
Trauma Download For Pc [key]



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About This Game

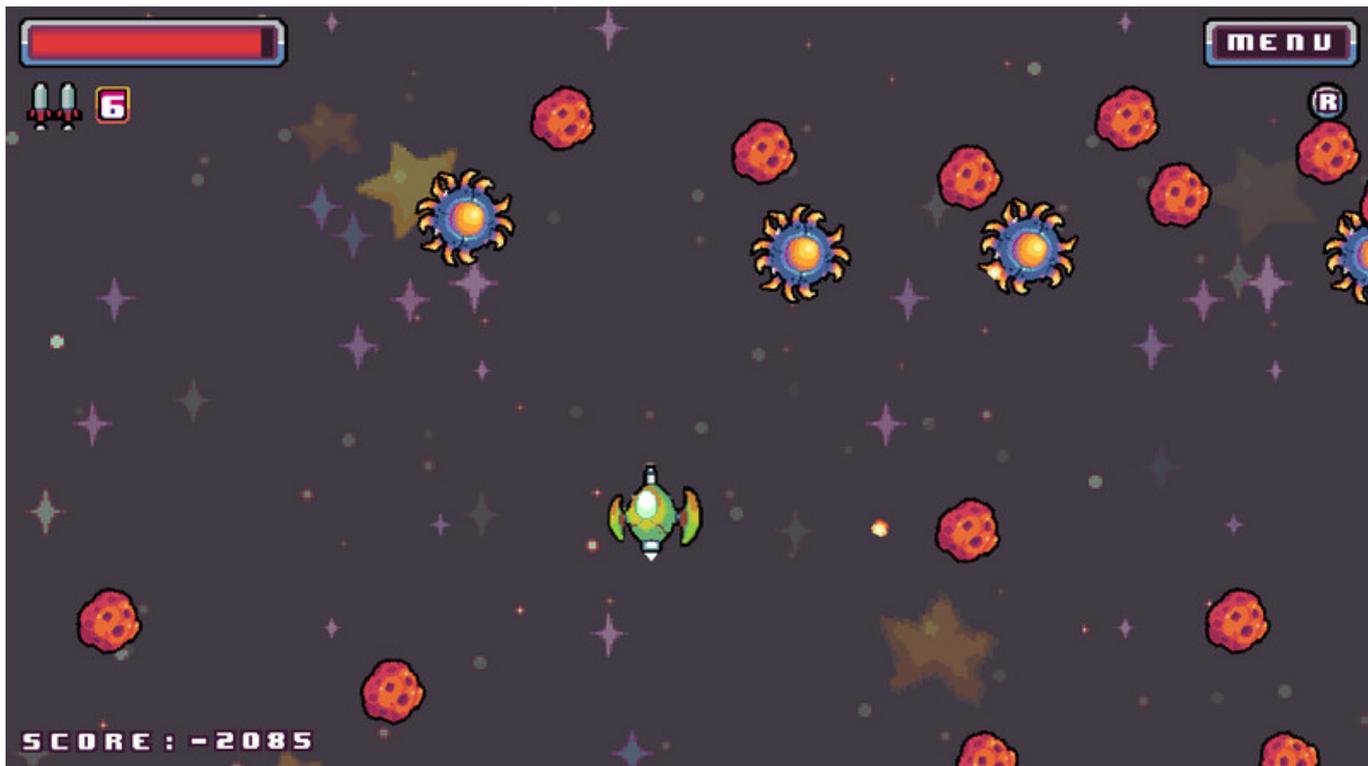
TRAUMA tells a story of a young woman who survives a car accident. Recovering at the hospital, she has dreams that shed light on different aspects of her identity - such as the way she deals with the loss of her parents. TRAUMA lets you experience those dreams in an interactive way, reminiscent of Point-and-Click Adventure Games. It builds upon this established formula by introducing a gesture-based interface, real-time 3D technology for dynamic level layouts, unique photographic visuals and a level design philosophy that focuses on creating a rich experience rather than an elaborate puzzle challenge. Combined with the unconventional story, it is aimed to be a compact and deep game for a literate and mature audience.

