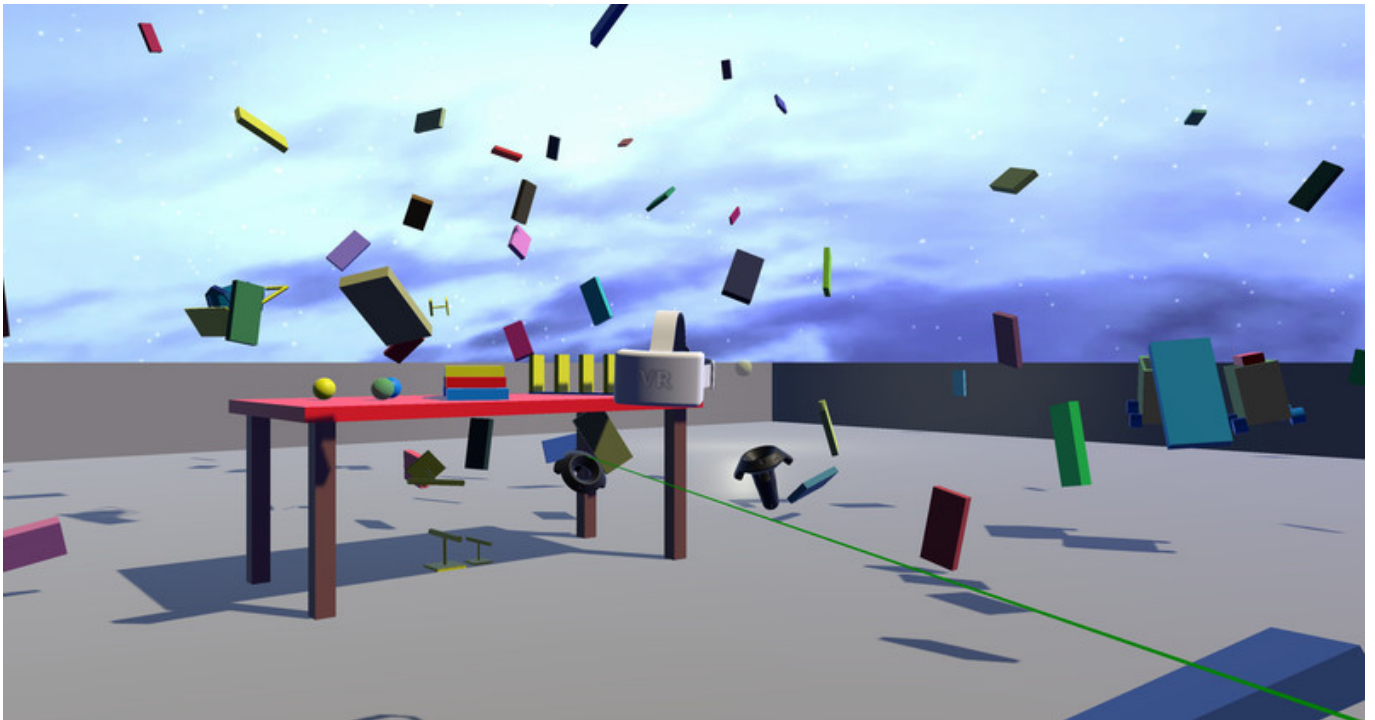

Blind Blades Download 12 Mb



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About This Game

The art of the sword is death by one stroke. The art of stealth is proximity with the unaware. In Blind Blades, players must master both. No special button combinations. No life bars. Just player against player. Skill against skill. **Winner take all.**

Hunt your friends by hiding in plain sight. Choose to be either a white warrior or a black warrior. Since the levels are black and white, your warrior will disappear into their matching background color. You have an additional color indicator to help differentiate you (blue, red, green, or yellow), but these different colors will still disappear into your background color. Once per round, you can use a flashbang to temporarily turn the entire screen your warrior color, hiding you and potentially revealing your opponent. Hint, timing and strategy are critical in using the flashbang. When you kill your friend, the red streak reveals you and your vanquished opponent. Be the last player alive to win a round. The first player or team to win three rounds wins the match!

