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Close Your Eyes -Anniversary Remake- Password

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## About This Game

Five years after the original Ludum Dare game and over 3 & a half years since the Steam release, Close Your Eyes returns for its 5-year anniversary with a complete rema 5d3b920ae0

Title: Close Your Eyes -Anniversary Remake-

Genre: Adventure, Indie, Early Access

Developer:

Yai Gameworks

Publisher:

Yai Gameworks

Franchise:

Close Your Eyes

Release Date:

English

close your eyes anniversary remake

If you're on mac, its definitely not something to look into. Updates are rare and mac users are unable to play past a glitch following the first puzzle at the start of the game (an issue that was acknowledged, but never resolved). The quick discussion reply was appreciated wholeheartedly, but it was never acted on, and i'm unable to get a refund because of it. The actual game looks great, i'm sure it has an amazing plot and adventure to it, just sad I probably wont be playing it for a long, long while.. If you're on mac, its definitely not something to look into. Updates are rare and mac users are unable to play past a glitch following the first puzzle at the start of the game (an issue that was acknowledged, but never resolved). The quick discussion reply was appreciated wholeheartedly, but it was never acted on, and i'm unable to get a refund because of it. The actual game looks great, i'm sure it has an amazing plot and adventure to it, just sad I probably wont be playing it for a long, long while.. If you're on mac, its definitely not something to look into. Updates are rare and mac users are unable to play past a glitch following the first puzzle at the start of the game (an issue that was acknowledged, but never resolved). The quick discussion reply was appreciated wholeheartedly, but it was never acted on, and i'm unable to get a refund because of it. The actual game looks great, i'm sure it

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has an amazing plot and adventure to it, just sad I probably won't be playing it for a long, long while.. This was so much fun! The main game was adorable yet scary. The dark theme's and overall scary atmosphere made it much more fun to play through unlike some other games I have played.. "Cult hit" is an extreme exaggeration. This game leaves a sour taste in my mouth, because it's so repetitive and redundant, whatever meaning was meant to be here is only what we believe, but we're made to believe there is "an answer" when this is all just a giant social experiment for the sake of getting money. It was popular at first, when there were fewer games for free, and then, I thought I understood it. No, all of the meaning you see here is a farse. The whole game you're told "close your eyes" but it's like, what will that do, suddenly change the graphics quality and make the game more interesting? No, no more BS fetch quests with boring puzzles with a plot with so little substance, that alone makes it scary. It seems like it was made by a kid playing with paint/gimp and rpg maker. On the positive side, the artwork by Rincs, the artist for the pretty pictures, looks amazing. And some of the sound cloud stuff was pretty good.. I loved the other developer's games, although the repetitiveness of tasks can be tedious. However this anniversary update is terrible. I bought this in April 2019 & it says expect updates in Feb 2019. It also says "Close your eyes" in this version is unfinished and all but the incredibly repetitive and difficult Girl Graveyard game are available, the rest of the content says "coming soon". So not sure how this can be recommended or get good reviews from what I've experienced.. I have never actually written a game review before, but I am willing to give it a shot if it means more people get to experience this game. I feel like this game serves as a great introduction into the Yai Gameworks games, or into RPG horror games in general. Nothing is too intense that the game can't be beaten (except maybe Girl's Graveyard, which was super rough but an equal amount challenging) and many of the game's scares are psychological and rely on building the right atmosphere, as opposed to cheap jumpscare for the sake of cheap jumpscare. The story is engaging and surreal, making it an interesting game to play and formulate your own theories for afterwards. The gameplay itself is a nice mix between exploration and puzzles and it rotates between them enough to keep your play through interesting. When comparing this to the original, I am extremely excited for the new content yet to be released. This was my first time playing Girl's Graveyard, but I have played through the original Close Your Eyes before the remake's release. I enjoyed the improved sprites and visuals, like the glowing eye on dialogue boxes instead of the default RPG Maker arrow and the personalized colors for each character's dialogue. The original music is great as always, and some of the added sound effects were a great touch, such as the piano note when saving (which I believe is new compared to the original). If I could suggest a change, I think it would be interesting if instead of having all of the songs unlocked in the Annex at once, have them gradually unlockable when the player completes a specific task or as they appear in-game. Overall, it's a great game that's worth the price, and I am eagerly awaiting the content yet to come.. If you're on mac, it's definitely not something to look into. Updates are rare and mac users are unable to play past a glitch following the first puzzle at the start of the game (an issue that was acknowledged, but never resolved). The quick discussion reply was appreciated wholeheartedly, but it was never acted on, and i'm unable to get a refund because of it. The actual game looks great, i'm sure it has an amazing plot and adventure to it, just sad I probably won't be playing it for a long, long while.. This was so much fun! The main game was adorable yet scary. The dark theme's and overall scary atmosphere made it much more fun to play through unlike some other games I have played.. This was so much fun! The main game was adorable yet scary. The dark theme's and overall scary atmosphere made it much more fun to play through unlike some other games I have played.