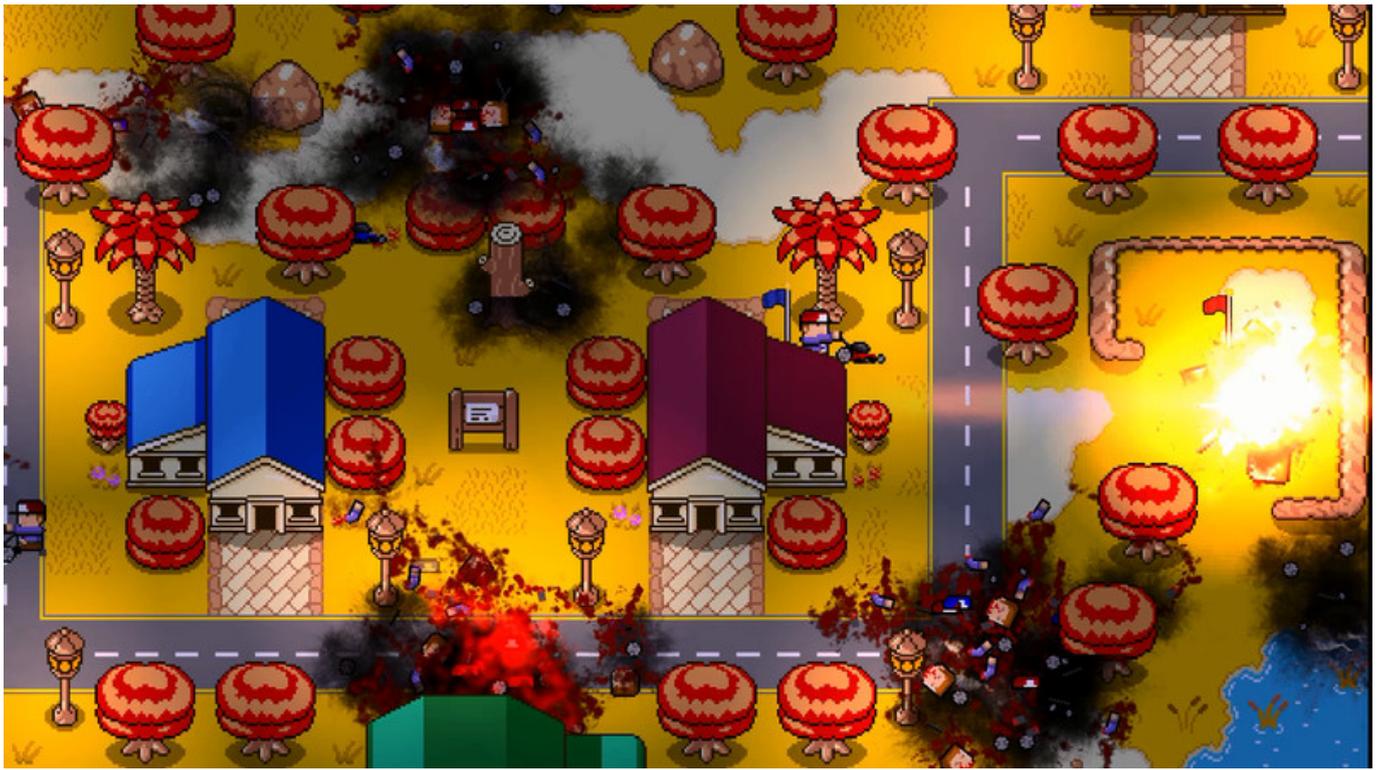
Title: Trauma
Genre: Adventure, Indie, Casual
Developer:
Krystian Majewski
Publisher:
Krystian Majewski
Release Date: 8 Aug, 2011

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English,German,Polish







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Strange game that makes me sad.. I am not sure if Trauma is a game. Atmospheric and ambient environment. Calm and almost hypnotic voice acting. For me it is an experience, a journey through memories which may not be yours but to which you may relate. It's an interactive story that makes you think and maybe question. If you are into this kind of stuff you may want to give Trauma a try and you may find yourself coming back to hear the story again and again.

Concerning the gameplay, Trauma has simple controls and it is relatively easy to finish. The "riddles" are anything but complex but more often than not merge well to the storytelling.. Bad. Really, really bad. It swings between being tough to control and having surrealist themes that signify nothing. That said, the art is beautiful.. Surrealistic depressive indi-quest.

6/10. Trauma is a short game, and maybe best bought when on sale. Nonetheless it is enjoyable, emotional despite the stark photography and simplistic voiceover, and with an interesting concept and execution. I would recommend trying to find all the photos and endings, as a way of stretching it out longer.. Trauma is a casual Point-&-Click adventure game but with a slight twist. In the game, you play a young woman exploring her dreams shortly after a car accident that kills her parents and hospitalizes her. The dreams serves as metaphors for her life, exploring her childhood, her time in college, her relationship with her parents, and her feelings on her life. The dreams sequences are made up of real life photographs, which are nothing short of breath taking, arranged in a way to create a sort of segmented 3D environment. While this seems like it would lend itself to some interesting puzzles, it does not. In fact, Trauma lacks puzzles, however, instead favoring a drawing mechanic.

There are four drawings in the game (Lift, Catch, Drain, Cut) and each one allows you to interact with certain objects in each dream to unlocks different endings. The drawing mechanic, however, is not deep, at least not mechanically, and serves more as a tool for exploring the metaphor of a dream. For instance, there is a dream where you are running along a road and come to a wall. You obviously can't Lift, Catch, or Cut the wall but the wall does have a drain on it, thus allowing you to Drain the wall. However, when you drain the wall and move past it, you find yourself right back where you started with the game zooming out to show the world is a small sphere.

