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About This Game

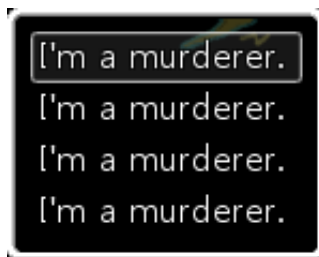
Five years after the original Ludum Dare game and over 3 & a half years since the Steam release, Close Your Eyes returns for its 5-year anniversary with a complete remake. The remake has been redone from the ground up, capturing the ominous feel of the original but with a ton of brand new content, an updated look, various alterations and additions, and a plethora of bonus modes and goodies.

Close Your Eyes -Anniversary Remake- includes:

- **Close Your Eyes:** The uprising cult hit about an adorable murderer bound by their past, brought into question by a strange game show host, returns in a brand new way! Completely remade from the ground up, it includes new locations, brand new threats, extended story, 10 possible endings, and a delve into an atmospheric abyss that may linger with you long after you beat it.
- **Girl's Graveyard:** The predecessor to Close Your Eyes has also been remade and included! The maddening arcade-styled game about a girl collecting candy for her beloved includes new scenes and greater darker depths. There may be more than sweet things to find behind the facade...
- **Close Your Eyes - Beneath the Surface:** A brand new scenario where Marshmallow Monk must dig deep to find a hidden truth... Explore a strange explorable urban setting for a chilling experience that may leave you sinking into the murkiness of an unseen horror.

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- Close Your Eyes Anniversary Mode: A brand new mode which remixes Close Your Eyes with even more new scenes, challenges, and an extended story. Unlike the main game, there's only one ending to achieve in Anniversary Mode, but the route to that ending is unlike anything you've experienced before.
 - Girl's Graveyard Challenge Mode: Are you a masochist? Taking place after the events of Girl's Graveyard as a sequel of sorts, Challenge Mode is not for the weak of heart. Can you overcome all odds and reach the shocking finale?
 - Three Other Bonus Modes: There's even more to experience between three bonus shorter modes to unlock, "The Twisted Puzzle", "Hushed Hour" and "A Ghastly Tale".
 - Unlock the Secrets of the Annex: As you make progress in all of the game modes, you will begin to unlock more content in a new hub world known as the Annex. The Annex holds many secrets...

You're a murderer, we all know it, but do you think you are?



Title: Close Your Eyes -Anniversary Remake-

Genre: Adventure, Indie, Early Access

Developer:

Yai Gameworks

Publisher:

Yai Gameworks

Franchise:

Close Your Eyes

Release Date: 21 Dec, 2018

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English







close your eyes anniversary remake

This is like the RPG Maker softwares, but in 3D. It's just that awesome!. Love the Chinese settings. Female character's punches can be funny. Don't understand some of the settings. But not bad.. Sounds of Verity is a short Otome Game with two male and one female romance option.

I finished the game with all possible endings in three hours. However, despite it's lack in length it was still enjoyable to play. Interesting characters who might not be given the amount of time necessary to properly go through some developement, but I didn't find myself bothered by it at all nor did it negatively influence the story. Just know that the changes are either faint or non-existent.

The art is nice, the music fits the events and the overall atmosphere of the game and the text is (despite some errors and mistakes here and there) well written and never happened to bore me. What else is there to say? Depending on which ending you end up with, each of the two male options have a steamy scene. Something that bothered me was, that they decided to make the Jester a proper character (is there a reason for that? any future plans for him?), while another side character (the minister with a pig-snout, apparently) is a faceless glob of pink. Even the nameless maid is given a proper and beautiful looking sprite. It wouldn't have hurt to work out that one more sprite for that one last character, would it?

I bought the game over the Steam Summer Sale, but I think even at the full price I wouldn't have regretted the purchase. Do recommend this game.

Edit: I forgot to mention that the mentioned 'plot twists' weren't really plottwists either. At least, if you got a good amount of clichés already saved up in your memory and know your way around with such stories. Though, that didn't make them less likable.. It looks decent and the background music track is alright. The concept is interesting but there is barely any content in the game. I expected actual maps or challenges but what you get is a rectangle that falls apart. It is my understanding that this has been in early access and considering that there really should be more content in the game.

If you do not believe me then filter out all the thumbs down reviews and only look at the thumbs up reviews. 7/13 positive reviews that i can see (english ones) have only played up to half an hour. 3/13 have played more than 2 hours.

