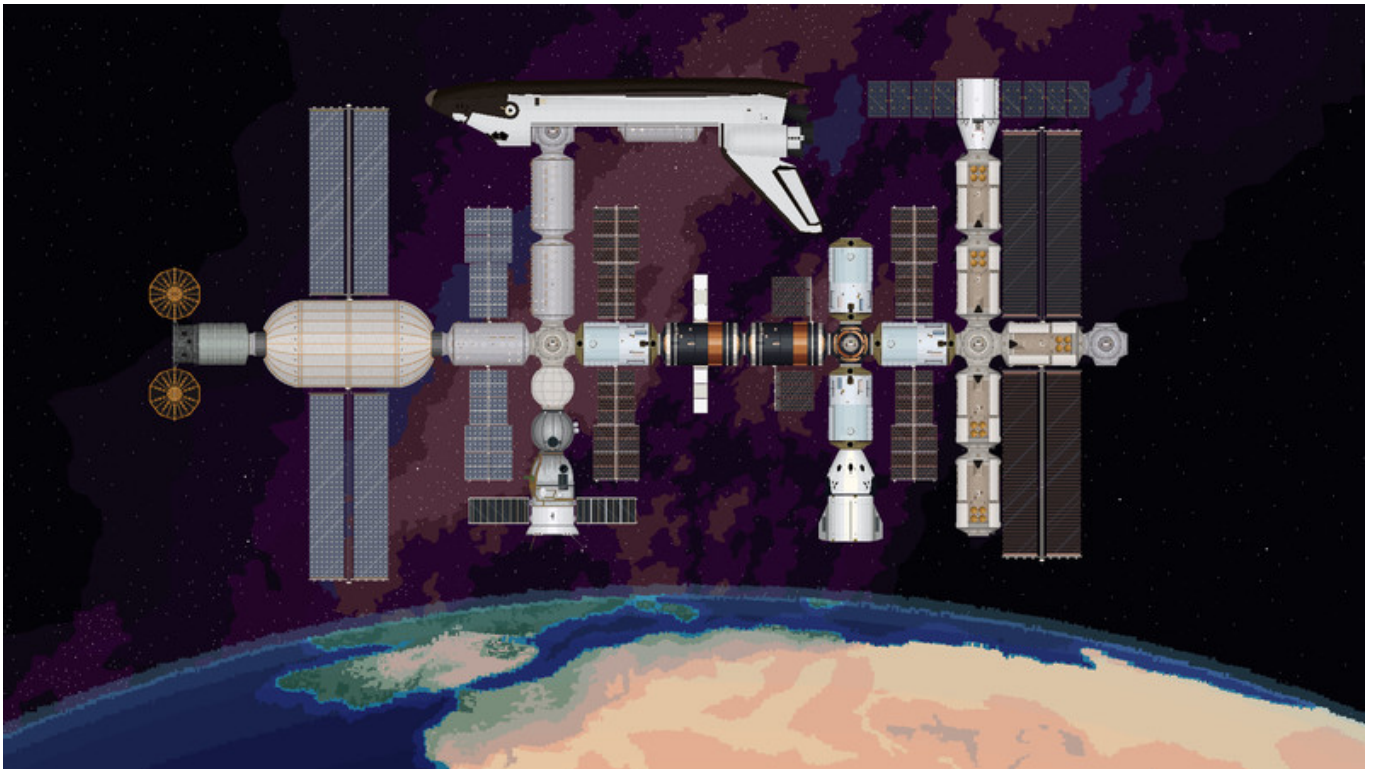


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## About This Game

### **A unique adventure, a stunning scenario to discover in one season!**

Winter Voices is a narrative-driven, episodic, role-playing game set in an imaginary and timeless world at the start of the Industrial Revolution. Players control a 24 year-old heroine as she deals with the death of her father. She must journey through the heart of Winter and battle her worst enemies – her own personal demons.

The first season of the Winter Voices series is comprised of seven downloadable episodes, each unraveling new elements of the character's tale.

Winter Voices combines “point and click” real-time gaming with strictly defensive turn-based combat. As the game alternates real-time dialog and world exploration with combat, players will experience turn-based psychic warfare.

### **Key Features:**

- mature and creative narrative, exploring human consciousness and immersing in an evocative and chilling role-playing experience
- sophisticated and thought provoking gameplay: the player engages in “defense of the mind” mechanics, as the character is overwhelmed by memories and fights against her own inner demons, fears, voices of illusion, guilt, madness...
- tactical... with a twist: strictly defensive turn-based combat
- wondrous and unusual world: an imaginary and timeless world at the start of the Industrial Revolution

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- dynamic soundtrack: keeping to the theme of self-discovery, haunting melodies guide the player, setting a dark, intriguing mood to match the character's cold journey and mysterious past

## **Winter Voices Prologue: Avalanche**

A drama is unfolding in a tiny village buried in snow, lost in the depths of a Three-River Principality valley. A sudden death, a now-hostile home, new sensory capacities rising like a storm and the departure towards the unknown, the only means to escape besides death, has become inevitable...The newly-orphaned heroine is pushed to leave her father's village by the voices of her unconscious mind. The long journey to find answers will lead you through many events to overcome anger, sadness, pain and fear and finally unveil what is whispered by the voices of Winter.

