



# Pineview Drive

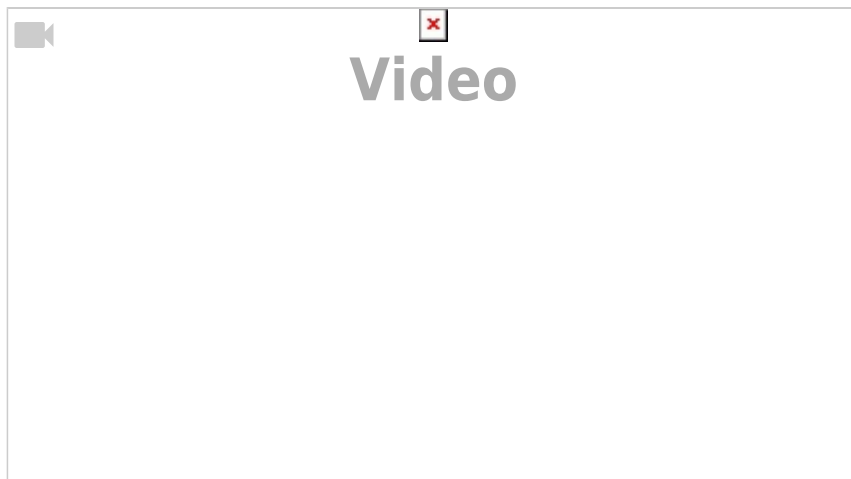
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Developed by Visual Imagination Software, Pineview Drive is a psychological horror game that invites players in a haunting and suspenseful experience. A significant aspect of its immersive gameplay lies in its thorough sound design. Let's explore how it contributes to the game's eerie atmosphere, psychological tricks, and overall impact on player.

<b>Genre</b>	Action-Adventure, Indie Horror
<b>Release</b>	31 Jul, 2014
<b>Developer</b>	VIS-Games, Germany
<b>Publisher</b>	United Independent Entertainment
<b>Platforms</b>	Windows, Linux
<b>Analysis by</b>	Maksym Kliuzko, Marcel Gamma, Nio Saner

## Background

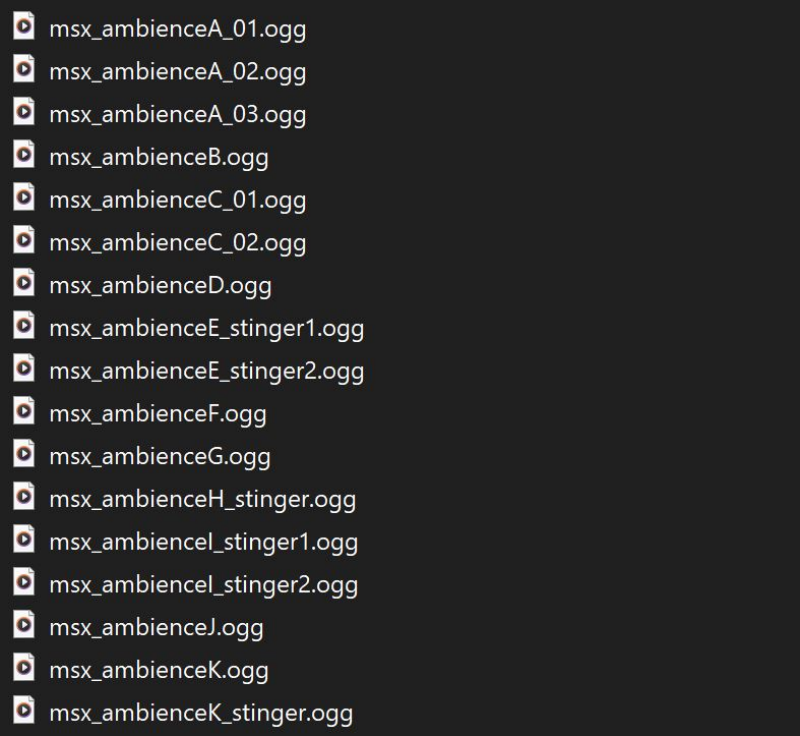
The ambient background is constantly alive with eerie sounds that remind classic 90's horror movies, however they work very well and deal great impact on player. These sounds, despite the absence of immediate threats at first, are effectively heightened in tension and anticipation. This is made for the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



## 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



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	<a href="#">atm_loop_screen_door_squeaks_var2.ogg</a>
Ghost Breath	<a href="#">atm_ghost_breath_01.ogg</a>
Knocking	<a href="#">sfx_knocking_unmuffled_02.ogg</a>
Knocking (distant)	<a href="#">sfx_knocking_muffled_02.ogg</a>
Thunder (distant outdoors)	<a href="#">atm_thunder_distant_01.ogg</a>
Thunder (distant indoors)	<a href="#">atm_thunder_distant_indoor_01.ogg</a>
Thunder (close outdoors)	<a href="#">atm_thunder_close_02.ogg</a>
Thunder (close indoors)	<a href="#">atm_thunder_close_indoor_02.ogg</a>
Crows (Cawing)	<a href="#">atm_crows_03.ogg</a>
Crows (Leaving)	<a href="#">atm_crows_takeoff_02.ogg</a>
Steam (distant)	<a href="#">atm_tunnel_distantsteamrelease_01.ogg</a>

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.)

Entering the house	<a href="#">msx_enter_house.ogg</a>
Finding the note	<a href="#">msx_letter_01.ogg</a>
Start of 1st night	<a href="#">msx_day_01.ogg</a>
Start of 10th night	<a href="#">msx_day_10.ogg</a>
Start of 20th night	<a href="#">msx_day_20.ogg</a>
Clown (loud)	<a href="#">sfx_clown_speak_01.ogg</a>
Cat (loud)	<a href="#">sfx_cat_scream.ogg</a>
Swords falling	<a href="#">swords.ogg</a>

## 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.

## Comparison: Pineview Drive and Bloodborne

Both Pineview Drive and Bloodborne are horror games that successfully communicate a sense of hopelessness in the face of adversity. While Bloodborne might enable the player to take up arms and fight, they are gradually made aware that they're trapped in a vicious cycle of violence. In Pineview Drive, no combat mechanic exists in the first place. The absence of combat intensifies the feeling of vulnerability and helplessness, as players must navigate a haunted house with no means of direct confrontation.

Both games also walk the thin line between reality and imagination, and this is especially visible in the sound aesthetic that plays a crucial role in conveying this disorienting experience. In the case of the second game, it also functions as a primary game mechanic. Specific sounds act as cues for the player to investigate potential sources, but doing so results in a loss of sanity points. Player must discern between real and imagined sounds, resisting the urge to investigate certain sources to maintain their sanity.

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