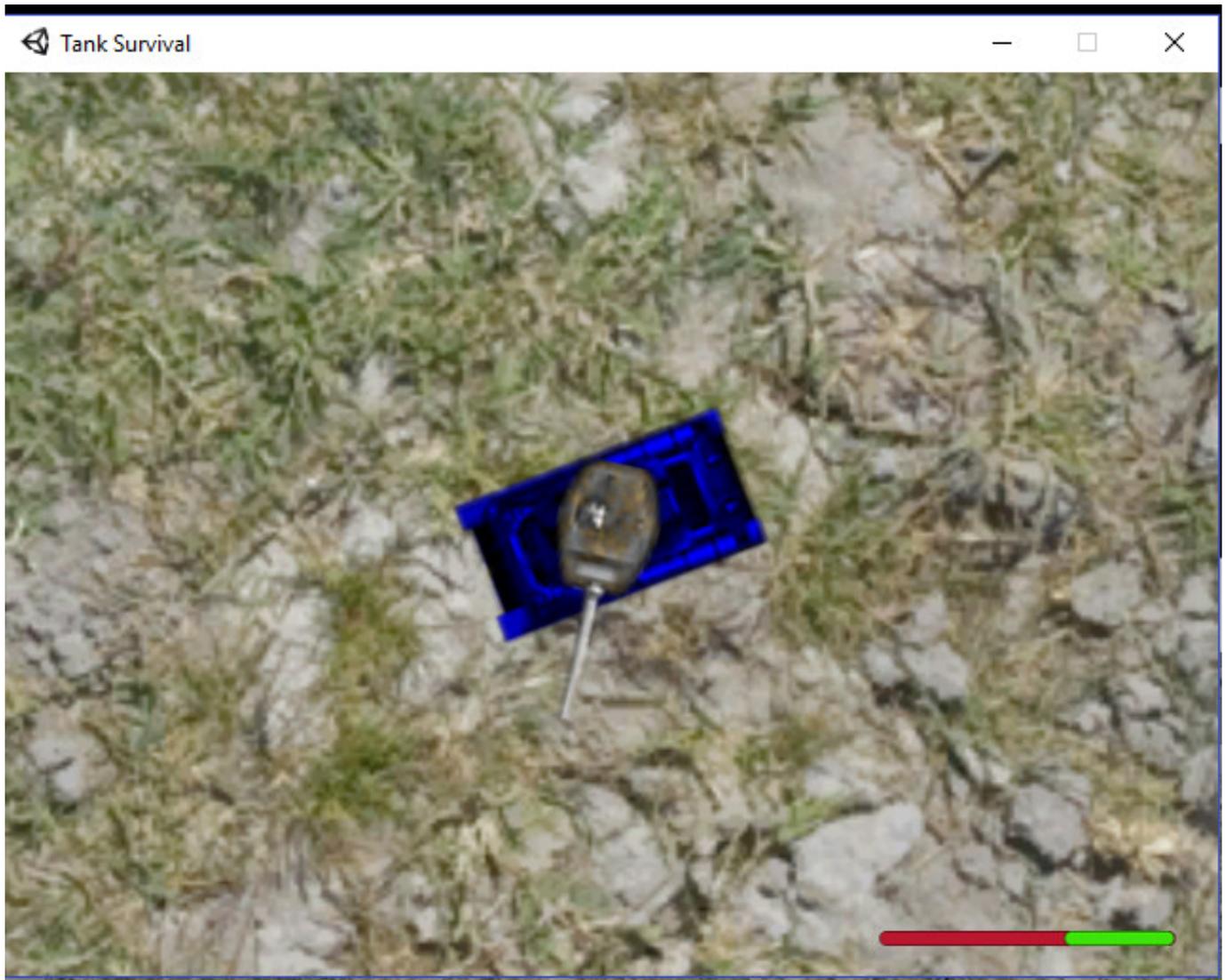


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Among Ripples Download] [portable Edition]



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## About This Game

In Among Ripples you are presented to a soothing and meditative experience where you can experiment at your leisure. As the caretaker of a small pond you decide which creatures should be introduced into the ecosystem, and what species will thrive. Study the creatures you introduce and learn more about them in order to shape a pond that you find sustainable. This game is a short but sweet experience where you get the opportunity to relax and think about the balance in nature.