Overall, the game is interesting. It's beautiful, does some unusual things and ends up touching upon certain things that most games fail to.. It's kinda sad that this game doesn't have better reviews. I got this game years ago, time to time ill play it again.

Honestly, as far as video games go, this game might be the most philosophical game I've ever played. It explores many things we all experience in life, youth, education, dreams, basically big life ideals. I'm not going to try and paraphrase its themes, it's not a game that will give you answers. It just makes you question much more, many in somewhat darker ways and this is what I love about it. Too much art, movies, music, books, etc are all made to stimulate us in the ways we desire, but it's the ones that actually fundamentally challenge universal principles we hold, that are the most moving. Anyway, it's cheap, it's deep, and I think the art style is beautiful. Don't miss out, especially if you think you have an inkling to fathom what most people can't. A bit of a strange one this.

Has a deeper meaning,

I wouldn't class it as a game or a puzzle, it is more of an experience.

It will either intrigue you or not

Sadly I can't recommend it, maybe if it comes up in a key bundle try it out if you are intrigued!. Tantalizing.

I keep coming back to it. Not a game you play for hours at a time, nor one with loud action. This is an atmospheric puzzler. It's really quite wonderful.

This was one of the strangest, most original gaming experiences I ever had. The game plays in a similar way to the first Myst games, with a series of fixed shots you will need to investigate, finding clues and discovering who you were and how the car accident changed you.

It has a deeply oneiric flavor, and I found it very beautiful and appealing. It's kinda short, but personally that's a plus for me.. Trauma is a point and click adventure using a mix of photographs of real places with computer generated effects. It covers the dreams of a woman recovering in hospital through 4 short memories featured within her dreams. Each story has many objects to find as well as alternative endings.

Although the idea is nice, the repetitive voice over and quality of voice acting does detract from the game.

It is okay, but I wouldn't go out of your way to play it, unless you're into this genre.

. Well, that's a flash game at steam, very atmospheric, kind of depressing but still interesting to play and explore.

+Very nice voice work - I like that girl actor voice, it brings that charm to the game.

+A lot of things to explore - multiple endings at each level, a lot of hidden stuff to explore

+Unusual game - unusual controls you have to discover, confusing stuff happening around you. Pretty interesting.

+Cant say it's too short or too long - 2 hours is enough to complete the whole game unless you stuck with finding last parts, well then google is your friend.

-Kinda depressing, well you were informed.

-Flash game problems - doesn't support steam cloud - if you delete the game, after some years you will have to unlock everything all over again

-No steam cards or achievements

Got this game years ago in some bundle, well its a great buy if this will be put on discount.. TRAUMA is an experimental non-game. You're navigating the subconscious of a woman who has been severely injured in an automobile accident. The dreamscape is presented as a storyboard of compelling photography. Imagine MYST with a camera.

The game teaches you navigational mouse gestures as you advance through the four non-linear chapters of the story. There are goals and nine Polaroid photographs to collect in each chapter, but no compelling reason to collect them. The goals are a framework that encourages you to explore the landscape of each chapter.

TRAUMA is not fun, but it is interesting. If you like experimental gameplay, you may enjoy this. There is a prologue video (the accident); I wish it had an epilogue, as well. A final shot of the patient waking up, or dying, or *something* would be a welcome final chapter. But as I write this, I realize that perhaps that is the point. TRAUMA tells the story of Life, Interrupted.. This isn't so much a game as it is an interactive story, but what an enthralling story it is. The main protagonist--lets be honest, she is basically the only real character in this story--has just survived a traumatic accident. Now bedridden for an unknown period of time, she finds herself dreaming the same dreams over and over. The hospital psychiatrist gently yet indifferently prods her on as she is tested on her ability to recover, both physically and mentally.

"Do you think that I can be back home this month?"

"Maybe. It depends on your progress."

"There is an exam in three weeks. I've been preparing for quite some time."

"There will always be another exam. I believe you should focus on your well-being first."

"Am I not doing that?"

The game itself focuses on these recurring dreams as you navigate through photographs representing her descriptions as she narrates your actions. I found the dreams to be varied and quite interesting, with plenty to explore and some truly gorgeous shots. Yet even with multiple endings available for each dream, they go by rather quickly. It took me about an hour to beat the game, with only a few alternate endings not found. And yet this doesn't detract my overall opinion of the game. Something about the German narrator (voiced beautifully by Anja Jazeschann) really struck me as detached, hopeless, confused--it really gave me a sense of urgency as I tried to piece together the photographs and search for clues on how to end this infinite loop of depression. If you are curious as to the insight dreams give to outsiders, especially those of a trauma victim, I do not think you will be disappointed with this inexpensive indie gem.

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