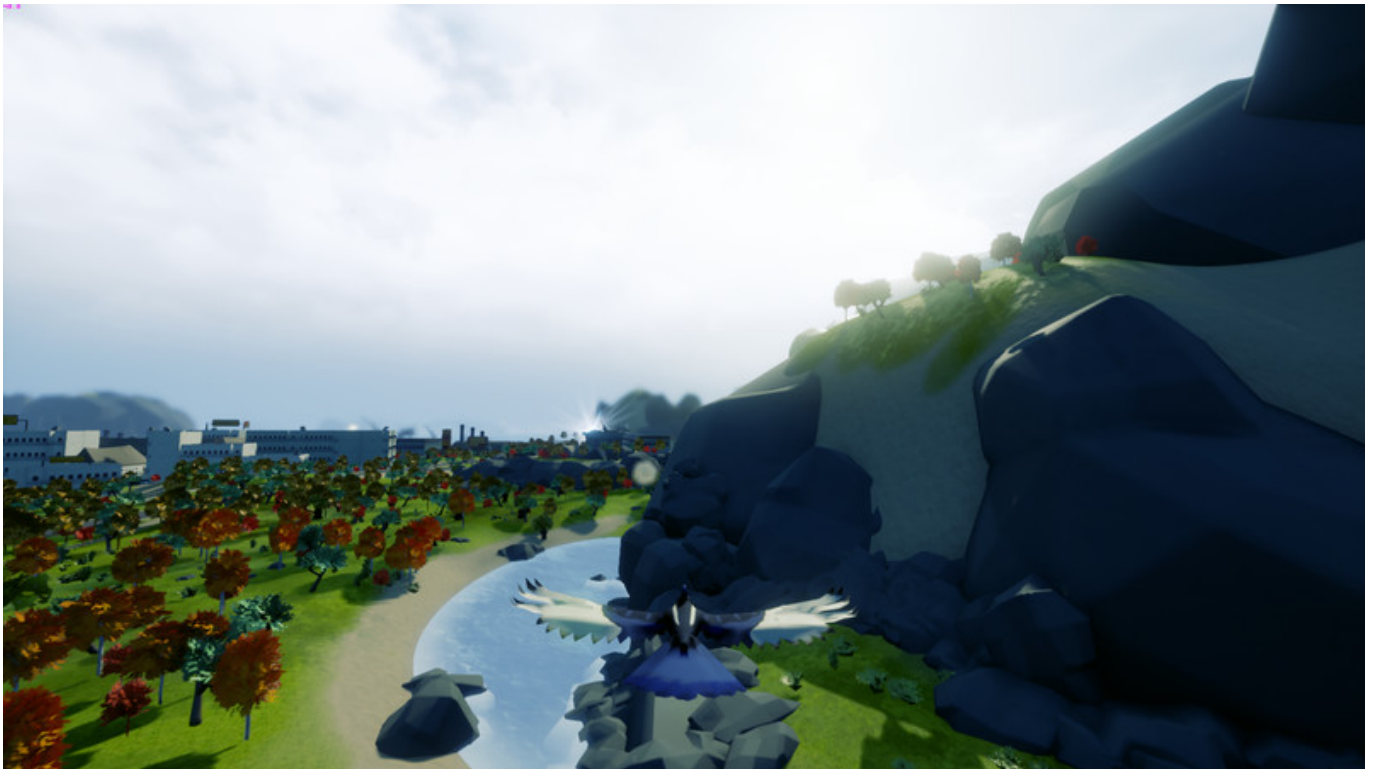


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## About This Game

**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.

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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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TRAUMA is very much an arthouse game, and as vague as that is it should tell you right away if you'll have the patience for it. There's no deep gameplay or clear story to be found here, just a lot of clicking and speculation. This is by no means a bad thing, as I will expand upon, but its not going to be for everyone.

