Pineview Drive

Developed by Visual Imagination Software, Pineview Drive is a psychological horror game that invites players in a haunting and suspenseful experience. A significant aspect of its immersive gameplay lies in its thorough sound design. Let's explore how it contributes to the game's eerie atmosphere, psychological tricks, and overall impact on player.
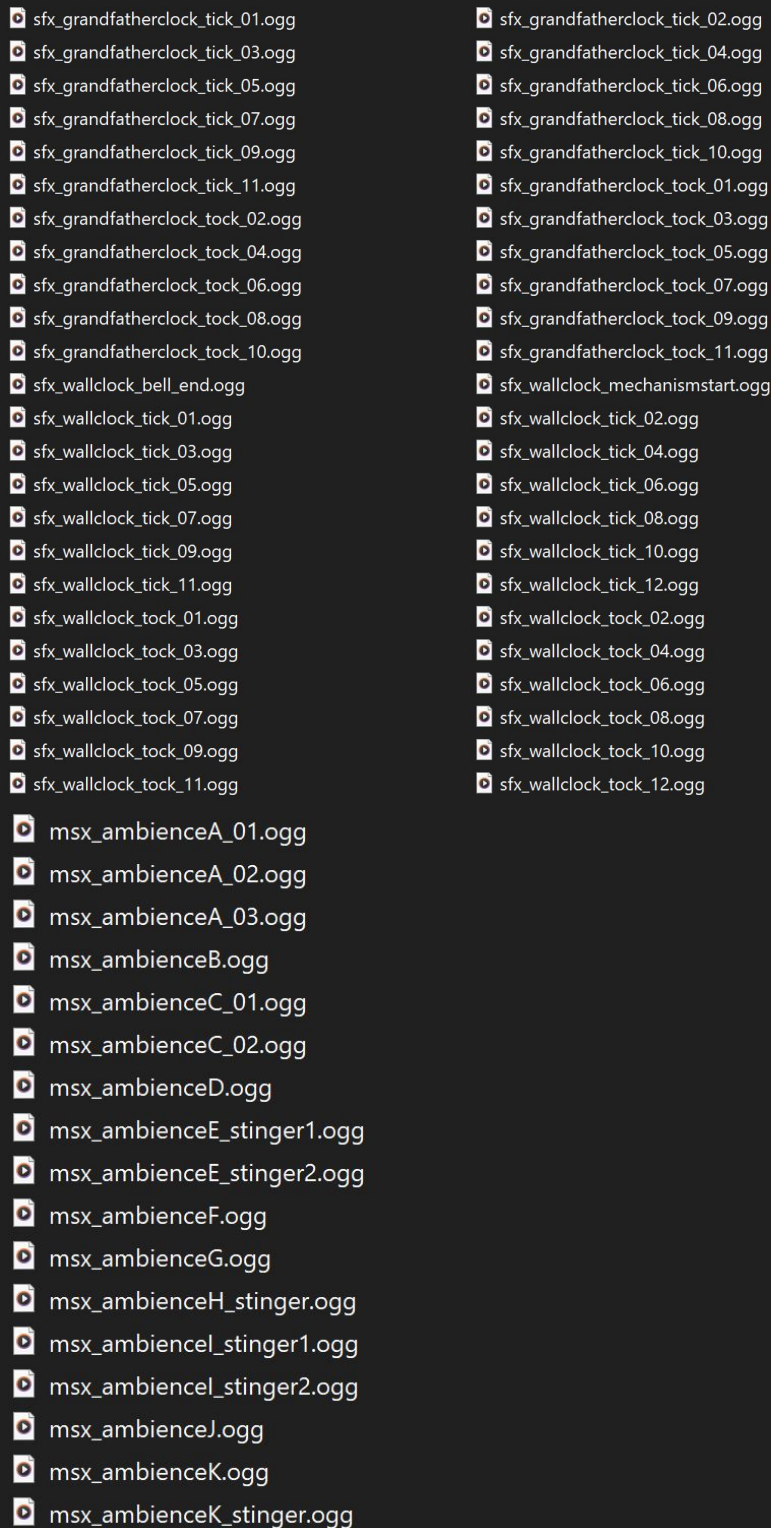
Genre	Action-Adventure, Indie Horror
Release	31 Jul, 2014
Developer	VIS-Games, Germany
Publisher	United Independent Entertainment
Platforms	Windows, Linux
Analysis by	Maksym Kliuzko, Marcel Gamma, Nio Saner

Background

The ambient background is constantly alive with eerie sounds that reminding classic 90's horror movies, however they work very well and deal great impact on player. These sounds, despite the absence of immediate threats at first, are effectively heightened in tension and anticipation. This is made for the player who expects something to come, even though nothing will probably be there.