Please Love My Computer Game now available for free : I hope you guys love it, I really hope you do.. Please Love My Computer Game out now. in other places : Please Love My Computer Game, a FREE game release, is now on GameJolt, itch.io, & RPGMaker Net: GameJolt: itch.io: RPGMaker Net: Steam release will come soon but first needs to get through Steam's review process. Please Love My Computer Game is a little free game of cryptic mysteries, road blocks, atmosphere, and discovery. "She waits. Explore an abandoned house in black and white as you solve cryptic puzzles and try to make discoveries. If you like to work with others to discover things, then you may like this game. I hope you love it, I really hope you do." Close Me: New Game+ content expansion & OST DLC OUT NOW! : The DLC includes a small little expansion to the main game that should add 30-120 minutes to your second playthrough (New Game+ stuff only appear once you've completed the main game once), as well as the Soundtrack for Close Me. It comes together in one package for \$0.99, with a 5% discount on launch (and a 10% discount if bought through the Yai Gameworks Complete Bundle).. Yai Gameworks upcoming game release plans and news : I thank you all who participated in the Yai Gameworks 2018 Questionnaire survey a couple months back. As many are probably aware of I am a man of many ideas, and indeed probably too many. I release 2-3 games a year but dates get pushed back, some are left idling for months to years before they eventually release. I won't promise this won't change, but as a solid effort applying some strategies I've learned within the last few months and a plight to achieve one of my dream games, Complete Isolation, I will explain a crazy thing I'm about to try and apply myself to do, then the reasoning, and finally the specifics. Between February of 2018 to April of 2019 I want to release 12 video games onto Steam. Now there's a few reasons I have chosen to attempt this honestly foolish errand, especially foolish for me. I originally had set my sights to work on a dream project I've had in my head for many years, my first actual big project titled, Complete Isolation. I held a funding campaign for