### Features:

- Sandbox style gameplay where you are free to choose your own goals
- Spawn fish, regulate the water's oxygen level and take care of contamination to find perfect balance

- 
- Organic art style drawing inspiration from shadow puppet animations and watercolor paintings
  - Serene soundtrack with ambience changing with the seasons
  - Relaxed experience where you can take your time and see how things progress at your own pace

*Among Ripples is a free product with no strings attached. It's a little experimental title we want to share freely with you all.*

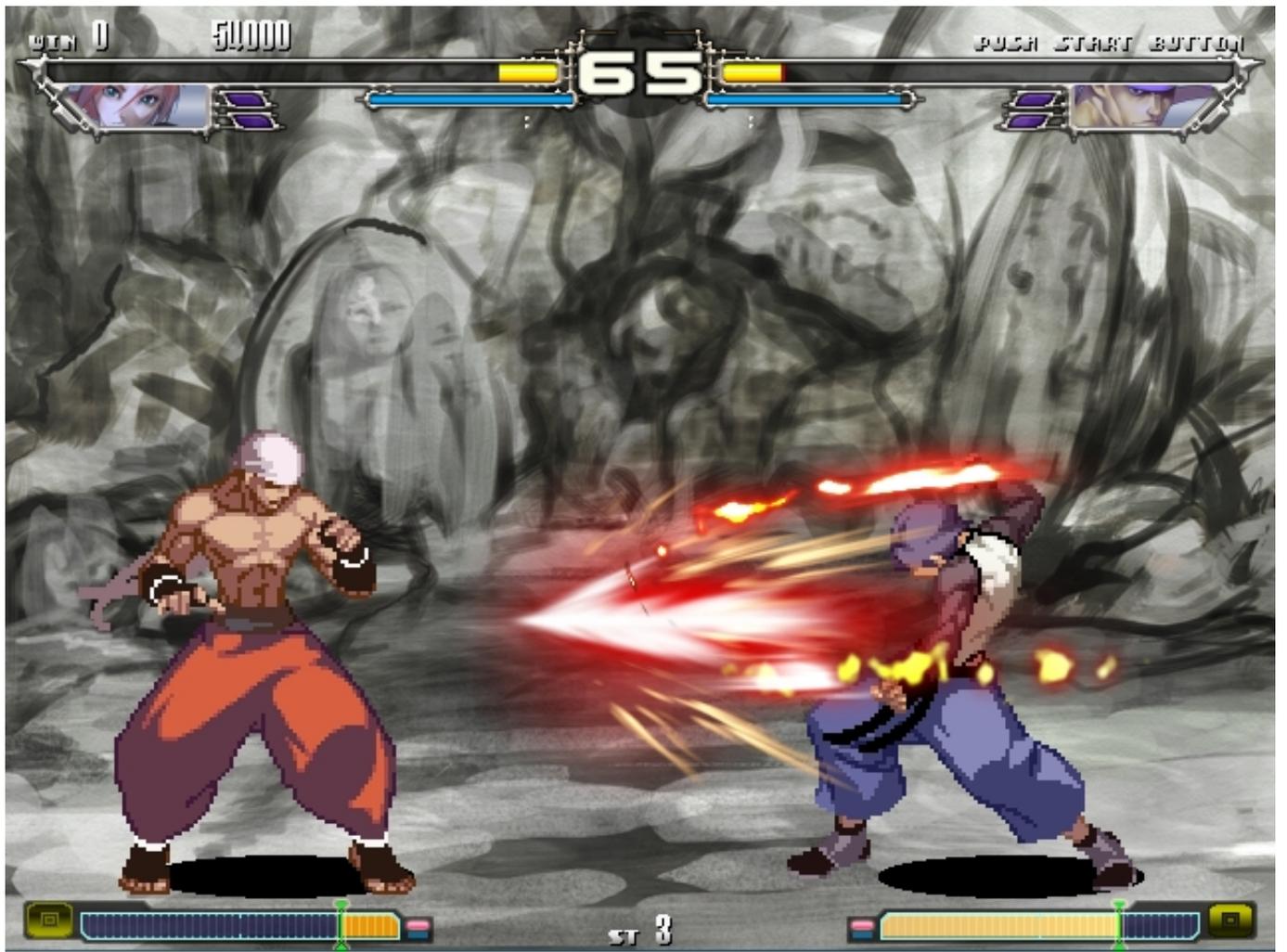
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Title: Among Ripples  
Genre: Casual, Free to Play, Indie, Simulation  
Developer:  
Eat Create Sleep  
Publisher:  
Eat Create Sleep  
Release Date: 22 Jan, 2015