I can see how the game could be interesting in early access the content they currently have is not worth the price in my opinion.. The only Negative I can think of is there isn't Multiplayer. Everything else is fine.. Interesting little clicker game if you're into them. However, I am going to have to call this game out for not including the Green or Libertarian parties. :P. A more true Larry game. This is more like part 6 and 7.. Hello,

For those of you who have 50 cents in your steam wallet, buy this game! It is fun for about 15 min then bam you switch games. Bye!

bought this game because the concept seemed fun and entertaining and the simple fact its supposed to have multiplayer...it doesnt. not sure why steam advertises it as having multiplayer but they need to fix that. hopefully it comes in a next update. still a fun game to play. This is a delightful little puzzle game. It has a clear style and enjoyable gameplay.. Fast pace beat down.

Its like back in MS DOS days... :D. Poor mans warcraft 3.. My mouse is clicking me now! I can't recommend this unless you want to exercise your fingers.

5/10 - Bonus points for nice design and sound.. Played about 5 seasons so far, the game time in the steam version usually freezes when you start buying "sm credits" with real money" after i tried fixing it several times no luck, so i decided to switch to playing it on an browser which is almost unplayable with the ridicouls amount of pop ups and yes there is an option pay to have the pop ups removed,

Just another game looking to rip people off with real cash for ingame currency. This was good in the beginning, but take Zamasu to give you lessons, you can send this \u2665\u2665\u2665\u2665ing DLC straight to hell.

because of Zamasu's \u2665\u2665\u2665\u2665ING lessons, i accidently broke one of my drawing books when i threw my controller in rage because of how \u2665\u2665\u2665\u2665ED, his designs is!

"Input the combo what shows on the screen" up my\u2665\u2665\u2665\u2665\u2665 if you think i'd like getting my\u2665\u2665\u2665\u2665\u2665kicked to desperately do to proceed, then you're just a \u2665\u2665\u2665\u2665\u2665ing high stack of \u2665\u2665\u2665\u2665\u2665ing disapointment, BANDAI..... ordered through Steam. shows in library as in stalled. shows in career but will not play when clicked on. will be requesting repayment.

Feast Your Eyes: Little Marshmallow - a quiet surreal horror releasing on May 21st for \$3.99 USD:

http://store.steampowered.com/app/712260/Feast_Your_Eyes_Little_Marshmallow/

A slow-burn quiet surreal horror game that's a semi-sequel and spin-off of Close Your Eyes, which combines the previously announced "Close Your Eyes: Intermission" and "The Crack I Found That Taketh" into one singular game, mixing together fixed camera angles and 2.5D gameplay. There will be a lot more on this game in the days and weeks to come. It's releasing on May 21st 100% for \$3.99 USD, with the soundtrack releasing on the same day for \$0.99 (preview on the store page for the soundtrack for the music):

http://store.steampowered.com/app/712270/Feast_Your_Eyes_Little_Marshmallow_Official_Soundtrack_Other_Goodies/

Hope this quiet little horror game will surprise you guys.. **PeeTee Babybuu:**

https://store.steampowered.com/app/680300/PeeTee_Babybuu/. **Version 0.11 now available:**

Version 0.11 now is available. This is an accumulation of small bug fixes and typo corrections since Early Access launch, as well as an additional 5-10 minutes added to Close Your Eyes -Anniversary Remake- after the last stopping point, marking the beginning of the Judith Manor section of the game.

There is too much to name of what's been fixed, but a few of the most notable changes:

- First small bit of Judith Manor in the Close Your Eyes remake is now available.
- All currently available achievements should be fixed and working on Windows.
- Adjusted the difficulty in various small sequences of Girl's Graveyard, such as the "Blob" room in "Darkness" now doesn't get quite so dark, nor as quickly anymore.
- Lots of typos and bugs fixed.
- Performance should be a slight bit better for those with medium-weaker computers, but it probably won't be that noticeable.

I am a project juggler and so going to be crunching on some other projects before the next update in February, though the next update should extend the game up until a bit after the famous "Pancake" scene from the original game. Hope you guys look forward to it!. **Yai Gameworks 2019 Questionnaire:**

<https://goo.gl/forms/3Q4MfT4vLaNSiUjx2>

I very much appreciate if people fill out this Google Doc form, it will be running from February 13th to the 18th and involves a number of questions who's answers I'll be collecting for data for the future.

Red Haze will be receiving a small update on February 28th, and several other smaller updates at the last day of every month up until the Big Content Update hits.

Blossoming Yandere will release in March or April of this year:
https://store.steampowered.com/app/660800/Blossoming_Yandere/

More news, info and questions within the form. Thank you for your time.. **Yai Gameworks Developer Page ; Summer Sale Deals:**



[Yai Gameworks Steam Developer Page is now live!](#)

You can follow the page to receive notifications when we release new games, plus is the new developer page for us on Steam so shows a lot of what we're up to actively (which frankly, is a lot. Despite delays, things are coming along nicely).

