

---

Download Selfie : Sisters Of The Amniotic Lens .rar



Download ->>> [DOWNLOAD](#)

## About This Game

The endless, halcyon days of "Nauseous pines" summer of love are over, the travellers and minstrels, dreamers and drug dealers have gone.

It is now 198X, you wake up in a very bad situation. You were the "Sisters of the amniotic lens" and now it's time to face what you did to the minds of the naive all those years ago.

Turn off your mind, relax and float down stream, it IS dying

- Story driven non-game with space exploration elements dealing with the dangers of the radicalization of the vulnerable .
- Engage with other peoples deepest and darkest pleas in deep and meaningful retro-future play-by-mail mmo/social network.
- The most advanced fly A.I. of all time utilizing not only their random state but stable route calculating sense of smell.
- "Mix tape" of music by the award winning No-wave/industrial and avant-folk siren Jarboe.
- Quantum physics, metaphysics and retro-future tech combine to immerse you in a nightmare world.

- 
- Concept and story by the TIGA award nominated Dylan Barry
  - Full suite of 198X teletext by award winning artist Dan Farrimond (ITAF, British Tate)
  - Additional art and lucid dream exploration by Eye of sic
  - Guest starring psychonaut sirens Neurosoup (Krystle Cole) Christina Martine and introducing Christine Brookes
  - Special guest appearances by members of the Rail slave games community and Jarboe herself.

---

Title: Selfie : Sisters of the Amniotic Lens  
Genre: Adventure, Casual, Indie, Massively Multiplayer, Simulation  
Developer:  
Rail Slave Games  
Publisher:  
KISS ltd  
Release Date: 8 May, 2015

7ad7b8b382

English



---

Keep this safe, one day you must show them this.

To log in you need to activate the amniotic lens by attracting the flies to it. They will in turn use their sense of smell to calculate a stable route to their quantum twin on day 8. You can do this psychically (hover mouse over them). Once 6 are channelling you need to tune the teletext to invoke the angel guide (mouse wheel) and initiate the quantum bridge to day 8 (focus on him with right mouse). I dont have time to explain the days but you must read Hebrews chapter 9 to fully understand the concept. One last thing , day 8, be careful it's a place where angels fear to tread. You DID not fear.



---

An antithesis of Facebook. Disturbing story frames a graphic-based social network. Instead of trying to represent yourself visually, entertain others and boost your ego by gaining their likes, in Selfie you reveal your inner thoughts anonymously without any ambition to gain popularity - and receive deep, honest reactions, that have real emotional value. A work of art.. Firstly, if you play this game, explore the stars you see in the blackness with the white wire frame of the bodice models.

This game is about opening your heart and pouring it's contents into a cold and perhaps uncaring void. Maybe a voice will reply, but only if you are honest. When you make your profile, write something about yourself that inspires dread, hate or disonance. It shall be what people remember you for.

Don't be afraid.. I'm a fan of The Milk of Ultra Violet, but this one is too gruesome for me, you start out in a room with a dead mutilated woman blankly staring at you with her arms and legs having been chopped off and flies swarming around the room. I'm sure this will not effect some people, but for me it's enough to have me not continue playing.. Railslavegame's obsession with space and religion continues to baffle me. Also flies are apparently the gateway to other dimensions? Well colour me surprised.

Music isn't as good as other titles and the gameplay is pretty weak, but you certainly weren't playing this title expecting much of the latter. Stick with his other titles for a more coherent dose of insanity.. HINT (I almost stopped playing the game since I didn't know this):

In the space realm, go out to the stars in the middle of nowhere, you will notice some of the stars getting closer - these are messages in bottles! Get close enough to shoot at them and you will be able to read them. This is what this game is all about!

Anyway, wow, I'm incredibly impressed now that I've figured that part out... There are a few messages that are obviously not serious, but the majority of them seem to be real questions, real issues, real fears, real sorrows. This is an amazing project focused around humanity. It's quite fascinating really, and I can see it being very empowering to those who need it.

-----v--EDIT--v-----

This is truly an EXCELLENT idea. However,

- 1) it would be sooo much nicer if it was implemented smoother. Guide the player a little more - hint at them to explore the unknown so that they will come across the bottles.
- 2) there would SO many more players, if the above were true, and also if it was easier to get around space, or at least, if things were closer together. It's hard to manouver around, and at times it almost doesn't feel worth it to reach out to that next bottle... though I really, really want to. Make it easier for us to reach the bottles, people need this.
- 3) would it be possible to change the code so that we won't come across the same message multiple times? It requires quite a bit of effort to reach the bottle in general, and when it's the same message I've seen 4 or 5 times, it's quite the bummer....

