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## About This Game

The story of the writer Mike Williams, a specialist in paranormal phenomena, he is sent to the dead city of Centralia to search for inspiration, to finish writing your book on the paranormal.

Mike Williams, trying to write a book, being an expert on the paranormal, he himself does not believe in the existence of ghosts, considers this type of activity to be his usual income and nothing else. Another meaningless day Mike began with an Internet browsing, he read about various strange places, in search of inspiration and materials, stumbled upon an article about the dead city of Centralia, he decides to go to this city, as the city bustle did not allow him to finish the book.

The whole story begins in Centralia, Pennsylvania.

In the middle of the XIX century, here, in the eastern part of the Allegheny Mountains, quite rich reserves of coal were discovered. Its industrial development in Centrailia more or less successfully lasted for about a century and, probably, would have gone so far, if not for the confluence of circumstances, multiplied by human negligence.

By the early 1960s, local residents turned the unused pit of one of the surrounding mines into an ordinary city dump. The volunteers who arrived to clean it up in May 1962 did not find anything better than just burning it — a practice that they had once used in Centrelia. A simple operation to arson the garbage was successfully carried out, but with its subsequent extinguishing the situation was more complicated.

From the landfill, the fire spread to the coal deposits that remained in the mine, which, as coal is supposed to, began to burn quite successfully, and the fire was constantly spreading through the territory of the already inactive mine workings.

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Some time after the incident, the state finally paid attention to the scale of the problem and allocated funds for its solution. By this time, the fire had spread so much under Centreilia that the only way out was the complete resettlement of this small town, where about 1 thousand people lived.

You will find several endings of the game, and the atmospheric terrible horror.

I did not believe in the existence of a poltergeist until today! I really hope that I will see the dawn.

P.S Mike.

- Atmosphere of horror
- Beautiful soundtrack
- Modern graphics
- Multiple game endings
- Puzzle

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Title: 1406  
Genre: Adventure, Indie  
Developer:  
indie\_games\_studio  
Publisher:  
indie\_games\_studio  
Release Date: 21 Mar, 2019

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**Minimum:**

**OS:** Windows 7/8/10

**Processor:** Intel CORE i3

**Memory:** 4 GB RAM

**Graphics:** Nvidia Geforce 820m

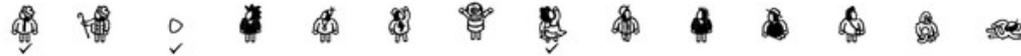
**Storage:** 5 GB available space

**Additional Notes:** 64-Bit

English,German,Traditional Chinese,Portuguese,Russian



Options



Find 7 more targets to unlock the next area.





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would rate this game 4 out of 10

thought it would be much better than it is. It's not bad, but I got tired of it pretty quickly. Levels are quite easy and short. 5/10. DO NOT BUY THIS GAME!

The reviews from people who actually have this game running are mixed but after thinking "I'll give it a go." I found that the game would not run correctly and that there is no support. The website just tries to sell you stuff and looks like it was put together by a 6 year old.

Plenty of tech issues on the forums with no solutions. I personally am unable to even get the game past the menu. May as well have thrown my money in the toilet.... got into the game... a tutorial nice!... wait where is the base? (10 min going around) "finds B for building while pressing keys randomly" oh maybe its that big blue thing? \*tutorial continues\*.. dafuq? that was it?.. yea.. sarched for pvp 1-2 min but no luck. this game is like an early version of a prototype. it works and there are VERY VERY basic functions to see what can be done... and thats it.. i dont remember this that much seeing as i played this back in 14 and completely forgot about it but you should take the chance i mean it is free after all. Great storyline, old school combat/graphics style. Difficulty in torment is legit and with 5 main factions and a myriad of choices, lots of replay value.

Gameplay is not simply just about slaughtering everything in your path - stealth and non-combat skills will be needed to clear the game.

Monsters don't respawn which means that your experience is limited (in particular, your minions get xp when you get xp); but this is only an important factor (getting minions early means they can level up more by the end game and are thus stronger than 'fresher' ones) in the harder difficulties.

Two minor complaints:

- 1.) I can't move the screen easily (arrow keys only) since you're usually clicking with your mouse to move the party and its awkward to have the left hand on the arrow keys to move the screen around
- 2.) A 'solo' style is virtually impossible on the harder difficulties (even with all your points in solo stuff like spells and stats rather than creations)

Awesome game, and great bang for the buck!. The whole idea behind this game is nice, yet sadly it turned out to be abandonware.

Last post from the Devs was a year ago already.

They didn't even release any updates stating that this game is abandoned.

Buy this only if you like the concept, otherwise - pass.. The first two hours were fun, but somehow lost the will to continue

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Anything by Flybyno is an instabuy and again he hits it out of the park with this mini-album.

I only wish there was a way to shuffle the music in game as I end up turning off the game music and playing the tracks through iTunes.

Support Flybyno on Bandcamp as well! Looking forward to the next release.. why did i pay 50 bucks for this. Pros: Easy to pick up and play, Simple mechanics, Easy badge (only 5 cards, you get 3 from drops) and the soundtrack is pretty cool. Good atmosphere, a smart robot and a cute space cat. :3

Cons: This is a logic/math puzzle game and there is no real logic to solving the puzzles. Restarting to generate another set of random numbers in hopes of getting a better set seems to be the way to win. When you finally get one that doesn't take 20 minutes to solve 1 part after completing all other parts you'll praise RNGesus. I'm serious, this game requires so much backtracking it's not even funny. RNG and blind guessing at it's finest. Don't bother buying it at full price, it's not even worth \$1.99 let alone a dollar more.

Conclusion: If you want to waste time, it would be better wasted on something else. If you want an easy badge, buy this with a coupon or if it goes on sale. I'm considering buying the soundtrack though.... I'm sure this is a good game but I just couldn't get into it. The game looked really cool and really fun but for me it just felt too 'meh', there wasn't really any wow factors to work from.. Nice game 10/10

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