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About This Game

1166 is a psychological horror game following six people in Salem, Massachusetts and how their lives change when one of them is kidnapped....

Fight through pain, depression, and grotesque monsters to uncover the truth. The darkness has taken a hold, will you see the light or hide in the shadows? Or will you find another way? Will you slaughter everything in your path, or take a more passive approach? The choice is yours...

Made by a one man (*and two cats*) development team, this dark mystery has simple artwork, keyboard and mouse controls, compelling multiple endings and original music.

Key Features:

- Thrilling adventure with a deep story that captivates from beginning to end.
- Charming pixel-art graphics and a simple interface that gets out of your way.
- Complex characters, each with their own personality and agenda.
- Original soundtrack.

-Multiple endings, each with part of the whole story.

-Exciting combat that pushes you to move with caution.

-Available on PC, MAC, Linux.

-Occasional Pixel boob!

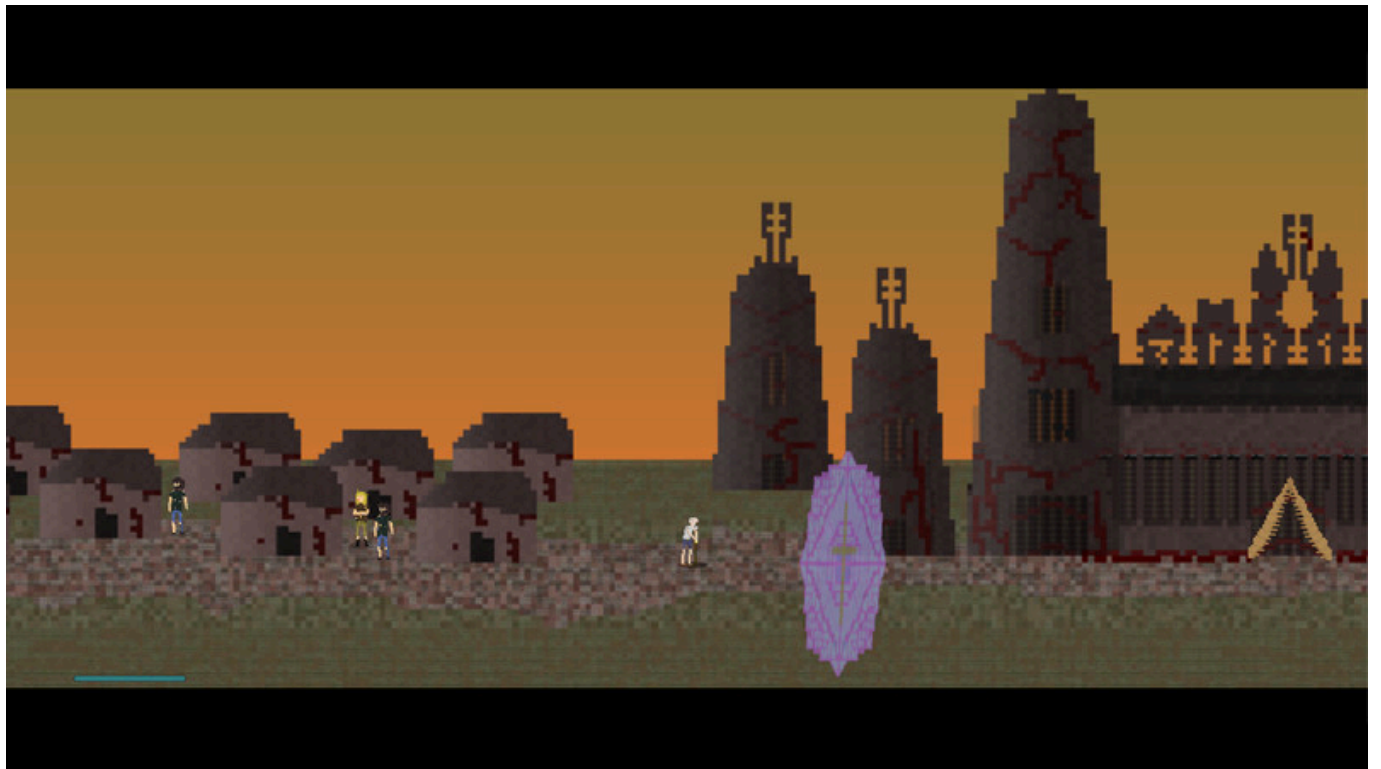
1166 contains strong adult themes and is recommended for player over 18.