Today also marks the beginning of the 2018 Steam Summer Sale! All of Yai Gameworks' catalog of games will be on sale. Most notably, Red Haze will be the cheapest price it'll be for years, once the Summer Sale is up I'm updating the price from \$1.99 USD to \$2.99 USD for the upcoming big content patch update, if you guys don't own Red Haze but want it now will be the best time to purchase it. Close Me, Close Me's extended New Game+ campaign & soundtrack DLC, and Close Your Eyes' Girl's Graveyard and soundtrack DLC all will be on sale as well.

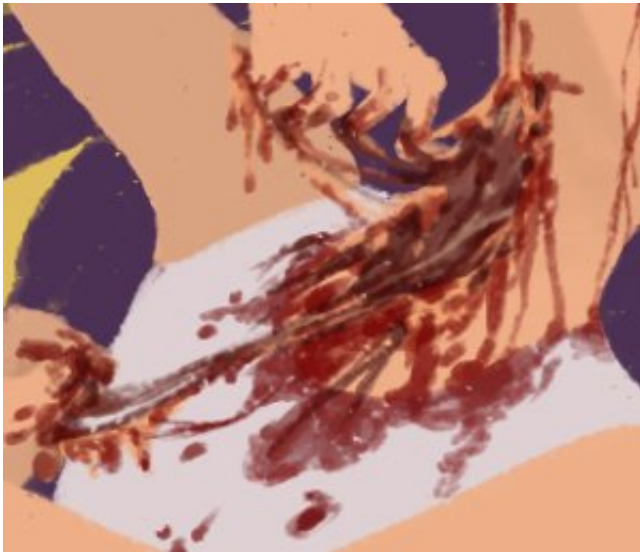
If you own Red Haze before July 8th, make sure to read and follow the instructions here to get a secret surprise in a month or two: <https://steamcommunity.com/games/428860/announcements/detail/1664523682560878190>

I hope you guys are having a wonderful summer! Will be releasing a few things within the next few months I hope to surprise you all with.. **Close Your Eyes -Anniversary Remake- releasing on April 27th, 2018:**
http://store.steampowered.com/app/706710/Close_Your_Eyes_Anniversary_Remake/

Close Your Eyes -Anniversary Remake- will be releasing on April 27th, 2018, which is the 4-year anniversary of the original Close Your Eyes releasing for Ludum Dare, and the 3-year anniversary of the original Redux version. The remake includes 5 scenarios, including a remade Close Your Eyes and Girl's Graveyard which polishes the game further, adds new areas, new threats, new story, and new surprises to both. It also includes an 'Anniversary Twist' on both in a new scenario, and a complete brand new scenario known as 'Beneath the Surface', as well as a hub with secrets that connects all five scenarios together.

The remake will release for \$4.99 USD, and I hope it surprises a lot of you. I'll have more information early next year, but a few blurbs I can share is the Remake between all of its scenarios should be 7-16 hour experience, there is around 30 new pieces of artwork for new story scenes done by Rincs for the title, there's 100 Steam Achievements (and most of them I tried to make interesting to get), and some segments of the original game have also been greatly redone and changed (two examples I can give, the Judith Manor Key Collecting section has been entirely redone in a new (and in my opinion, much better) way, as well as a completely new path if you choose to leave the manor, and similarly there's a new path instead of doing the train puzzle in the early parts of CYE, but the train puzzle path has a lot new to it as well).

Hope you all look forward to it!



. Yai Gameworks: First Five Years Music Album released:



[yaigameworks.bandcamp.com]

[I've released a 320-song Album for music from all of my games over the last 5-years.](https://yaigameworks.bandcamp.com)[yaigameworks.bandcamp.com]

The full album of 320 songs is available there in the link above if you click it, music from my last 5 years of game making. Can listen to it freely, though I do highly appreciate support if you decide to buy the whole album for \$8 USD (or can buy individual songs for \$0.50 USD).

This album is a collection of the entire original soundtrack for the games I released during my first five years of making games (between 2013 - 2018). It includes the original and able-to-distribute music for Blank Slate (original Ludum Dare version), Girl's Graveyard, Close Your Eyes [Original Version], Take the Dream IX, Red Haze, Cootie Patootie [Original Version], Close Me, Please Love My Computer Game, Found Horror Game 11.exe, and Dusk Golem's Red Haze of Horror 3D, as well as some scrapped songs. This does not include outside tracks as that would've needed me to re-license everything again, and decided to keep this to the original songs by myself (and a few by friends I have been given complete permission for free reign over). All come in .mp3 format. I hope to keep surprising with all that I do. The money earned from this is going right back into future projects.

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