The Eyes Of Ara Offline Activation Code And Serial

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About This Game

[...] vaults and hidden rooms. Solve elaborate puzzles, uncover lost treasures, and unravel a mystery bridging the scientific and the arcane.

Alone on a remote island stands a weathered castle. For years it has lain dormant yet still the townspeople recall old stories of restless dreams, violent storms, and the eerie glow of ghostly lights dancing in the mist. Recently, a mysterious signal has begun broadcasting from within the abandoned halls. Something inside the castle has awoken, now someone needs to venture inside to discover the truth.

Key Features

- **Countless Secrets to Discover**
  Weave your way through a complex web of puzzles to unlock the castle's ultimate truth or choose your own path: search for secret vaults and hidden passageways, hunt down lost treasures, and discover the history of the castle and its former occupants.

- **Immersive Environments and Organic Storytelling**
  Take in The Eyes of Ara's award-winning 3D environments as you explore its richly detailed world. Delve into an intriguing tale set within a richly detailed, immersive environment. Explore abandoned rooms, discover lost writings, and recover forgotten keepsakes to piece together the stories of those who once called the castle home.

- **Tactile Gameplay**
  Manipulate complex mechanisms, solve elaborate puzzles, and interact directly with the environment in a tactile, hands-on experience.

- **Minimalist Interface**
  Investigate the castle's secrets through a sleek, minimalist interface that with a click, can be hidden entirely off-screen.

The Eyes of Ara is a game about exploration, puzzle solving, and discovery. Will you pay heed to the unsettling tales and legends surrounding the castle, or will you set fear aside and venture in with an open and inquisitive mind to uncover the truth for yourself?

Title: The Eyes of Ara
Genre: Adventure, Indie
Developer:
100 Stones Interactive
Publisher:
100 Stones Interactive
Release Date: 19 Jul, 2016

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Minimum:

OS: WindowsXP SP2 or later

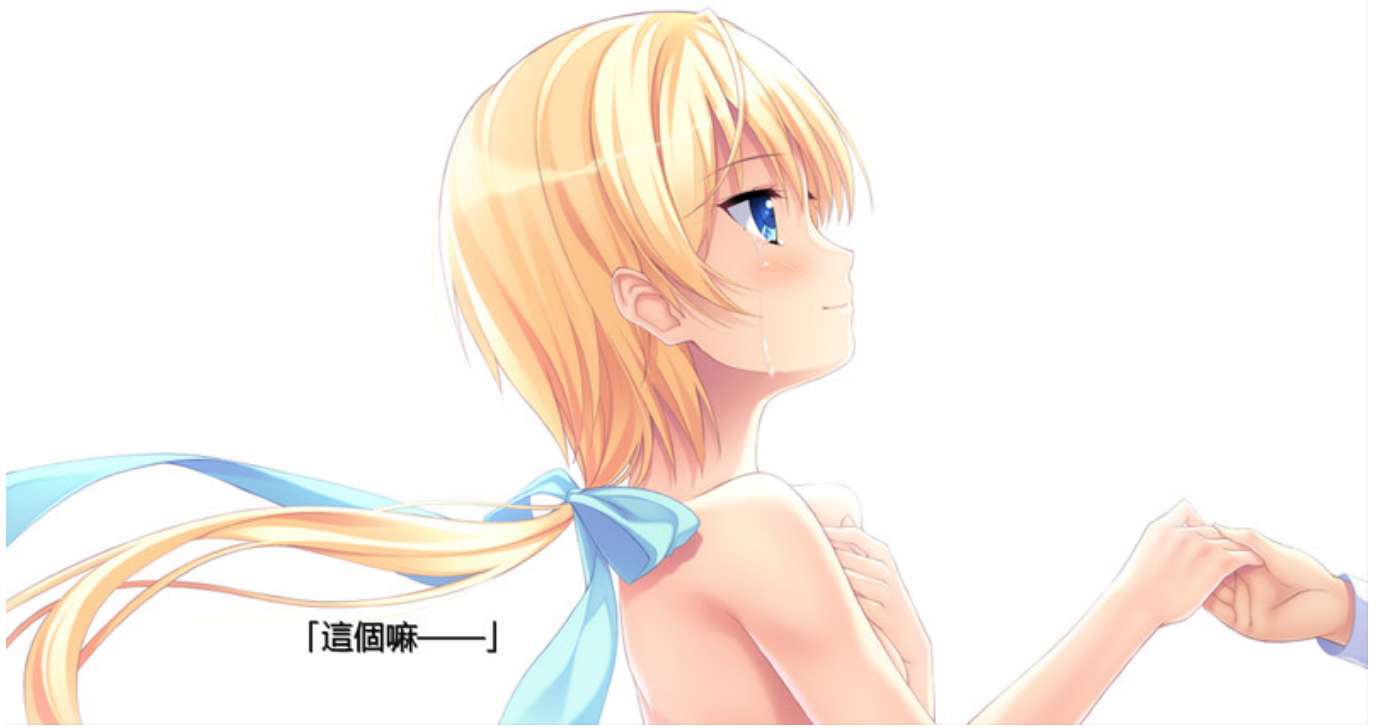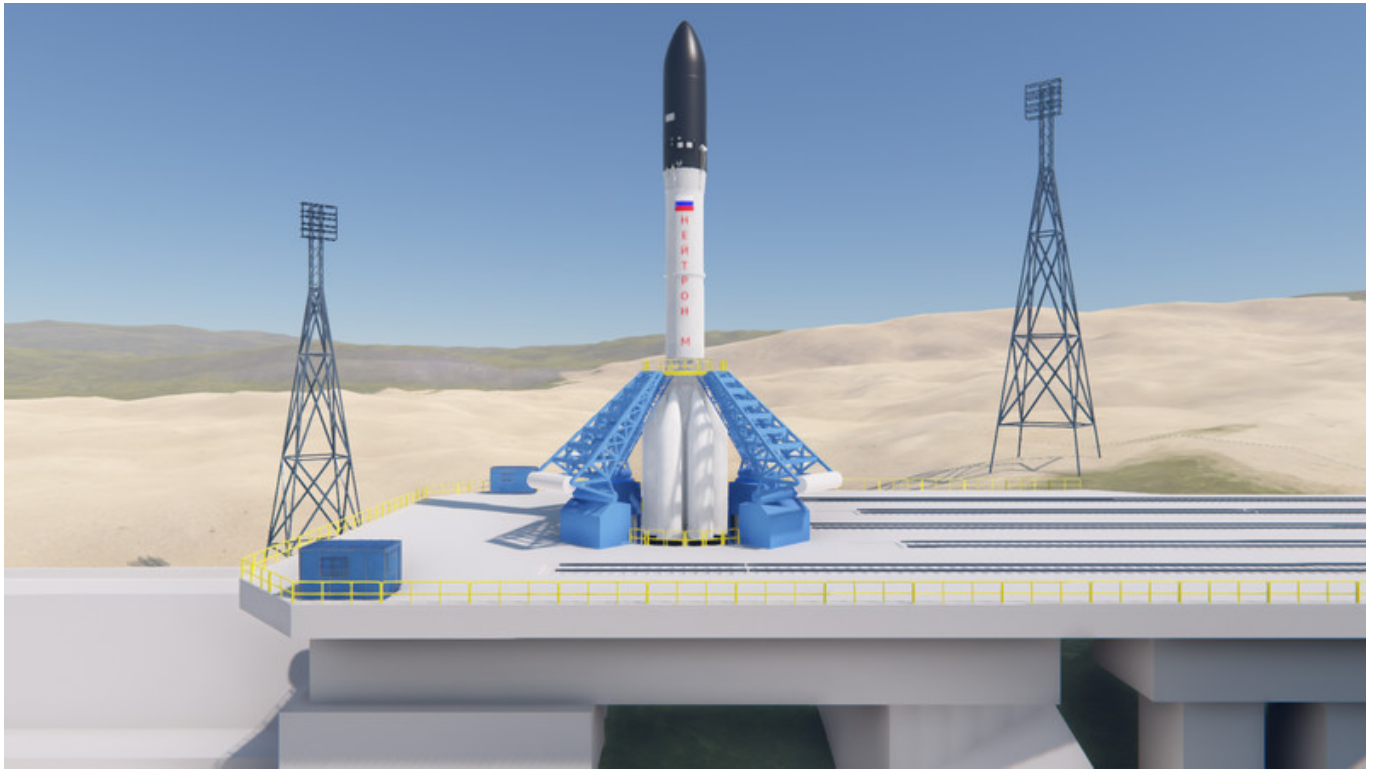**Processor:** 2.40GHz Processor

Memory: 4 GB RAM

Graphics: Video card with Shader model 3.0 support and at least 256MB of Memory

DirectX: Version 9.0c

Storage: 2 GB available space

English,German,Russian,French,Italian,Japanese,Korean,Simplified Chinese

「這個嘛──」

Wow, this game is just BRILLIANT, puzzle after puzzle, lovely graphics and interesting story. These are my fav type of game. 10\/10

Welcome to the Haunted Halloween!:
The Eyes of Ara invites you inside for an extra-special **Haunted Halloween!** The old castle has been decked out with all manner of creepy skeletons, spooky spiders, and grinning Jack-o'-lanterns.

Rumour has it, the Pumpkin Lord has hidden out a collection of eerie blue Jack-o'-lanterns for adventurers to find scattered throughout the castle, and those brave enough may even find a way into his ancient crypt itself.

The Eyes of Ara: Haunted Halloween will run from October 27th to November 2nd and features **all new art, puzzles, and two new Steam Achievements.** Grab the latest update from Steam today and enjoy your Halloween weekend!. **Merry Mysteries**:

'Tis the season for merry holiday mysteries! Tinsel hangs from the banisters, fairy lights illuminate the darkened halls, and carefully wrapped gifts await weary travelers. Venture inside the old castle this holiday and experience The Eyes of Ara: Merry Mysteries event.