The title refers to the car accident and subsequent hospitalization of the main character, a terribly disaffected European woman. You'll be playing through her dreams as she lies in her hospital bed, mulling over the choices she's made in life. The game is divided into four dreams, each presented as a series of still photographs. Clicking on hotspots or gesturing with the mouse moves you from one photograph to the next, simulating movement through the celluloid environment. You've probably played something like it on a Flash site, where someone took a bunch of pictures of the alley next to their house and cobbled them into a 10-minute adventure game.

TRAUMA is a little more involved than that, thankfully. Each dream has a goal that must be accomplished using a special gesture learned in that dream. These gestures can also be used in other dreams to unlock alternate endings and paths. In addition to the goal and three alternate endings, each dream also contains nine photographs to find within the photographed world. Some of these give additional background on your character's life, some teach new gestures for moving around, and some give clues to the alternate endings. They can be tricky to find due to the wonky angles of some scenes, but getting all the endings for a dream unlocks a "photo sense" that gives you vague but useful feedback on how far away a photo is.

During your explorations, your character will narrate what you see in her best deadpan Bjork voice. A lot of this is philosophical meandering like wondering if she's every really connected with anyone, but it makes a good backdrop for your actual meandering. The environments are also more than just photo club art projects, with some limited CG added for dreamlike features. Overall it's the atmosphere of TRAUMA that most appeals to me, the combination of quiet, unaffected musing with a journey through familiar scenes made alien by the way they are chopped into stills. The audio does a lot to prop up this feeling, with understated sound effects and a low minimalist soundtrack that's just the right amount of menacing.

Despite the appeal, I still have some bones to pick with the design. Like with any photographic adventure game, some of the connections between scenes don't make a whole lot of sense. Some clicks will tilt your head a little, others will send you into the next zip code. The fourth dream in particular has a layout that is sure to aggravate, with multiple transitions that could only be accomplished with teleportation. And don't expect any sort of explicit resolution or pathos to the story, because you're either going to get a total non-ending or a slightly cryptic non-ending, depending on if you find all the photographs.

If you've read this far and are still with me, TRAUMA is probably a game that will hold your interest. There's only an hour or so of exploration total, but it nails that dreamworld feel that so many games shoot for and miss. And if you do dive into it, maybe you can extract more from the story than I could. I appreciate unique experiences in games, and while TRAUMA might not be

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groundbreaking or even deep in its gameplay, there's enough to see and feel to make it a worthwhile experience.

Did you enjoy this review? I certainly hope so, and I certainly hope you'll check out more of them at <https://goldplatedgames.com/> or on my curation page!. 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.. This was a fun little game. Not very long, not overly complex or maddeningly difficult...just a nice little journey through a trauma victim's memories and impressions. Gameplay is essentially point and click for navigation, and you learn to create these "symbols" (performed with mouse-based gestures) that have generic purposes (e.g., directional controls) and in some cases can be used in less-than-obvious (but usually clever) applications. A modicum of replayability is achieved via multiple solutions/endings to each chapter, and by finding all of the "polaroids" throughout.

If you're worried about bang-for-the-buck, then get it on sale like I did. Take a look at the screenshots to see if you like the photographic art style. It's certainly not for everybody. But if you're looking for something simple and explorative, a touch psychological, with some light puzzle elements, then it might be for you.. 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!. Trauma is a powerful, surreal experience that guides the player through the mindset of a young woman and her thoughts on the path she's taken in life, the choices she's made, and the relationships she has. The ambience and voice acting are spot on, and the slow, thoughtful pace works well with the dreamlike atmosphere.. 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.. 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.. Bad. Really, really bad. It swings between being tough to control and having surrealist themes that signify nothing. That said, the art is beautiful.. 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.

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"Trauma" is more a visual art project shaped as a point'n'click adventure than a conventional game. IMHO, a great, quite succesful experiment, with a surprising game mechanic I had never seen before and a dreamy, surrealistic atmosphere.

Having said that, the game is quite short, so try to get it at a discount.. Surrealistic depressive indi-quest.

6V10. Good for a point click Flash Based adventure game, Like the Photography and FMV, you don't see that too much anymore, but in all I would expect more.. 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 comming 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.. 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. 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.. 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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