b4d347fde0

English







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ripples in bicep muscle. ripples in hoof. ripples in your vision. ripples in lake. ripples in dc power supply. ripples in urdu. ripples in clouds. ripples in flat roof. ripples in my toe nails. ripples in mathematics the discrete wavelet transform. ripples in one fingernail. ripples in javascript. ripples in reality. ripples in nails. ripples in eyes. ripples in bentleigh. ripples in upper marlboro. ripples in vision. ripples in big toe nails. ripples in still water. ripples in first layer. ripples in new roof. ripples in water metaphor. ripples in drywall mud. ripples in chinese. ripples in nagpur. ripples in filters. ripples in judsonia. ripples in eeg. ripples in head. ripples in car paint. ripples in window tint. ripples in english. ripples in my fingernails. ripples in legs. ripples in your toenails. ripples in water meaning. ripples in engineered hardwood. ripples in rockpool. ripples in life. ripples in my vision. ripples in output waveform

its a fun game to play and very exciting to play. It's certainly a good train if you're looking to learn how to use diesels that may not have a large amount of power.. The hole is the katamari shaped hole in your heart. fill it with all the♥♥♥♥♥♥♥♥ in this game and experience a charming story with funny writing while you're at it.

folks the game is good. Dont get it. The developer is banning anyone who talks crap about his game. Its almost like North Korea. Should have been freeVincluded with the game or not even exist.. not good at all even when there are no alternatives here on steam. very few songs and still no DLC or anything. do yourself a favor and play Singstar and you will see the difference.. Short and Sweet~<3. Great micromanagement game with survival elements. It reminded me of the old "SimCity 2000" days. I like it.

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Only runs with explorer 10!. This review for both the original Ether One and the somewhat updated Ether One Redux. The games are nearly identical with a few subtle improvements in the Redux version. If you just recently bought the game from Steam, you'll find both games in your library, so you should probably play the Redux version. If you played the original some time ago, there's no compelling reason to play again with the Redux version. Unless you have a really keen eye for subtle differences, you won't notice any difference between the two. I'll mention the differences later on.

At its core, Ether One is a puzzle game. You start out seeming to be a patient in some sort of psychic treatment facility for dementia. But you soon learn you're actually a staff member, a "Restorer," who uses newfangled technology to enter a visual representation of the patient's brain to reconstruct her memories by solving puzzles to repair old-timey film projectors to play those core memories back. Future plot twists occur, but there's no compelling reason to spoil them for you in this review.

The patient, in this case is Jean who is suffering dementia related to some sort of accident in a mine, but we don't know a whole lot of details yet.

These aren't really spoilers because I haven't told you anything yet that you don't learn very early in the game.

One of the problems I had at the start, is that the menus start in English the first time you play, then they turn to Swedish (at least I think it's Swedish) on subsequent continues. In the non-Redux version, I was able to randomly click on Swedish menu words until I got it back to English. But then it decided to switch back to Swedish at some later time, so I left it. Except for the menus, it doesn't make any difference inside the game what language you choose. The Save Game screen is pretty obvious regardless what language it's in, so that shouldn't be a problem for anyone. Unfortunately, the Redux version starts in English and then switches to Swedish the next time you play. Even if you stumble upon the slider that selects the language and set it back to English, it stays in Swedish. The subtitles are also in Swedish, but at least the voices are in English. This is the only real complaint I have about the game.