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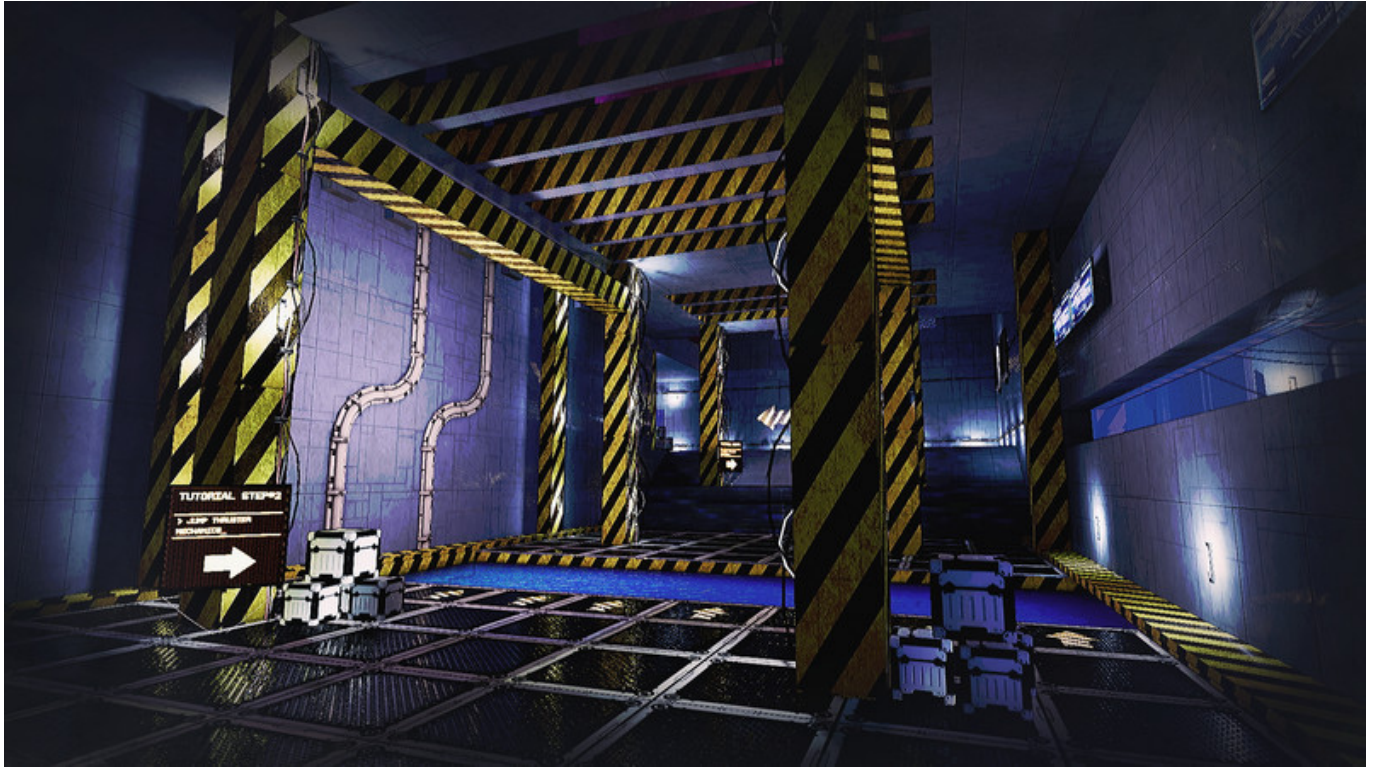
Title: Winter Voices  
Genre: Adventure, Indie, RPG  
Developer:  
Clara Lehenaff  
Publisher:  
Clara Lehenaff  
Release Date: 29 Oct, 2010