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this game back in 2013 on Indiegogo, whos funding has been used for all my projects to produce the music you all hear in my games. Still, here we are five years later and CI still does not exist. I want to make it, I desperately do, and I originally had planned to commit myself to it this year. That was until all my analysis, self-reflection, crunching, talking with others, and reason pointed me to pursuing another goal first, to do something else foolish first so that CI would be a less foolish endeavor and a safer bet. You see, Complete Isolation is planned as an episodic gameplay experience. Episodic releases work best on a timed release manner; being timely with episodes is important. That means having a good groundwork you can easily build off of, self-discipline, a solid plan and commitment, and short development cycles. These are all things I need to master, and trying to wrangle that first-hand on an episodic game would be setting many up for disappointment of delays when I inevitably failed to deliver on time. I need to practice this first, but in a form that isnt both as anti-consumer and as financially risky as a longer term episodic game. Climb a hill before a mountain kinda thing. Add to this CI needs to look the part, it has a bigger investment, bigger cost, and as Id be tackling a large chunk of the game myself from coding to design to music and writing and voice directing Id need someone to do the art, a pretty sizable amount of drawn art and sprite work as well. But the needed art amount is hefty, and Im not in a financial position to offer a decent payment upfront. Rincs, my partner in crime on projects whos done the drawn art on my projects, hasnt seen a cent from Yai Gameworks sales and I feel awful about it. I need her for a longer term but dont want to run her ragged, and need to pay her properly for her work. I should save up and split profits, but even that is a huge uncertainty. I need to secure more income, and allow her more time to do art for the project between her busy life. Add to all of this having Yai Gameworks name out there and more experience under our belt can only be a good thing. I decided to propose a challenge to myself, a series of experimental games on a planned and tight schedule. This is a way to work myself to a position where I can hopefully form the experience and conviction needed to do an episodic structure, all while getting more games and experiences under my belt. All while hopefully earning some money and making some more things available to all of you guys I hope that yall enjoy. It may even work out to be a good way to market it as the steps up to try and achieve Complete Isolation. Theres more to all of this. But I plan to in the upcoming week make a video detailing it all a little further. This plan isnt just to make more games however, its to make an over-a-year plan and stick to it. The first game of this challenge is already released, it can be found as Please Love My Computer Game on Steam. However, I will now detail the rest of the plan to you all. I cannot guarantee I will be able to meet and achieve what I hope to, but I can tell you Im going to be working hard to achieve my own dreams which I view this as a crucial step towards. So if things pan out, what can you all expect? APRIL 2018: -The Crack I Found That Taketh A nearly dialogue-less 3D exploration and discovery experimental game about a crack in the floor. MAY 2018: -Red Haze big content update The big content update for Red Haze hits, including all endings, new areas, new story, new secrets, lag fixes, more scene skips, and more. JUNE 2018: -Unlabeled An 8-bit game inspired by Hellnight and Nanashi no Game about an NPC in a small RPG village that one day gains sentience, and begins to be stalked by an ever-evolving monstrosity. Partner up with other people in the village that can permanently die at anytime, leading you down different storyline paths. JULY 2018 -Hellscape You are a Demigod on a dying world abandoned by the True Gods. Walk among men and explore the hellscape left behind, meeting devotees, non-believers, deformed and withering beings who may love or hate you. You may guide them to nurish a future, or trample them into oblivion. What gift may you give a disgusting world with no hope? AUGUST 2018 -The Killing Kink Nunster A B-Horror Comedy game about a group of college kids who all are a bit messed up and kinky getting trapped in a cathedral with the monstrous nun known as the Killing Kink Nunster, who wishes to eradicate their sin and pay their dues with their blood. Its a lot weirder and even more twisted than you think. -Close Your Eyes -Anniversary Remake A remake of Close Your Eyes with new content, a new scenario, a remake of Girls Graveyard, new modes, a new open world connecting world, and a lot of surprises to prep for the eventual sequel. SEPTEMBER 2018: -Cootie Patootie A reimagining of a previous game I made for Ludum Dare. Join Cootie Patootie as she goes on a magical journey of self-discovery to find love! OCTOBER 2018 -RODE: Remorse Observation Dream Emulation For the 20th anniversary of the cult gem, LSD: Dream Emulator, have this 3D first-person love letter to it. NOVEMBER 2018: -Box Pusher A nice relaxing little puzzle game about pushing boxes. It might seem a little off, but thats probably nothing. JANUARY 2019: -The Seafaring Incident Youre on a seven day cruise in the Pacific, but something is very wrong. Over the course of 7 days youll need to investigate these mysterious circumstances and work out how to keep your head above water. FEBRUARY 2019: -The Silhouette of the Alluring Rose A more normalized RPG Maker-esque dark fantasy puzzle horror starring a frilly girl IN 3D! April 2019: -(untitled at this time) An experimental little MMO experience in a Yume Nikki-esque exploration game. Regardless, this will be a busy year, and I hope to surprise you all throughout the year.. Yai Gameworks 2018 Questionnaire ; Asking the Community for Feedback : Very important, I have a 10-question Questionnaire for Yai Gameworks in 2018 which includes some future stuff about projects. The questions are long-winded, but I really appreciate your guy's feedback. Questionnaire will end on January 8th: Has questions related to Close Your Eyes, Red Haze, and much, much, MUCH more.. 25 Minutes of Close Your Eyes -Anniversary Remake- Gameplay : The game will be releasing in Early Access (but including the full remakes of Close Your Eyes and Girl's Graveyard on release with more game modes added over time) on August 31st, 2018 for \$4.99 USD. There's many more surprises in this remake than what I show as well. Hope you guys enjoy it.. Version 0.11 now available : Version 0.11 now is available. This is an accumulation of small bug fixes and typo corrections

