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Antenna Download For Pc [torrent Full]



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## About This Game

**A machine ponders its loneliness. It scans the radio spectrum for an answer to its question.**

Antenna currently supports US keyboard input only.  
Other keyboard layouts will work but results may be unpredictable.  
Mouse wheel required.  
Puzzles are Audio Based, Please ensure you have sound on.

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Title: Antenna  
Genre: Casual, Free to Play, Indie  
Developer:  
LWNA  
Publisher:  
LWNA  
Release Date: 7 Apr, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** 2 GHz dual core

**Memory:** 4 GB RAM

**Graphics:** Hardware Accelerated Graphics

**DirectX:** Version 9.0c

**Storage:** 300 MB available space

**Sound Card:** Any but ideally Creative Sound Blaster or equivalent

**Additional Notes:** Requires Sound on to play

English







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Wear headphones; turn off the lights. Enjoy 20 minutes of not having to understand what's going on, just doing, playing. Reminded me of the XKCD interactives, especially Time: (nearly) monochromatic graphics and exploring on a line without knowing what to expect. Not planning to replay, even though I seem to have missed the last achievement, but if somehow something else from these developers came along, I'd take a look.. Short game but super fun! I wish there were more to it!. Very short game, with beautiful graphics. There are no instructions on how to play this game, so I recommend using the guide. Also, remember to use Shift + Arrow to move faster.. To be able to even finish this game you need a walkthrough on it unfortunately because it's hard to understand the puzzles and what to do at some moments. The only + is the good artwork.. Its short and interesting game with some diferent mechanics from what we are used to, gameplay itself is very basic and only about 20-30 mins total if you are going for the achievements.. It's funny to see the kiddies who know nothing about life trying to figure this game out as if it had some deeper or complex meaning. I wish I still had that imagination. Maybe I should make a game like that. Just leave everything out intentionally out and watch them go crazy.

Seriously though, this is a waste of time. The experience and "ending" will leave you exactly as the game portraits itself: Meaningless and empty inside.. The game was free and took about 20 minutes to beat. Love the art style of the game but not sure if there is a meaning behind the game.. Another free game with easy achievments (using the guides available)... If your an achievement hunter then this is another game to add to your perfect game collection! Gameplay itself is very basic and only about 20-30 mins total if going for the achievements.. Never expected that there are so many free games that are not multiplayer and actually playable without the feeling of disgust.

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(If the 'w' key does nothing when you start, reset your game and try it again.)

This game is super pretty and speaks volumes of its environment with so few details. The puzzles give you just enough direction to let you figure out on your own what you need to do, which is something I've felt is lacking in a lot of puzzles lately. It walks a fine line between too little instruction and just enough, which I honestly adore.

The puzzles require patience and force you to find solutions one baby step at a time; it DOES feel like you're just a little robot exploring and trying its hardest.

Maybe a ten minute playthrough once you know what you're doing? Fun. I'd love to see more levels and/or more games like this from the designer(s).. In practice it's just one level demo tutorial.

You can play for few minutes just to get the achievements.

. dont waste your time. Interesting concept, disappointing execution. I love this kind of short, introspective game, but this one pales in comparison to some of the others out there. The radio mechanic is cool, but we're able to use it just twice, and the rest of the experience doesn't engage the player. There was atmosphere, but it was minimal (in feeling, not just design), and the fact that every action the player takes must be directed with on-screen cues reflect the fact that without them, this game wouldn't make sense - it's just not intuitive.

If you'd like an atmospheric, visually and mechanically interesting game, play The Old Tree. It's meditative, reflective, and beautiful.. Good game, would be a great concept for a full game, worth the play through, there is even a secret in reference to a real world mystery irl

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