Supports two to four local players

Death match or team battles

Five interactive environments

Title: Blind Blades
Genre: Action, Indie
Developer:
Heavy Key Studios
Publisher:
Heavy Key Studios
Release Date: 30 Jul, 2016

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English

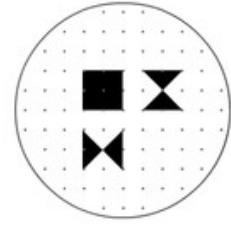
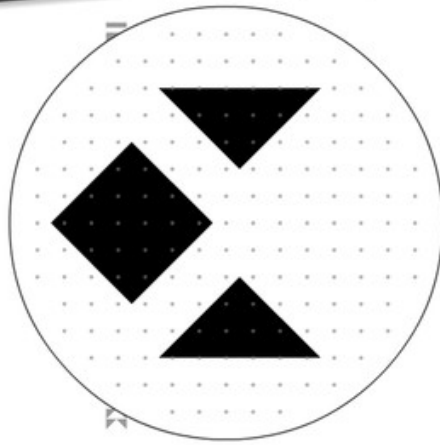
CHOOSE YOUR ARMY



Orcish Horde

HUGE MEELE DAMAGE
AND LACK OF MAGIC

minimal puzzle game





Fun to play as :D. Awesome game. Easy controls, you just give controller to your loved one or friend and play. Love it. Just my PS4 controller doesn't work (using shield for now).. Amazing media player, it can pretty much play anything :D. At first glance this game will look like some sort of Monkey Island ripoff. And in a way, that might be the way to describe it. Personally, I think it's more of a love letter to adventure games of yesteryear, combining the atmosphere and humor typical of major adventure games of the 90s with a few modern twists, including quests to find hidden pieces of eight and crackers, and a clever hint system should you choose to use it. If there's one thing that I dislike about many modern adventure games, it's that they give hints much too easily. Making the puzzles difficult to solve and not forcing hints down your throat is better for an adventuring experience.

The developer commentary is quite fun and at times hilarious to listen to, ranging from anecdotes on the game's development to outtakes from the voice artists. (Be on the lookout for Janes singing "Party In The USA!") The addition of unlockable character profiles and artwork does feel like an attempt to put in some artificial replay value, but that's really my only major complaint with the game.

Overall, if you want a short but sweet ride through a colorful world created as an homage to 90s adventures, I recommend giving this game a shot.. This game is shockingly well done. We see these pixel art games made by a lone developer very often these days, and most of them fall anywhere between atrocious and slightly passable, but Pixel Shinobi is the rare exception that has everything going for it.

Tight Combat -- The combat in this game is refined, functional, and constantly expanding in its mechanics. You start with just a sword slash and a falling attack, but you can unlock abilities with skill points after every level. Further abilities include silent assassinations (where you must sneak up behind an enemy or drop on them from above to take them out silently); dashing sword slice, which can take out multiple enemies with a single swing from a running start; increase the number of swings in a combination; and more. All of the fighting mechanics feel tight and function properly.

Stealth and Tough AI -- You can go rush into battles, but it's often best to take out enemies one by one without alerting them and their compatriots. You can crawl jump through trees and rooftops and crawl through grass to avoid enemy sightlines, but once they spot you, they will attack. If you're forced to engage in combat with an enemy, prevailing isn't a simple matter of pressing attack until he dies; one must block incoming strikes and time their own to ensure they aren't hit. Most games in this genre involve spamming the attack button every time an enemy is encountered, but this game provides variety and complexity by giving more diversity in combat and multiple options for approaching the enemy/level.

Levels are Very Well-Designed -- In many pixel games involving platforming, the levels are created with little thought, an excellent example being the blind fall into a death trap. I never once encountered an area in which I was climbing platforms to a high location where I couldn't see the floor, only to fall off and end up dead. There are spike pits and such, but the level is always designed so you can't fall into them if they're not visible. I never felt that any of my deaths were cheap or unwarranted. The levels also provide for multiple approaches and entry points to buildings and bunkers, with plenty of loot to be found. A small map is also provided in the lower left corner, just detailed enough to give you an understanding of where you are and where you've been, but not so detailed that it ruins exploration.

Great Music -- I can't say enough about the music, especially the dude playing a shamisen (the Japanese guitar-lookin instrument) in the town hub.

Skill Tree, Crafting, and Items -- The game provides a skill tree. You gain experience points after beating each level, and the skill tree is not overly complicated. The skills are simple and it's easy to figure out what you do and don't want. There are many items in the game: smoke bombs, poison bombs, grenades, multiple types of shuriken, and many others. All types of bombs have both a delayed and immediate version. The only complaint I have about this game is the crafting system: unfortunately, the crafting system isn't explained and the items have no explanations until you've already obtained them and select them in your inventory. Still, this is not a big deal, as I never needed to craft anything but some health potions. All weapon items can be found in loot boxes through exploration of the levels. Thankfully, a fan has made a very comprehensive guide that explains all the items and how to craft them (as well as all other aspects of the game). Just go to the game's Steam page, click on guides, and access the guide titled "Basic Crafting and Tactics."

