Blinding Dark Download]



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About This Game



We always dreamed to play more games like **Clive Barker's: Undying**, but the horror genre had a sudden change in direction which moved away from these niche games. As soon as **Amnesia** franchise started to pick up we saw an opportunity for a new mix. The general conception is that as soon as you have weapons to fight with, the horror part of the game fades away. We believe this is incorrect and **Blinding Dark** is our attempt to prove otherwise. Scarce ammunition, powerful enemies and limited options to recover health, creates a lot of tension and fear of death. Pair this up with the fact that there is a serious repercussion when dying and you have the danger / tension element back in the game.



You wake up in an entrance hall of, what seems to be, a mansion. You can't remember who you are and how you got there. Step by step you adventure into the dark to discover your past and unfold your future. Collect ancient relics and discover what is their unique ability. Take your time and

analyze the surroundings. Throwing yourself head on will often prove to be a deadly mistake.



- audacious combination between horror elements and old-styled first person shooter feeling
- interesting storyline that spans across multiple Acts and has deep roots within the general lore of the Blinding Dark world
- collect unique weapons and items, each with it's specific use
- survive against hell spawns, demons, monsters and spirits, each with it's unique strengths and weaknesses to discover and manipulate
- challenge yourself with difficult platforming and puzzle elements
- deep and rewarding exploration of hand-crafted environments, discover its secrets
- high quality graphics and first person full body view perspective

Title: Blinding Dark Genre: Action, Adventure

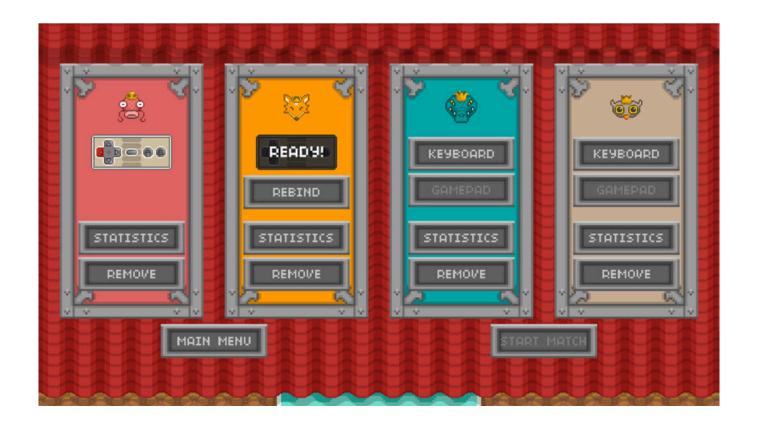
Developer: Games Hut Publisher: BulkyPix

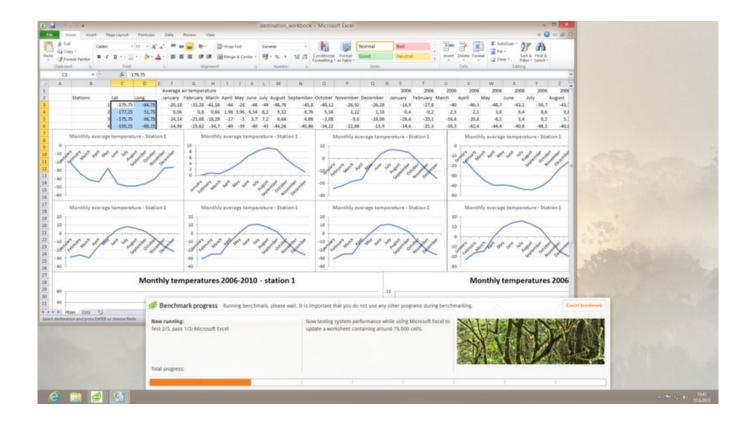
Release Date: 12 Aug, 2014

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English







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Ape Out would have been like the 3rd coolest Flash game in 2005. \$15 isn't much, but it's still too steep for what you get here. The "oooh it's neat and music is also neato" factor wears off after about 22 minutes. Get it on a Steam sale for like 7 bucks if you feel the need to play it.