---

I was really confused by the concept while playing the game, though after thinking about it for a week or so your imagination sort of starts to fill in gaps that were not blatantly explained. The longer you think about it the more rich the story and concept become. I played it on skype with a friend and I definitely recommend playing through with someone else, not only so you can figure out how to play but also so you can discuss the purpose of the game as you go. Unfortunately, the social aspect of the game did not work for me but I still truly enjoyed this game. It was unique, fascinating and rich with meaning.. Probably the most experimental title from Rail Slave Games, it's their take on asynchronous multiplayer. Trust your cursor if you can't figure out what to do next.

Tab is also your friend. :). How can I even begin to describe this metaphysical, beautiful and immersive world that has been lovingly created for us?

Selfie: Sisters of the Amniotic Lens has immediately enthralled me in every aspect. There are so many deep layers to the presentation, the music, the plot and the world that you are inside. From the very moment you open the game you are introduced to the plot, in a unique and very fascinating way, as intentionally indirect as it is, it immediately enthralled me and pushed me to keep playing and learn more about what I was seeing, and how it should make me feel.

Even right now as I write this, the music that accompanies you in space in Selfie is playing through my headphones, urging me to try and explain the emotions that it brings up in me as I drift through the empty loneliness of space.

Something incredible and unique to this game is how personalized it's already becoming, with only having been out two days, I've already read messages from real other people saying things like 'Every day i want to die. I can never feel better, i can never end this..' even if this is a joke to them, and they wrote it in jest, I still read it as quite a personal expression of how they felt, and couldn't even bring myself to jokingly 'condemn' them for it, leaving myself to have to compose a message back to them.. I've seen many messages like this now, and it's incredible to see the emotions people are willing to share in this void of space... I absolutely CANNOT wait to see and learn more about the human race as they continue to write for messages for myself and others to read... Remember people, if you feel the same way as the person who wrote the above quote, you are not condemned.. at the least, not by me...

This game is an experience, I will always be checking my messages and responses in game, this is my Facebook. There is nothing else like this game.. Who knew? You login to Baphomet's facebook with flies!

Really though, this game is deeply disturbing, thought provoking, funny, sad, profound and pretty damn creepy. A unique idea done in a great style.. Absurd, repetitive and unfulfilling, this experiment is far from gaming and twice as far from art. An idea is most certainly present, however it's more of an outline that fails to guide the player through the process of filling it out. In other words - filling it out becomes very boring, very fast. What, at first, seemed like a horrifying and story-rich experience quickly turned into a monotonous chore consisting of "What the hell do I do now" and "WTF" moments. I don't recommend this at any price, except if it seems interesting to you. But be warned - it's not as interesting as it seems. At all.. Intriguingly weird screenshots and "Very Positive" (at the day of purchase) reviews summary.

What could possibly go wrong?

Well, apparently it's possible to turn delirious journey of a drug-induced malfunctioning brain into an absolutely mind-numbing slog by putting next to no effort into it (that one room, couple of telnet BBS imitating images on TV and incomprehensibly cryptic bulls\u041dit writing\objectives is all you get from it)

P.S. Meanwhile, something only slightly more expensive, like MIND: Path of Thalamus, that has too much talking and terrible voice delivery, yet also having impeccably beautiful world, crafted with, quite obviously, big load of love and care, and some actual f\*\u0441king gameplay and puzzles in it, gets "Mixed" reviews.. Lots of people go into this game expecting... well, a game. That is a mistake, and the cause for most of the bad reviews. If you plan to buy this game, you have to realize that it is more of a "social experiment" than a video game.

When you start the game, you are tasked with catching flies in a room, then in a place that looks like outer space. It may be frustrating, but once you finish this you have unlocked the ability to float through this space and read messages in bottles from other users.

This game offers the players the ability to scream their trauma, struggles, pain, etc. into a virtual void and have others read about them. Players have the choice of condemning or freeing others, and can leave messages for them in response. If this sounds like

---

an interesting experience for you, then I highly recommend this game. But, if you are expecting an exciting videogame where you can shoot enemies or romance characters, look elsewhere.. We're all here in the same karass, aren't we?

---

[Unending Dusk download 2gb ram](#)  
[DCS: AJS-37 Viggen - 16-2 Red Flag Campaign \[key\]](#)  
[Plague Inc: Evolved Soundtrack zip Download](#)  
[Metonymy Xforce keygen](#)  
[DCS: UH-1H Huey Ativador download \[hack\]](#)  
[Dungeonmans - Pay2Lose Torrent Download](#)  
[Fallout 3 - Point Lookout crack folder download](#)  
[Tank Battle Mania full crack \[cheat\]](#)  
[Hardware Engineering Activation Code \[cheat\]](#)  
[Prison Test \[portable edition\]](#)