One thing I like about Ether One is that the harder puzzles are optional. Yes, if you can't or just don't want to bother solving some of the more difficult puzzles, you can ignore them and continue the story. You miss some critical story dialog by not solving them, and so may find the ending confusing, but you can proceed to the end of the game without solving them. I had to give up part way through The Talos Principle and The Turing Test because there was some parkour-like elements involving running past floating bombs and flipping switches quickly and then running across bridges that required fast reflexes; I knew the solution to the puzzles, but I just didn't have fast enough reflexes to do them, so I was never able to finish those two games. So thank you, Ether One, for letting me skip some puzzles and get on with the game :-)

Of course, the downside of this is that the first time I played Ether One, I screwed up a puzzle (one that opened up a lower level of the mine), and had no way to reset it to try again. Because of that, I skipped over playing an entire level of the game, which I didn't even realize I had done until I finished.

I also like that Ether One isn't completely linear. The major levels take place in sequence, but each level is largely open world and lets you explore freely and solve the puzzles in whatever order you want; kind'a like The Talos Principle. Except for the very end sequence, once you open a new level, you can go back into prior levels if you want to try solving a puzzle or two that you missed or gave up on earlier.

One thing that I thought could have been executed better was the ending. Without giving any spoilers, I will say that it suffers from the same sort of design that a great many indie games suffer from: the ending level is largely walk along a linear path under player control, watch a long drawn out cut scene, get control and walk along another linear path, watch another long drawn out cut scene, rinse and repeat, ad nauseum. The exposition brings closure to the story arc, but isn't good game-play in my opinion. It's like they got close to to the end of the game, and then rushed it to completion rather than fleshing out how it could have actually been "played" to the very end.

So despite a couple of minor quibbles, I would say it's very well done and worth playing. It even has replay value to play again to solve some of the puzzles you may have skipped the first time. I would highly recommend you play through first without watching any Let's Play videos or breakthroughs; you'll skip and/or miss some puzzles (and maybe entire levels), but that's okay. Then play a second time with a walk-through to play all the levels and get all the puzzles and collectibles -- there's these little Ogre statues that you can collect, and...

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What are the actual differences between Ether One and Ether One Redux? Well, there's one elevator that had a button on the wall; the elevator doesn't work and the button doesn't do anything. They removed the button on the Redux version. In the original version, you can only pick up items related to solving a puzzle. In the Redux version, you can pick up almost any item, regardless whether it's useful to solving a puzzle or total decoration. The Redux version has more ambient background sounds and sound effects; for example, you flip a switch and you hear machinery starting in the distance, which can be an aid in solving some puzzles.. The little saddle is a nice. the hall is beautiful inside and out. Pannier looks nice but can't raise steam to save its life. Even when stopped it takes a while to raise boiler pressure. For some absurd reason I can not access the career scenarios. You are better off buying the Hall from Just Trains than this pack. Plz give options. The music is bad.

I mean, im a fan of games like this. I'm weird like that. but this is uhm...

It could be better? its really kinda janky, it feels like its somebody's first project, which is why i don't wanna be like "THIS GAME ISN'T GOOD \u2665\u2665\u2665\u2665 YOU"

I like all the options, and being a witch is cool.

but it could do with some quality upgrades, Maybe take some lessons from harvest moon or story of seasons.. Was loving the game till I bought this.

Can't recomend, huge waste of money, more expensive for less stuff than the other DLC. honestly this should have been free. You get three units for four dollars. none of them stand out, they all have weak gear nothing special that the other units have. save the gunto (axe reskin)

the Japanese army or IJA are not worth playing or the cost, their weapons gear and factions are underpowered to the point of handie cap.

they have 0 at weapons, their tanks SUCK. their strongest only haveint 5,500 HP!? a kick in the shins will blow it up. the guns are recoil heaven with no upsides.

this should have been free Devs, what the heck were you thinking?. Content is too minimal. I didn't expected much due to its price, but still, there's not much to play, no variation of anything (level, enemies, items, characters maybe?) and its way too repetitive.. Nice match 3 game. Fun progression elements on the powerup upgrades. Interesting levels that really make you think for this type of game.