Needs a ton more variety. Maybe a puzzle or two or at the very least some environmental traps to throw enemies into. Would also be nice to have some collectibles or a handful of items to interact with. Game is less varied than Streets of Rage or Final fight. Game is all style, no substance.. I think it's boring and dumb. I honestly did not know what to do after a while of playing. Unless you want to be confused and bored, DO NOT GET THIS GAME!!!. Spelling\Grammar\Writing in general was practically unreadable at times, a simple proofread would have gone a long way. There are glaring issues with the gameplay, getting stuck in objects, invisible walls, visible walls that you can actually walk through, and sections that rely on you not making a wrong turn\investigating anything else otherwise you'll just have to reload and go again. Not enjoyable.. This game has no cards.

It's no use buying.

So it is not recommended.. E. Wolf's Downloadable Content

I highly recommend this DLC. It adds very useful policies to Democracy 3, bringing more depth to the game and providing many subtler ways to influence the people of your country. Best in Genre. Seriously. I didn't even like the genre until I played this game. The detailed customization of the starships is awesome. However, it could use one more feature from the rougelike setting: the ability to run away and choose your battles.

I love space sim games and this was a well designed trap for that. I dropped my cash and regret spending even a penny on this buggy POS.. its good game play out but the game is laggy. Good fun game! Not that long but takes some skill to master. Give it a try!. After coming from 3U and 4U, I had a bit of a hard time getting into World. There was a lot of new mechanics to grasp, and my main weapon, Bow, got reworked heavily.

However, the moment I bought this DLC, I instantly remembered everything. Now I'm getting 3-minute long hunts, cutting tails with the Bow, and it's raining Plates!

Thank you Poogie.. Not great product, definitely needs improvements and refinements, bit difficult gameplay wise and sexual content isn't great, just pictures.

If there was a neutral rating, i would use it but the price isn't exactly worth \$1.50. MICRON on PC \lor Steam Score 9 \lor 10

Emerging from the fuzzy morning brain I grabbed a hot cup of java and slipped into this light and esthetic puzzle experience. Toe tapping to gentle \u2018chillout house music\u2019, I choreographed bouncing balls in 2D Minimalist geometric mazes and helped them \u2018exit\u2019 to the next levels. Sixty-three puzzles, six hours, 6 minutes a puzzle: Nice.

Game score 9 V 10

10 V exemplary execution of the genre with compelling innovation

9 V exemplary execution, don\u2019t miss out; for fans of the genre and the curious alike

8 V for well done not a must play, fans of the genre and newbs will be happy it is well done

7 V for calibrated expectations only, fans of the genre would not miss out if they skipped this

6 V only for serious fans of the genre for whom game play with bugs is acceptable

5 V enough bugs to make me unhappy

May 2016. A worthy sequel to "Freedom Force", which is one of my favorite games of all time. "Vs. The 3rd Reich" improves upon the original's formula in almost every way, except novelty. Both games have great gameplay and presentation. A very amusing game, expecially for comicbook fans.. Great story-line funny, interesting puzzel but one thing i dont like about this is there are no happy ending, just give him some happy end dev. Wait--you're telling me that this game has no Mac support? It's a stonge-age game, folks... get with it. (It's great on the PC, btw, but needs this extra Mac option.). A mediocre hidden object game which is a sequel to this hidden object game...

http://store.steampowered.com/app/298020/

The game is developed by these people...

http://www.gogiigames.com/about/

Who are mainly app designers that literally spawn by the bucket loads cheap and crudely designed games.

As i have stated in my previous reviews regarding hidden object games, I don't really understand the logical reason why I must continue to find stuff that I never need in the game. I've even remarked that I would much prefer if the stuff I did end up finding, I could sell it all on ebay. In adventure chronicles that's exactly what happens. After you find the object you have found each object is given a market value suggesting that it can be sold. The only main problem with this, is that you can't do anything with that money. You can't decorate the museum, you can't buy clothes, you can't even buy weapons to blow your nemesis with a hidden agenda away. So again what's the point of finding the stuff you never need???

Story is a big Yawn. You've been mailed a treasures hunters diary which contains the locations of 5 historical treasures on the false premise that the owner of that diary only wants a small percentage of the market value of the treasures found. If mundane objects like dominoes bring in \$1,547 why even bother with the treasures?

In the end the diabolical master mind who probably hasn't even learnt how to tie shoe laces yet, is thwarted by a trap that was so boring that i literally had to pound my head into the computer desk to get the circulation running back into my brain again.

Thumbs up because it works, but believe me, there is BETTER hidden object games out there... https://youtu.be/HvYizV0SmTs

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