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English,French,Russian







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Stellar horror game with a well balanced focus on Atmosphere and engaging game mechanics. Easily one of the best horror games ever made.. Not working on my 2.2ghz dualcore Lenovo laptop.. It is like the Longbeards DLC but better in every way.. This was the last one of the series I played. It wasn't bad. Felt like a step back after 5. It's more of the same. Same humor, same gameplay, okay plot. Still fun. Worth checking out.. Excellent game that reminds you of a D and D experience and will punish you for not being thoughtful in your actions. Plenty of comedy, loots, maps, and overall just fun experiences. I laugh often when I die due to the funny scenario I found myself in.. **ALL THE OTHER PUGS WITH THE PUMPED UP KICKS THEY BETTER RUN BETTER RUN**. Game is nice but it dont have any chekpoint.When u die u need to play again.But game is fun for me.. There is a serious Steam.DLL error that makes this game have a 1 in 2 chance of not running properly on windows 10 computers, its been unfixed for 2 years, probably because the game is old. Bejeweled is (obviously) a great game, but get 3 if you want it to actually work, its a better game anyway, the only thing this one has above 3 is the great OST, which 3 is sorta lacking.. I hesitated to give a small game a negative review since it has a big effect - but after posting my views last week on the discussion board and getting no response from the devs, I am going ahead with the review.

- It feels like a mobile game ported to PC with limited changes to make it suitable to PC. Grind an earlier level and you get almost zero gems, which seems like mobile-style free game.
- The text in the game is in poor English, especially the tutorial. The company shows in Canada but the writing seems like a Chinese person with poor English has made the game (I like Chinese people, I am married to one - but if you are really in Canada then literally ask anyone around you to check the in-game text).
- Lack of standard PC controls. For example on castle attack stage you can't use arrow keys to move the screen, you have to drag it - another sign of mobile port without changing for PC.
- Surprised when one enemy gets past it is game over rather than lose a star. Eg. PvZ you get lawnmowers out so you can complete with lower stars when one monster gets past. No need to copy lawnmowers, but maybe flag goes down and you can limp onwards as long as a second moster doesn't get past the same lane.

From what I can see there is barracks and game hits a very steep curve. So to progress I seem to need to wait for barracks which is perhaps an alternative to the mobile version which might be telling people to watch adverts for some gems?

The big reason I'm giving this the thumbs down - I played this and my son played it - and neither of us want to go back for a second game. There is something missing in the fun factor.

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So good, I really liked the game! I've still got loads of endings to play through, definitely a good buy. I enjoyed how the game was split up into two parts (adolescence and adulthood) that was a good touch.

I only wish there were more male partner options; there are only 3. However each one has 4 possible endings, so I suppose it almost makes up for it :). This might've been the best game I played this year. Top quality voice acting and hilarious story, easy to learn but hard to master combat system that rewards you for learning new tricks and the boss fights that might as well been from Dark Souls. Online mode works perfectly, no issues with connection. I haven't encountered one glitch or bug. Good job guys.

Overall if you like great games or Holocaust you will definitely enjoy this gem. I give it a 9.9/10. Good soundtrack~ Totally worth the money~. The game is a must-play, this is just not necessarily the best version of it. Honestly, you might actually be better off playing the Amiga version on WinUAE, because the controls are better.

Way too many things in this version are automated: auto-high-jump, auto-targeting for attacks and throws, auto-slide\punch... All of this really limits what you can do vs. teams with high stats. The ball throwing animation isn't centered either...

The slide\punch is particularly important, because if you were precise, you sometimes went for punches instead of slides, because you can do those in quick succession in exchange for standing still, so even if the opponent resisted, you got to roll the dice again, very quickly. Very useful for when an opponent with high stats is jumping for a high ball or vs goalies, but now that's not an option anymore. You have no choice but to grind the gym after the first couple of seasons in the career league to make your team stronger. In matches where you know you don't stand a chance you'd focus on collecting money for the gym upgrades, but this version of the game also barely spawns any money onto the field so...

There's also a bunch of bugs in this version:

You can't stand on top of opponents anymore to keep them on the ground and when they get up, you're automatically knocked down if you were standing on top of them. The goalie gets stuck while sliding almost 100% of time and doesn't move because of it. If you try to tackle someone and it fails, you often get stuck in the opponent and yet again, you're automatically knocked down. Similarly, when an opponent does a jump for a high flying ball, it's impossible to tackle him. Not with slides, not with punches and because it is impossible, it always counts as a failed tackle and yet again, you are the one who gets knocked down instead... for whatever reason.

The one and only good thing added to this game are curveballs - you can now spin the ball as you're throwing.

However, the controls are imprecise and rather unresponsive at times. In the old game if you pressed the "action" button as soon as you got the ball, you threw it in the direction for which you were holding the button. Now you first have to give it a moment when you receive the ball otherwise it throws the ball in whatever direction the AI was originally running before getting the ball.

So many problems.... I found that this game was great! I loved the design and idea, and is a great game to kill time with.. Bad game. Clunky, ugly and unbalanced. Kiritos everywhere.. It is an okay game with a lot of different endings I have gotten about 3 or 4 endings so far.... The uninstall button works great!



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