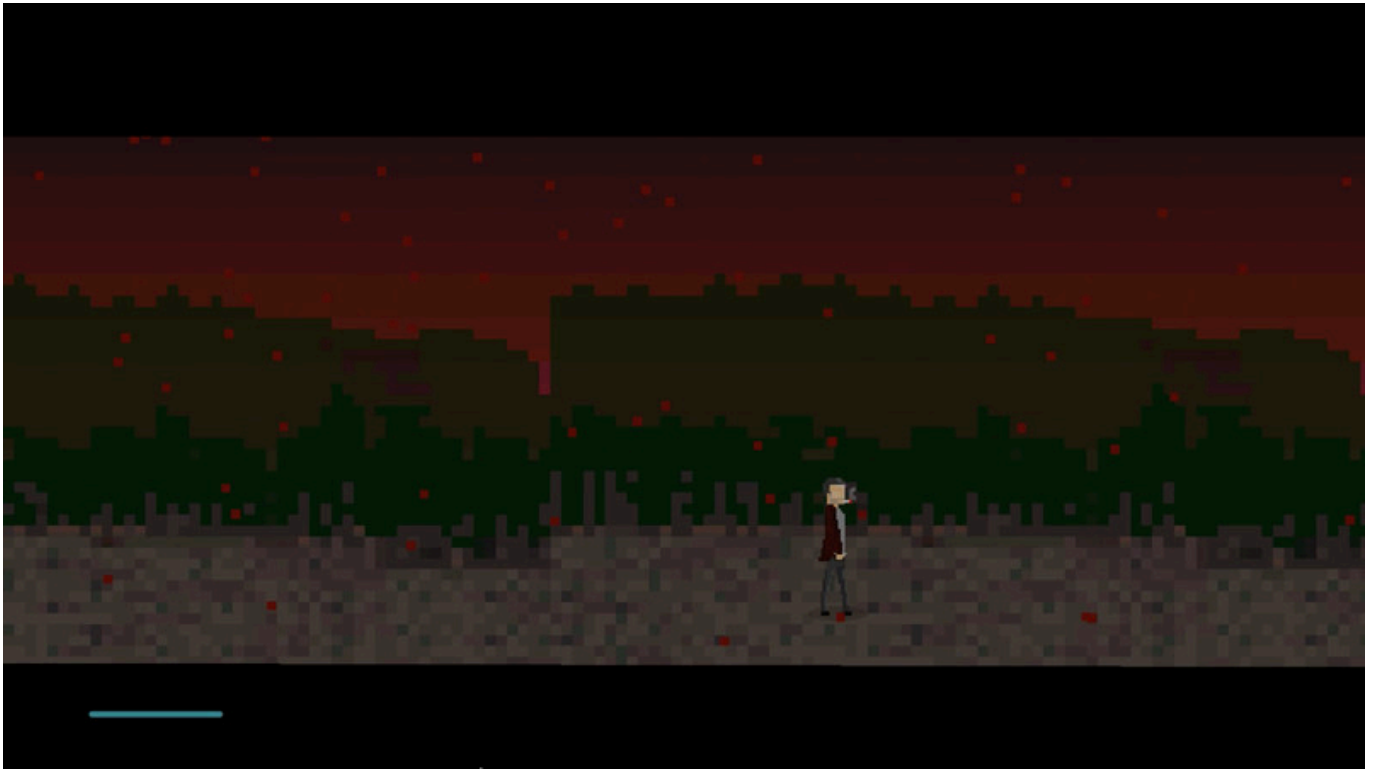
Title: 1166
Genre: Action, Adventure, Indie
Developer:
Predator Productions
Publisher:
Predator Productions
Release Date: 2 Apr, 2017

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English







I can't even write a decent review for this game. The art is just awful, the controls are horrible, and the gameplay itself is just annoying and boring. The story is the only thing mildly positive about this but even that is ruined by the glitches (constant loops of speech until you go to a new scene) and typos.

Don't waste your money. I'm getting a refund.

Though, pixel boobs.. This game is very strange. A mixture of both a mystery and a monster game, you will be compelled to keep playing just to find out what is going on. The one criticism I would give is that there should be an indication on who is speaking. A very interesting game that makes you want to know more.

<https://youtu.be/GCGN5POpk28>. Love the Pixel graphics.

[The controls are weird, shooting mechanics are bad.](#)

[Transitions between scenes are sudden and often make no sense.](#)

[Tons of unintentionally hilarious dialogue.](#)

[I mean, I enjoyed my time with the game, but I don't think it was what the Developer intended.](#)

[The game needs a lot of work.](#)

<https://www.youtube.com/watch?v=qNlpWkWzD60>. i thought this game seemed good but it was so bad that i returned it after playing for only 24 minutes. You can usually tell if a game is going to be successful through the beta test alone. Take for instance this game which seemed to have only 9 testers. Anything less than 50 testers is usually considered a blatant waste of time. Problem is that developers also often groom their testers. In other words the testers are so wanting to please the developer for receiving a free game that they often downplay their true criticism. Either that or developers can be prejudice looking only for target audience that agrees with them, dismissing any gamer that doesn't.

[In this beta test a few annoyances were constantly being grumbled by the testers...](#)

[* Hit boxes to the enemies are inconsistent and appalling.](#)

[* No clear indicators of which direction you should travel.](#)

[* Ability to walk off screen.](#)

[* Dialogues keep looping.](#)

[* Confusing presentation where you don't know who is talking or who is being actually referenced, especially at the end.](#)

[Were any of these things brought up fixed during the beta test? No, not really, all those problems still exist in the game. In fact the developer even had the nerve to inform the testers that he likes some of the bugs and considers them part of the game. So why on Earth have the beta test in the first place?](#)

[1166 is about 6 individuals apparently in Salem who all have 2 things in common. 1\) They all see monsters and 2\) Their world is about to end at 1166. What that actually means is what is supposed to push the gamer forward in the game to find out. Disappointingly the end is so vague and open to interpretation that you will be no better off in understanding at the conclusion of the game as you were at its beginning. You are given a multiple choice end where you can 1\) kill yourself 2\) kill someone 3\) exit. Regardless of all these endings, none of them really add any moral issues, no real purpose or clear statement being made, and no point whatsoever in needing to have played it.](#)

[Like Pokemon has hidden references to Shinto demonology https://youtu.be/VN1c7pZIXcU0 likewise this 1166 inspiration is all based on the hidden summoning of a demon https://en.wikipedia.org/wiki/Marchosias for protection. So again the question spews forth from my mouth what is the reason? What is the point of this subject? Entertainment? What statement are you trying to make Mr Developer?](#)

[If this game was an ink block test all it would reveal to a psychiatrist, is that this bi-polar developer Cyrus Yalda](#)

<https://www.facebook.com/cyrus.yalda1> seriously needs his meds increased...

[Below a sample from someone else...](#)

<https://youtu.be/GCGN5POpk28>

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