Overall, I'm very impressed with this game, and I look forward to the developer's updates.. It's been a rough decade for fans of 3D platformers. Things have been looking up over the past year or two, but it's still slim pickings, particularly for PC gamers.

Luckily, we've got games like this.

The Legend of Kay is not the best game ever made. Its design is a relic of a by-gone era, and it's absolutely filled to the brim with cheesy cliches. But what it lacks in modern gaming conventions, it 100% makes up for in heart. Whoever made this game loved it completely, and it shows. The Legend of Kay wears its big heart on its sleeve, for the whole world to see.

There's flaws that need to be overlooked, but for those willing to take the journey--particularly those partial to the genre--you'll be rewarded with a fine adventure, through and through.. Lame, insanely hard, even in EASY mode, redundant and waaaaay behind a bomberman in terms of fun and excitement.

Brawl's universe is original, though extremely redundant again : everything's grey and dark, cold and static.

And to be honest, it doesn't worth its price at all. I got it in sales (50%) at 7,50 and I still feel screwed, good we can get refunded.. Worms Pinball is great fun if you love pinball.

That said, it's not worth Steam's asking price of £5.59. It's an old game, it's not been updated for new screen resolutions and you can get cheaper if not free tables with other pinball games on Steam.

But as I said, it is fun and it is worth owning.

So go buy it on HumbleBundle instead...you'll still get it attached to your Steam account.. Wow, What can I say I want to see this out of interest. It looked eerie from the screenshots, reminded me of Kings Field for some reason.

Unfortunately turns out this is not a game really, I'm not sure what it is. All 6 levels are an open space with one little area to search and collect an item. Level 2 is a tower in forest. The tower is about 6x6m and 5 levels tall, 3 enemies killed in one shot lift a crystal level done. Literally 10mins and you're done, finished with the game.

Not all is bad. The music is very good adds a really nice haunted undertone to the game. I also respect the fact that the person whom made it put a lot of time in to it. It would have been hard to learn how to create and edit, something I can't do or would ever bother trying. I really did like the simple and eerie look to the game, just wish there was a game here to back it up with. But for \$1.50 what do you expect.

Just not sure why this was put on Steam or how it passed any level of quality control by Steam. There is no game here it is just someone's muck around with Unity. Going by this I could literally create a game title screen 10mins of anything you have semi control over and bam it's a game on Steam.

Finally though for \$1.50, I guess I got what I paid for. It will keep me entertained for an hour or so checking for anything else I've missed and seeing what maxing the spells does if anything. So for a Buck Fifty yeah I'll recommend it. You can get much for that but you can get this ;). I remember playing this on Windows 3.1 and I'm glad that it was remade to be playable on Windows 10.

re-install it
Kalypso asking for login
trying my email for login
doesn't work
try forgot password
doesn't work
try to sign up
activating from email
your key is already activated
unable to play
f**k this !

. After the update the game is so much better. I am not a fan of all the radiation stuff but the game is a good survival horror. The game use to be unplayable now its really fun. Extremely well done!. I played it solo; was very entertaining. It has an arcade feel with tongue and cheek story and characters. There is a lot of charm packed into this 99 Cent gem.

. To put it simply, if you were a fan of the first game Heroes Rise: The Prodigy, then your going to fall in love with this game even more. Its obvious that the developer stepped up his game quite a bit, making this my favorite one in the series for now. If you didn't like the previous game, then your going to hate this one just as much.. 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.. Designed for a touch screen or a controller - yet it doesn't support controllers (lol) and as far as I know it's only available on PC. The screen follows the mouse as you move it, with the mouse being locked to the centre of the screen.. Jde to :DDD. Considering it didn't add more 'features', it certainly felt different from the main game.

6.5 V 10. This is a rather annoying game. I got stuck rather early on and was unable to get past a certain point. Now that I'm writing this, I just thought of a way to get past that point but I've already deleted the game. Another annoyance is the sheer running back and forth across screens just to complete a puzzle. I can understand that is the nature of adventure games sometimes, but this was just really annoying.

Another annoyance is the fact the game is stuck at 1024x768 resolution and it doesn't allow you to change it. Regardless, I honestly wouldn't recommend this game at all.

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