8 v 10. This is a decent puzzle game, themed around ships of the Age of Sail. About the only real drawback is that it appears to me to be a port from a smartphone app. Mostly due to the rather limited field of "play". That and they forgot to add something to allow you to track which puzzles you have done in which sizes. Still, for the price it is not that bad.

### **Among Ripples v2:**

An update has been released that lets you run the game in the background, as requested in the forums.. **Crest - New Game on Early Access!:**



Hi all,

We've just released our second game on [Early Access](#). If you liked Among Ripples and want to play another management game,

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we recommend you to give it a try! It's a god game focused on expression and exploring the concept of religion and free will..

**New Prototype Trailer:**

<https://www.youtube.com/watch?v=3tGtF5HAqjk>

Here's more footage from our latest prototype. Among Ripples is going 3d in order to fight pollution and eco disasters in more dimensions than before!

We are now pitching the project to publishers and hope to have funding soon so we can kick production into full gear. You can always join the discussion on our Discord: <https://discord.gg/ecs>

Stay tuned! :). **Thank you!:**

When we started working on Among Ripples it was a student project and we were just a team of two working on it. We were not entirely sure how big our reach with the game was going to be. When our team started getting bigger we decided to polish up Among Ripples and have it as a first launch for our studio to test the waters (if you excuse the bad pun). None of us was really expecting such a warm reception and level of engagement for our little game that we have gotten here on Steam.

Thank you for taking part in our game. Thank you for playing, writing, thinking, experimenting, discussing, exploring, recording, commenting, voting, rating, tagging, promoting. All of us on the team is very humbled by your contributions.

As some have pointed out in their reviews, this is a game that is modest in scope – and we are working on a remedy for that. We are working full time now on our next title Crest, which is a 'spiritual successor' (in more than one way) to Among Ripples. The elements of exploration, experimentation and indirect control we wanted to convey with Among Ripples are present in Crest and are severely taken up another notch. Crest's theme is religion, where you play as a God who writes commandments for your followers. Your followers will lead their own lives and how they will interpret your commandments are not entirely sure. You may find your followers will use your words to push an agenda that is very unlike your own.

For those of you who was disappointed with the scope of Among Ripples we hope Crest will be able to satisfy your appetite. We are aiming to launch Early Access for Crest in March and the full version will be out at the end of May. If you are curious you can check out our page for Crest at our website [here](http://eatcreatesleep.net)[eatcreatesleep.net], and if you want to be kept in the loop we are both on [Facebook](https://www.facebook.com)[facebook.com] and our [homepage](http://eatcreatesleep.net)[eatcreatesleep.net] is updated every week with our progress on Crest.

Some of you have requested to be able to play Among Ripples in a background window. This is a great idea and very easy to implement, so we have scheduled an update for tomorrow which will contain this functionality. Other than that our time will be spent on making Crest.

Thank you for your time,

Oskar Thysell

*Lead Designer*

***Eat Create Sleep. 3 Year Anniversary - Soundtrack Now Available for Free!***

Wow! 3 years and people are still playing Among Ripples & uploading videos about it! Thank you very much for playing this little experiment we did years ago when we were still students.



**FREE SOUNDTRACK?**



**OTTERLY DELIGHTFUL**

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To show you our appreciation for all your support, we decided to give you a little present. If you navigate to your Steam Library folder of Among Ripples, you'll find that we added the beloved background song for you to listen to whenever you want. If it's not there, please activate automatic updates for Among Ripples or restart Steam.

Among Ripples has now also a [Twitter account](#). Keep an eye out for any upcoming announcements in the near future... ;)

In the past years, our little team has grown to the respectable size of 10 and we're close to finishing our second game, [Crest - an indirect god sim](#). If you like deep sims with easy controls, it should be right up your alley.

To stay updated with everything we're doing:

- Follow us on [Facebook](#)[facebook.com] & [Twitter](#)
- Have a chat with us on [Discord](#)[discord.gg]
- Sign up for our, major announcements only, [Newsletter](#)[eatcreatesleep.us11.list-manage.com]

Happy Birthday to all of you,  
Eat Create Sleep

<https://www.youtube.com/watch?v=jO8JnSG8fpo>

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