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since Early Access launch, as well as an additional 5-10 minutes added to Close Your Eyes -Anniversary Remake- after the last stopping point, marking the beginning of the Judith Manor section of the game. There is too much to name of what's been fixed, but a few of the most notable changes: -First small bit of Judith Manor in the Close Your Eyes remake is now available. -All currently available achievements should be fixed and working on Windows. -Adjusted the difficulty in various small sequences of Girl's Graveyard, such as the "Blob" room in "Darkness" now doesn't get quite so dark, nor as quickly anymore. -Lots of typos and bugs fixed. -Performance should be a slight bit better for those with medium-weaker computers, but it probably won't be that noticeable. I am a project juggler and so going to be crunching on some other projects before the next update in February, though the next update should extend the game up until a bit after the famous "Pancake" scene from the original game.. Found Horror Game 11.exe out now : It just released for \$3.99 USD (with a 5% off discount on release, and an additional 5% off if you buy it off of the Yai Gameworks Complete Bundles). It's an episodic game of sorts using community involvement, Game 2 will unlock when players find the Red Circle, Blue Triangle, and Yellow Square in Game 1, but the earliest Game 2 will release will be next Monday, as one of my closest friends committed suicide on Monday, and dealing with some grief and doing some things this weekend as a result. I hope you guys enjoy Found Horror Game 11.exe, it's first game available, the upcoming 10 games, and the whole experience.. Close Your Eyes -Anniversary Remake- releasing on April 27th, 2018 : Close Your Eyes -Anniversary Remake- will be releasing on April 27th, 2018, which is the 4-year anniversary of the original Close Your Eyes releasing for Ludum Dare, and the 3-year anniversary of the original Redux version. The remake includes 5 scenarios, including a remade Close Your Eyes and Girl's Graveyard which polishes the game further, adds new areas, new threats, new story, and new surprises to both. It also includes an 'Anniversary Twist' on both in a new scenario, and a complete brand new scenario known as 'Beneath the Surface', as well as a hub with secrets that connects all five scenarios together. The remake will release for \$4.99 USD, and I hope it surprises a lot of you. I'll have more information early next year, but a few blurbs I can share is the Remake between all of its scenarios should be 7-16 hour experience, there is around 30 new pieces of artwork for new story scenes done by Rincs for the title, there's 100 Steam Achievements (and most of them I tried to make interesting to get), and some segments of the original game have also been greatly redone and changed (two examples I can give, the Judith Manor Key Collecting section has been entirely redone in a new (and in my opinion, much better) way, as well as a completely new path if you choose to leave the manor, and similarly there's a new path instead of doing the train puzzle in the early parts of CYE, but the train puzzle path has a lot new to it as well).. Happy Halloween! Close Your Eyes -Anniversary Remake- demo now available. : Hope everyone has a happy Halloween! Released a 20 minute demo of the Close Your Eyes side of the CYE Anniversary Remake demo on Steam, full game releasing in Early Access (with the full remakes of CYE and Girl's Graveyard on EA release) on November 26th for \$4.99 USD (with launch discount). Also a reminder the Red Haze Halloween Event to play an exclusive area and earn Halloween costumes ends on November 5th.

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