Sounds Effects

The game employs a diverse range of sound effects, showcasing attention to detail and sound quality. The grandfather clock alone features 11 different sounds for both TICKS and TOCKS, as well as the wallclock, so the total sound list has 44 variations. And it should thus add depth and realism to the game environment. Additionally, the game follows an interesting sound scheme, for example - **msx_ambience** - A (01, 02, 03), B, C (01, 02), D, E (1, 2), F, G, H, and so on, like every instance has a specific purpose.

sfx_grandfatherclock_tick_01.ogg   sfx_grandfatherclock_tick_02.ogg
sfx_grandfatherclock_tick_03.ogg   sfx_grandfatherclock_tick_04.ogg
sfx_grandfatherclock_tick_05.ogg   sfx_grandfatherclock_tick_06.ogg
sfx_grandfatherclock_tick_07.ogg   sfx_grandfatherclock_tick_08.ogg
sfx_grandfatherclock_tick_09.ogg   sfx_grandfatherclock_tick_10.ogg
sfx_grandfatherclock_tick_11.ogg   sfx_grandfatherclock_tock_01.ogg
sfx_grandfatherclock_tock_02.ogg   sfx_grandfatherclock_tock_03.ogg
sfx_grandfatherclock_tock_04.ogg   sfx_grandfatherclock_tock_05.ogg
sfx_grandfatherclock_tock_06.ogg   sfx_grandfatherclock_tock_07.ogg
sfx_grandfatherclock_tock_08.ogg   sfx_grandfatherclock_tock_09.ogg
sfx_grandfatherclock_tock_10.ogg   sfx_grandfatherclock_tock_11.ogg
sfx_wallclock_bell_end.ogg   sfx_wallclock_mechanismstart.ogg
sfx_wallclock_tick_01.ogg   sfx_wallclock_tick_02.ogg
sfx_wallclock_tick_03.ogg   sfx_wallclock_tick_04.ogg
sfx_wallclock_tick_05.ogg   sfx_wallclock_tick_06.ogg
sfx_wallclock_tick_07.ogg   sfx_wallclock_tick_08.ogg
sfx_wallclock_tick_09.ogg   sfx_wallclock_tick_10.ogg
sfx_wallclock_tick_11.ogg   sfx_wallclock_tick_12.ogg
sfx_wallclock_tock_01.ogg   sfx_wallclock_tock_02.ogg
sfx_wallclock_tock_03.ogg   sfx_wallclock_tock_04.ogg
sfx_wallclock_tock_05.ogg   sfx_wallclock_tock_06.ogg
sfx_wallclock_tock_07.ogg   sfx_wallclock_tock_08.ogg
sfx_wallclock_tock_09.ogg   sfx_wallclock_tock_10.ogg
sfx_wallclock_tock_11.ogg   sfx_wallclock_tock_12.ogg

msx_ambienceA_01.ogg

msx_ambienceA_02.ogg

msx_ambienceA_03.ogg

msx_ambienceB.ogg

msx_ambienceC_01.ogg

msx_ambienceC_02.ogg

msx_ambienceD.ogg

msx_ambienceE_stinger1.ogg

msx_ambienceE_stinger2.ogg

msx_ambienceF.ogg

msx_ambienceG.ogg

msx_ambienceH_stinger.ogg

msx_ambienceI_stinger1.ogg

msx_ambienceI_stinger2.ogg

msx_ambienceJ.ogg

msx_ambienceK.ogg

msx_ambienceK_stinger.ogg

The sound design successfully maintains a sense of immersion and unease throughout the game. Carefully compiled background score consists of subtle, unsettling elements such as distant whispers, creaking doors, eerie breathing, random knocking sounds (muffled, unmuffled), phone calls, wind blowing through the trees, raindrops falling, or thunderstorms (indoors, outdoors), swarm of flies, crows gathering and taking off, in tunnels - distant steam release.

Your own footsteps are echoing in empty halls, floorboards creaking under your weight, and doors opening or closing with distinct sounds - all this to add the feeling of isolation.

Door Squeaks	atm_loop_screen_door_squeaks_var2.ogg
Ghost Breath	atm_ghost_breath_01.ogg
Knocking	sfx_knocking_unmuffled_02.ogg
Knocking (distant)	sfx_knocking_muffled_02.ogg
Thunder (distant outdoors)	atm_thunder_distant_01.ogg
Thunder (distant indoors)	atm_thunder_distant_indoor_01.ogg
Thunder (close outdoors)	atm_thunder_close_02.ogg
Thunder (close indoors)	atm_thunder_close_indoor_02.ogg
Crows (Cawing)	
Crows (Leaving)	
Entering the house	
Finding the note	
Start of new night	
Clown (loud)	
Cat (loud)	
Swords falling	
Steam (distant)	

There are 8 different piano melodies to highlight significant moments within the game. When the player finally finds a note and progresses to the next day, a soothing piano roll is triggered. This cue provides a contrast to the constant tension and serves as a momentary rest for the player, giving a sense of accomplishment.

On another hand, there are stinger sounds - sudden loud noises (clown laugh, cat's loud screech etc.)

Player

Overall there are 85 different breaths sounds - 165 different sounds of player footsteps, on different surfaces (brick, concrete, wooden floor, hollow wood, gravel, 47 different footsteps sounds in grass)

The game also uses sound as a psychological trick to influence player behavior: the game plays different sounds (piano, marble bust, wooden angel figures on the stairs, growling, rumble in the other room, „PSSs" etc.), if the player turns to the source, the game will take the points from your sanity level. This mechanic forces players to ignore the sounds in the haunted house which is nearly impossible.