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About This Game

Detective Michael Stone arrives in the small town of Pineview to assist the local police force with a seemingly simple case - A couple is found dead in their kitchen. The locals believe it to be a case of murder-suicide, their speculation fueled by rumors of the turbulent nature of the couple's relationship.

Is it just small-town gossip, or is there some truth to the rumors?

Help Detective Stone, assisted by the driven and empathetic Amy Blunt, discover the truth behind Chris and Diane's story. But be warned: the further he pursues the case, the more his own past shall come back to haunt him. And the closer his sanity will be pushed to the edge.

Rainswept is an adventure game - A murder mystery dealing with themes of love, relationships and unresolved trauma. It has been developed by Frostwood Interactive, a studio found by Armaan Sandhu. The soundtrack is being composed by Micamic, the composer behind Harvester Games' excellent 2012 indie title "The Cat Lady"



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- As Detective Stone, explore the beautiful town of Pineview, talk to the many locals, interview suspects, dig through the victims' pasts and try to piece together the story behind Chris and Diane's brutal deaths.
 - Also play as Chris and experience his story with Diane - joining them in key moments of their lives together as they meet for the first time, get to know each other and fall in love.

Featuring:

- An emotionally captivating story set in an immersive and atmospheric game world
- A wide cast of characters with deep histories, meaningful motivations and distinct personalities
- A moving original soundtrack by Micamic (*Downfall, The Cat Lady, Lorelai*)
- Pine trees, coffee and rain. Lots of rain.

Title: Rainswept
Genre: Adventure, Indie
Developer:
Frostwood Interactive
Publisher:
Frostwood Interactive
Release Date: 1 Feb, 2019

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English







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Ah....Rainswept. I'm gonna get straight to it.

The game hits you right on the FEELS. The name enough gives you a graphic imagery of a rainy day, probably with a lot of mugs of coffee. And yeah, the game gives you a LOT of it.

Rainswept looks great. The colours are amazing. I particularly love the camera zooming out when the main character, Chris, runs towards the church. The colours blend in perfectly and play a vital part in the immersive atmosphere in Pineview. There's just one condition you gotta tick off to like this game -----> You gotta love reading and get into the game atmosphere. If you like reading, you, like me, are totally gonna get involved in the Pineview murder mystery and try to solve the case yourself.

The game just manages to involve you in the general happenings in and around Pineville, so much so that by the end of the game, you know each and every person in the town, by name, and by their character, and even have an opinion about how they are. That, I feel, is a major achievement of the developer, in creating such an immersive experience.

The dialogues are just perfect. There's just something about them that makes you connect to them. Everyone who I know has played Rainswept has felt the same. Kudos to Frostwood for writing dialogues that hit you in the feels. (Especially Brad's rants about life, and Chris, who perfectly describes what losing a loved one feels like.) If you ask me the best part about this game, it definitely is gonna be the dialogues. Undeniably, the developer has put in a lot of passion towards delivering the feels to the player.

And finally about the story. You're gonna be making guesses throughout as you play the game. A win for Rainswept.

The game took me about 5 hours to finish. Let's just say it was an amazing experience (after talking to everybody in the game and also trying to get the second ending) and I hope to see Detective Chris again.

Probably..Rainswept 2?

(Also, totally love the funeral scene at the end wherein you can go talk to each and every NPC in the game and bid your goodbyes. Contributes to the feels hugely.). I played this game when the demo had just first come out around a year ago (give or take a few months) and I can honestly say that this game has a lot to it. There is a lot to love about this game including the gorgeous colors and unique animation style, along with the story and depth that it gives you. The characters are funny and you never get bored.

Pros:

Beautiful aesthetics, quality dialogue, really unique style and gameplay

Cons:

Animation can be a bit snappy sometimes and the colors can be a bit overbearing in certain scenes (unless my eyes are just sensitive!). What a super experience I had playing Rainswept! The unique animation and play style of the game allow you to become immersed very quickly. The graphic design may be minimalistic, but is perfect in its ability to resonate and express the mood and atmosphere of the game. The writing was poignant, and really moved me. The story is sad but also deeply recognizable and familiar to anyone who has overcome obstacles that left scars. I walked away feeling like I learned something about myself, and my own relationship to trauma, isolation, guilt and sadness. I <3 Rainswept!. It's not a complete disaster, but the game didn't really do it for me:

1) No sense of agency: most interactive novels at least give you more choices. There's barely any actual choices here. This is

especially bad since it's a detective game: I'd expect more chances to get things wrong, or to affect the investigation at all.

2) There is quite a bit of time dedicated to the protagonist's mental state, but I don't think it was done well.

3) The game has some of the worst animations I can remember.... and I can remember old 8 bit computers. It's not that the animations are wooden: It's easy to forgive wooden. They are bad enough to be funny, and I don't want funny in a game that takes itself this seriously.

It's not as if there aren't good things: The solution of the mystery is plausible, the music works well, and if not for the animation, the art is fine

It'd be possible to make this into an actual good game, probably without crazy amounts of effort, but as it is, and given how competitive the adventure/interactive novel genre is, this isn't up to par.. I don't review games usually. But i really want this to get as much attention as possible. Its a simple point and click game, no voice acting, but it has a way of pulling you right in, with the music and art. The characters are all well developed and the story is really something special. IF you like adventure games and story driven games this is a must play. I really hope it gets the attention it deserves. Devs did a really great job.. Great story, amazing atmosphere.

