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## About This Game

*"Some would call this a dystopia. It is, after all, a time in history where your individual will cannot be respected as it once could. We are, after all, on the brink of becoming a dying breed. Or so they say, anyway.*

*I am being ripped out of my ordinary life, and I will be put into the system's hands. I understand why. I understand why it's necessary. On some level, I am even relieved by it. Social disinterest. Isolation. They have a plan for making this right, because so far it has all been so, so wrong. Every fiber of my body can attest to that.*

*I am soon getting on a bus together with the rest of the young, healthy people of my neighborhood. We are leaving for a settlement. It's a settlement where futures are made, supposedly. Where free wills are neglected, presumably. Where the human race will get another chance at surviving, hopefully."*

*—Quentin, protagonist of Anomie*

Anomie is set in a fictional world that resembles our modern day. The protagonist, Quentin, finds himself experiencing a chain of events that leads him to what can only be described as a new life. A new place with new rules—a new life, a new future. Will the public authority's desperate efforts bear fruit?

## Features:

- Anomie is a kinetic visual novel (meaning a text-based game with no other gameplay than clicking to proceed the story)

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- Art assets with a resolution of at least 1920x1080
  - 5-10 hours of reading time
  - A... unique adventure

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Title: Anomie  
Genre: Action, Adventure, Casual, Indie  
Developer:  
Cascade of Leaves  
Publisher:  
Cascade of Leaves  
Release Date: 22 Aug, 2017

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English

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# MOUTH SOUNDS PACK



ROAR 03.MP3



MONKEY02.MP3



TAP01.MP3



TOOT04.MP3



CHICKEN02.MP3



KLAXON06.MP3



SUPERFOLK01.MP3



PLING01.MP3



TRING04.MP3



DOG05.MP3



CAT04.MP3



score: 1120  
rocket: 5  
BestScore : 0



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I've always loved the mystery case files. I love the length and intensity of this one a lot. Voices in the game are just bad. Game is very short, can be done in under an hour. Very boring to play and the ending is also terrible. Too short to get attached to the characters, but no matter how long the game was, storytelling is so bad no character development would ever happen.. I Can not find it in my Steam music folder?

Could someone tell me where to find this please?

Other than that, I know the music is good since I Spend A while making skins.. YOu are the coconut queen and will be treated as such.

Also, you will be challenged to change histori in LuiLui

Fun, casual, and awesome voice acting.. not worth it. Drunk and Drive.  
Get high or get wrecked.

Vomit alert.

8V10

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It has a solid base to work off of and this could be the first story driven open world vrrpg like game that really takes off. That being said I have a couple of critiques. First of all the melee attack definitely needs haptic feedback, the weightlessness of the shield makes it seem as though you are flailing your arm around for no reason. Second of all the telekinesis doesn't have any proper way to throw back at an enemy other than moving your arm side to side, this is an issue that might not be able to be fixed since that's just the way telekinesis works (but it becomes frustrating trying to toss back at an enemy). Finally my biggest problem with the game is the blocky style of the graphics. Now don't get me wrong I actually prefer stylized graphics (overwatch) over realistic graphics (battlefield) but the character models are incredibly blocky and the non moving sky and the water textures are very immersion breaking. I wouldn't expect you guys to add lip syncing or anything but the faces definitely need a bit of an overhaul specifically the eyes. All that being said I would give the work so far a 7/10. I am very excited to see what else comes from this project.. Good for casual gaming.. Lots of fun if you enjoy old school games. Only complaint is that I wish it was longer.. I like this game it show deep protencial of the game but Why you not update it? Please keep update and add more content in the game.. Visibility...is sorely lacking in this game. It's up to you to place the lamps all over the level and curse the level design when a lamp only shows a very tiny, enclosed space between platforms. Even then, there is no guarantee of an easy level completion. Dying by spikes is incredibly common, and the tried and true trial and error principle is right at home. By no means is the game unfair, however. Moderately challenging, yes, but not unfair. Definitely worth a shot if you're willing to put your nerves and patience to the test!. Absolutely gorgeous... The immersion in this game is spectacular.. Great game, engaging with good graphic. I keep my fingers crossed.

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