Investigate the decorated halls and seek out the children's letters to Santa, then solve a festive puzzle to open a very special gift.

The Eyes of Ara: Merry Mysteries will run from **December 22nd to January 5th** (you local time) and features unique art, puzzles, and Steam Achievements.

Grab the latest update and enjoy some festive holiday puzzle solving!. **The Eyes of Ara patch 1.0.01**:
Along with a few minor fixes here and there, the first Eyes of Ara patch brings with it a much requested (and shamefully overlooked on my part) feature: windowed mode! Yes, you can now move the game window to a different monitor without the need to go through the launcher or by using obscure windows hotkeys.

Also, the Hotspot Helper is now turned on by default (toggle this Off in the Gameplay settings), as is VSync (to prevent your PC fan spinning out of control due to excessively good performance ;)).

Full patch notes as follows:

General

- Fixed a few spelling errors

- Removed "See page 162" from the Generator Manual. This is the tutorial, we don't need red herrings this early on.

- Slightly increased the "win" tolerance of the rings in the sewer to make this puzzle a little easier.

Bug Fixes

- Changed how the gate in the Planetarium updates its state to prevent players being unable to progress in the event of a crash or game closure during the cutscene.

- Fixed an error in the History & Legend book text that had the directions for solving one of the puzzles reversed. Sorry about that :)

UI

- Added Fullscreen option to the Display Settings (accessible through the Title Screen menu), allowing users to toggle Windowed mode.

- Opening the Item Viewer will now disable the Keyboard Interface if it is also shown.

- Vsync is now turned On by default

- Hotspot Helper Cursor is now turned On by default

. **The Eyes of Ara has been nominated for "Excellence in Art" at the 2016 Australian Game Developer Awards**:
It is with great excitement that I say The Eyes of Ara has been nominated for the Excellence in Art award at this year's
Australian Game Developer Awards[gcap.com.au]. The AGDAs are an annual celebration of the talent that makes up the
Australian game development industry, and I am incredibly humbled to have been nominated for the award.

This year's ceremony takes place next week on November 2nd. Wish me luck!

. **The Eyes of Ara wins a spot in the Made With Unity Showcase**:
Big news! The Eyes of Ara has been selected as one of the games to be exhibited as part of the Made With Unity Showcase at
Unite '16 in Melbourne! The Showcase games are selected for innovation, creativity, beauty, and fun, and I'm excited and
humbled that The Eyes of Ara has been chosen as one of the winners.

There's some stellar work in the showcase, which you can check out at the link below.

Made With Unity Showcase[madewith.unity.com]. **The Eyes of Ara patch 1.1.00 - Helpful Hints**:

I have always thought of The Eyes of Ara as a game of two parts. The first part being the main story line and critical path of puzzles, and the second being the hunt for all of the bonus pickups.

My design philosophy for the first part was that *solving* the puzzles should be the challenge, not *finding* them, and so all of the rooms in the game are designed to draw the player's attention to the most important elements. Conversely, the bonus pickups *are* designed to be hidden (indeed I often used tricks with the art and room designs to misdirect attention *away* from hidden pickups). I'm a big fan of hidden collectables, but understanding that not everyone shares the desire to seek out that elusive 100% completion score I made these completely optional.

It has been great to see that a lot more people have been determined to find all of the pickups than I anticipated. However some of the pickups can be particularly hard to locate, and on dark or high-contrast screens a few have proved to be very difficult to see. Given that everyone has a different level of patience for how long they are willing to search for hidden pickups, these two things combined means that (understandably) some players become frustrated with the pickup hunt.

Patch 1.1.00 aims to rectify this with new Hint Settings added to the Gameplay Settings menu. From top to bottom they are designed to give progressively stronger hints for finding hidden pickups.

- **Adaptive Hotspot Cursor:** Causes the mouse cursor to change to a magnifying lens when mousing over a hotspot. This option has been available since launch and has simply been renamed in this patch. On by default.

- **Hidden Pickup Chime:** Play a sound when entering a room with hidden pickups still to find. Off by default.

- **Pickup Highlight:** Causes pickups to have a gold shine effect pass over them, making them easier to spot. Includes individual settings for Inventory items and Hidden Pickups (coins, figurines, and photos only). Off by default.

In addition, many puzzles and pickups have been re-lit to accommodate dark and/or high-contrast screens. There's a few other changes in this update as well, read the full patch notes below.

1.1.00 Patch Notes. **The Eyes of Ara patch 1.2.00 - Russian and German Localisation**:
Good news! The two most requested translations for The Eyes of Ara are now available. **Russian** and **German** speaking players can now enjoy the game in their native language. A big thanks to Alexander Preymak for the Russian translation, and Nina Neuwirth for the German translation.

Along with the new languages, this patch also includes a few minor tweaks and fixes, full details as follows:

Patch Notes