with mostly environmental ambient noises and interaction sound effects. No vocals or voice overs as of yet.](#)

[The graphics do look very nice, but wow is there a ton of ambient occlusion. It looks good though, don't get me wrong. Biggest complaint I have in the graphics department is that all the levels look very similar. Sure we see some water and other changes here and there, but it just feels repetitive.](#)

[Without going into detail and ruining the cool game mechanic, I can say that difficulty starts off very easy and kind of hovers there for a few levels. It takes like 9 levels before we move on from box stacking to button pressing. But hey, can we really complain about more levels?](#)

[One of the things which let me down was a lack of detail when progressing from stage to stage and death. If you touch water the game just freezes with a "you died" box popping up. No fade to black or anything simple even. Felt jarring. Also, you enter these teleporter rings to progress after each stage, but you don't actually get to enter them. It just freezes once you touch one and](#)

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boom next level. Would of been cool to step inside and hear some kind of transport noise or something. I know these are little complaints, but hey it bugged me.

Overall, the game is satisfying for fellow first person puzzle solving enthusiasts. I can recommend this title, but grab it now while it's discounted, since \$15 is on the high end of what I would normally pay for this.. 10/10 looks like you're holding a branch



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This is a pretty solid DLC. While the name is a tad misleading since I'm inclined to believe that only one of the units is actually elite, the units themselves are fairly good. In most cases the DLC will soup up eastern factions' cavalry rosters giving them superior light and heavy cavalry, and in the case of the Ottomans it will give you some very good militias (ones that aren't totally useless) in addition to some exceptionally cost efficient dragoons, and better than average Janissary musketeers. The units are useful on a single player campaign level since they're decent quality, and in many cases easy to recruit. In a multiplayer situation, this DLC will greatly boost the overall viability of Eastern factions.

Edit: I'd also like to take this moment to call Valve Corp. out on its recent anti-consumer practice of subtly hiding negative reviews. Read here: <https://steamcommunity.com/games/593110/announcements/detail/1808664240333155775>. Only if you like Party Hard 2 OST too much, you can buy it.  
6.2/10. development has stalled. The quality of the mod has been addressed already in the other reviews here (in short, it's functional) so I'll skip that. Instead let's talk about Indonesia.

Spotter Spellen is a Dutch board game company that makes some of the best board games in the industry, but be warned: they are dense. The games they design have a pretty small rules overhead, generally speaking, but the depth and nuance that these rules create are impressive. Many games create rules with specific outcomes in mind, but Spotter seems to make rules in their games that can have far reaching implications with very little convolution. Nothing here is one dimensional, and the consequence of any given action may not show itself until three or four turns farther into the game. You can't make arbitrary moves if your opponents aren't, and if you do it's hard to get out from behind that 8-ball.

All of this applies to Indonesia. The game is a logistics game where you are operating shipping and manufacturing companies in a non-specific era of Indonesia. You will start various goods companies, selling things like rice or oil, as well as founding shipping companies used to transport those goods around the islands. However, you yourself won't have enough to manage all of this on your own, so you'll be forced to use your opponents companies to make any real money. And that of course is a huge part of the game: making money yourself while limiting how much you have to give your opponents each round.

Another huge piece of the game is the mergers phase. Two competing shipping companies may exist side by side for a while, but only so much time will pass until one of the two (or perhaps even a wealthy third party looking to buy up some companies from other players) will want to buy the other out, and this is where the crux of Indonesia is: company mergers. Companies can and will change hands as the game goes on, and in doing so they will grow to massive proportions, and perhaps even create monopolies. Knowing when to merge, and how much value to place on the merger is a huge part of what makes this game so fascinating. It's a tense, calculated phase of the game and every time it comes up you will be nervous and excited about what the state of the board will be after it's over.

There's a whole lot more to Indonesia, and it's certainly worth the \$7 to pick it up here assuming you have a few people to play it with that will be invested in learning its intricacies. It's not a friendly game, but it's a rewarding game and one of Spotter's best.. The basic mechanics of this game are already somewhat complex for a block puzzle game, but once it starts adding more mechanics and requires doing combos of several levels, I can't keep up. I guess to that you could say "get good", but that's not why I play casual games which is what I was expecting from buying this. I guess I'm too casual for this or something. Point being, if you're a super casual gamer who checked this game out looking for something chill, easy, and fun to kick back and play for a bit, I would steer clear.. I recommend this game because I enjoyed it very much myself, did an entire playthrough on my YouTube Channel of the game. Strongly recommend a steam controller for the game because with a keyboard and mouse the controls are a bit hard to steer the character. Just the ending alone captivated me for wanting more. If your looking into this game and wondering if it's family friendly the answer is yes. The developer did an awesome job with the graphics and kept it story rich for people of all ages to enjoy. So what are you waiting for? Download it today!. 7/10

A relaxing musical puzzle game and a beautiful audio-visual experience.

A must have!

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