. I may have cried for the last half hour of play time, but I solved the case, dammit. I did it for Chris and Diane who, for 4 hours at least, were real people to me. They deserved to have their story told. That sheriff dude can kiss my ♥♥♥♥♥♥ for trying to have it wrapped up in time for his stupid festival. You suck dude; get a different job!

And in the end, my suspicion was right all along. It really had been a murder-suicide. Just... not 100% in the way I expected.

Detective: 1 | Sheriff: 0

I still hate that guy. . I think this game did a lot right. From an emotional standpoint, I definitely felt a connection with it. I did, after all, complete it in one sitting, so that kind of says something.

With that said, it does lack the polish you might see in a lot of other games released these days (even indie titles). As an example, the art style of this game reminds me a lot of Night in the Woods, but I don't think it was executed as well. Here's a handful of other gripes I have:

- Navigating menus was a bit clunky. I didn't like having to switch from all keyboard over to the mouse to use certain things (like the journal)
- The font choice for all the dialog bothered me. Arial is just such a soulless typeface, and it looked oddly plain next to the artistic scenery.
- At a couple spots, the dialog got a little soap-opera-like for my tastes.
- There were a bunch of weird animation hiccups throughout.
- There was a detail about the ending that wasn't explained very well that left me kind of confused.

Even with those gripes, I want to say that I really enjoyed the game.

Lovely crime story in a beautiful town. The developer has been very active to address criticisms since launch and tweak the interface too. Good job!. As someone who loves point and click adventures, I've gotta say this game was a pretty solid find. There's some elements that this game absolutely nails and other parts that kinda interrupt your immersion.

No Spoilers!

Pros - The story is very compelling. Most of the characters feel pretty well thought out and have a personality of their own. Everyone feels like a real person and how you feel about them can shift and change throughout the narrative. Like a good murder mystery, I felt like all of the little oddities through the story are some how linked and like a mystery, my prime suspect kept changing and shifting. I was pretty sure the whole stupid town was guilty like in Hot Fuzz or something. About an hour into this game and it starts to feel like a good book. Reliving Chris and Diane's relationship was interesting and had it's charms. The art style in this was actually quite nice! There's scenery and cool cinematography where it looks like someone animated the opening or transitions to a movie.

Cons - There's some minor grievances with the writing. I got a few typos as well as certain phrases that were oddly reused between different characters. It happens on TV shows a lot where you can tell the same person wrote both lines? It's being nitpicky, but it didn't go unnoticed.

There's also some odd animations. The game looks great, even stunning at times, but the characters' running animation is quite distracting and incredibly unnatural. No one runs like that. Also in the beginning, the cops at the crime scene are wearing hats that say "police" but then they turn their head it reads backwards like someone just took the entire head and mirrored it, but didn't bother to swap the text. Again, minor details, but it was super distracting for me.

TLDR

Great art style, meh animations, compelling murder/mystery story, oddities in some character lines and typos.. Great story, amazing atmosphere.

. Great cinematography and camera work. A heart warming story about loss and the recovery from it. I wish the game had voiced over. The piano music is very well done.. Just finished this game and I'm so glad I didn't pass this one up. The story was extremely compelling, the music was atmospheric and chilling, and the sound and visuals paired together extremely well. There were a few hiccups (a bit of audio that would do a tiny bit of glitching while changing scenes, and a task notification that hung around for several scenes), but overall this game was spectacular! I highly recommend you support the developer.

Also, I'm not sure if this game is meant to give off extreme Washington State vibes, but it gave them off to me lol.. Really enjoyable. Amazing atmosphere, characters, writing, art style & soundtrack. Highly recommend. Has some minor issues but otherwise a really great ambitious title with a nuanced story and stunning environments. Starting with cons may discourage some people, but please don't let it. If you think you'll like this game, chances are, you will. Looking forward to what the devs come out w in future.

CONS:

- ending is not unsatisfying persay, but seems a bit rushed
- quite short, 3-5 hrs
- some minor glitches
- some issues w calibration (icons won't pop up when hovering over appropriate objects)
- plot w michael's wife seems a bit shoved on

PROS:

- amazing soundtrack
- novel concept
- great art
- incredibly charming
- immersive
- emotive
- relationship between chris and diane incredibly nuanced and interesting

PLAY IF YOU LIKED:

- night in the woods
- firewatch
- choice of robots

-
- always sometimes monsters
 - orwell
 - to the moon. 7/10

Good story, sometimes I can related to one of its character.. I loved this game! Great story, mystery kept you guessing, and the art style was simplistic but so beautiful. You can check out my play through here:

https://www.youtube.com/watch?v=0bmSEkBEBEI&list=PLKeaE7G_ZkDfriEh4xNygVld6oiskLc-n. I played the demo at EGX Rezzed and the story was so interesting I wanted to know the rest, so I bought it as soon as I got home. If you like single-player games with a strong storyline then this is for you. I completed it in somewhere between 4-5 hours. If you are interested in playing this, try to avoid reviews or videos as it could spoil the story for you. I watched a video review about the game after I completed it, and was disappointed to see that they managed to reveal quite a few of the scenes in the game and talked about the characters, which would have spoiled some of the story for you.

(The developer who made this is just one person, so don't wait for a sale, pay the normal price and show your support.). A great story, with a nice atmosphere.

I don't regret buying or finishing the game, but at some times it felt quite slow.

If the game is a 7/10 now, a voice-over would really have helped the pacing and made it much more enjoyable to play moving it to maybe a 9/10, for the type of game it is.

All in all, if it's raining outside, and you're sitting inside, wondering what to play, then this game is probably a good candidate for you.

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