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About This Game

Welcome to Wintreal, a small town in the northern US and home to the Blue Norholm Centenary School. Today is Ian's first day at his new school. Being blind, Ian has always relied on North, his faithful seeing eye dog, to guide him. But not everything is as it seems at Blue Norholm, and it won't take long until Ian's blindness will be the least of North's problems...

Features

- Guide Ian through the game as North, his faithful canine companion
- Use stealth, misdirection and guile to avoid the ghoulish students
- No violence

Title: Ian's Eyes
Genre: Adventure, Indie
Developer:
Sindie Games
Publisher:
SOEDESCO Publishing
Release Date: 1 Sep, 2016

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English







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This is a mediocre (bordering to awful) puzzle game, that looks great but have game breaking flaws and nothing special gameplaywise. There are one or two pretty clever puzzles in the game but apart from that the rest is pretty much just reusing the two most overused core mechanics from puzzle platformers (stop time and swap between worlds), and they have both been used in much better games before. The devs must also have realized that the snail would break some puzzle solutions and therefore they sometimes arbitrarily don't allow you to call her to you.

It's also very short. I finished it at 1,8 hours according to steam and it would have been shorter had it not been for the fact that you can permanently get stuck in a chapter and since there are no mid chapter checkpoints, you can have to replay the entire chapter again. I would guess you would finish it in about 90 minutes in a blind playthrough. Yes the chapters are very short but you shouldn't force the player to replay the entire chapter if they quit mid chapter (did this once) or if something with the game physics breaks (this happened two times). But the worst of these were when you give away your timeswapper just before the final confrontation (because reasons...) in the end of the 7th chapter, if you are in the wrong world (the current timeline) you are permanently stuck since you can't interact with anything and the platforms that you move forward with does not exist in this timeline. This is just incompetent game design, even for a 5€ game.

There are so many better games in this genre. Stay away from this tat.. This is a great short experience. The actual interaction of objects is a little subpar compared to other games (the angle of your hands aren't quite right), but on a whole this was a very fun, but short experience. I literally had chills from excitement upon finishing it.. The sexy Captain Price was first found in this amazing game.

I still hop on multiplayer and can easily find a match its amazing

EDIT: I'VE FAILED EXISTENCE, CAPTAIN PRICE FIRST APPEARED IN CoD 1. To be fair, for a first look, I kinda enjoyed it (or atleast it is a good idea...). Watched the CSGO ESL One New York 2016 Live stream with high hopes... At current state, everything was REALLY laggy with oohhh so low quality and that's without mentioning the audio quality. I just ended up watching the regular Twitch stream... But as said, it's a good idea and I'm hoping for a smoother experience in the future. I guess It's still Early Acces so what do you expect?

Overall: Don't recommend it right now but I'm hoping for a faster, smoother experience in the future.... I highly recommend Dungeons. It's a great party game. Great kobald smashing fun. And who doesn't like mead?. 3spooky5me

As of this writing there are a number of glaring and very visible bugs, the menu interface seems to be a bit wonky, and I had a little bit of trouble getting the VR mode to work, but the core of the game is pretty solid. Despite those issues I'd still give it a recommend because it's still in early access and those will likely be fixed at some point.. no es lo que yo esperaba no me sirve quisiera un programa para grabar ... it is not what I expected it does not help me I would like a program to record

The Texas is so much fun to play. Yes it is slow as molasses but she hits hard and chews up planes and spits them out. Seriously my favorite ship to play.. Reached level 2 once so I got that going for me...

On a more serious note, if you like really hard games (or hate your life like I do) you should buy this! . Wow! two breakouts released in a day. Breakout/Arkanoid games have always been one of my favorite arcade genres ever since the first one was released way back in the late 1970's. I've played hundreds of them over the years and have some particular favorites (e.g. Acky's XP Breakout, Ricochet infinity, Arcmania 2, Reaxxon, Hyperballoid 2, Arkanoid: The Virtual Isles, Incrediball: The Seven Sapphires, Magic Ball 3 aka Smash Ball 3, plus several others). All of those mentioned had something different or special about them such as a never before seen power up, a level editor, hidden levels, great level design or mini games, most of which gave them a lot of replayability. That said Caromble has an innovative addition called leap motion, which requires you to purchase the leap motion hardware that'll set you back just under 90 Euro's. I like the idea, it would go well with my Track IR, but for this game, I doubt i'll be spending a further 90 euro's.

The level designs are nice and I like the color scheme, which reminds me of the colors used in Borderland and Borderland 2. There's nothing spectacular about the game play, in fact I found it a little tedious, though there are some nice features; for example,

- i) ... A request window pops up for suggestions and feedback when you close the game down (this will probably disappear once the game comes out of early access),
- ii) ... Level navigation is simple
- iii) ... You can avoid the last few awkward to get bricks by hitting the portal at the top of the arena, that appears when there are only a few bricks left.
- iv) ... The way you can curve the ball by slicing the ball as it hits the bat.
- v) ... The end of stage bosses.
- vi) ...

Unfortunately I don't think the overall ball physics are good, and the bat seems a little sluggish. I've been playing breakouts frequently for over 30 years and consider myself an experienced player, yet I missed quite a few balls in the first 10 or so minutes due to the bat sluggishness. It's nothing major and changing the sensitivity of your mouse can sort the problem somewhat.

Suggestions to the developer:

It would be nice if there was a count down indicator showing how long there was left of any power-ups captured and I'd love to see a level editor. I'd also like to be able to select or deselect power ups. I've only ever seen this functionality in a few breakouts and it added a lot of replayability. Also some idea's for new power-ups include ball shape changes and bat shape changes to add to the randomness of ball flight.

I will return to this review to update it once I've added a few hours of game play and when its out of early access. Hopefully we will see lots of updates and additions. Overall I give this a thumbs up.

You can see a couple of videos of game play [HERE](#) and [HERE](#)

Check out Xaxtor99's review and video available [HERE](#). I will be updating my review with a more positive feel to my feedback once I've played the game a little more.. First, just so you know, I have not yet used the equipment gained from the encounter, nor did I yet persue the companion quests for our new friend, thus I don't know how he improves

at the end of them. Those won't be featured in this review.

This DLC gives you access to a new mission and a new companion. You get access to the mission after the hierophant mission and the companion after getting him in the Borrow Burrow encounter.

First the companion. He is a young goblin you pick up on your journey who decides to accompany you. In combat he doesn't fight but he is a slippery guy, able to dodge attacks very well. When you activate him in combat he draws the agro of EVERY OPPONENT ON THE FIELD. This is wonderful for getting attackers off your back long enough to pick off specific units (screw you phallanx), or use your artifact, or build your combo meter. Outside of combat, he doesn't do anything with the gambits. Instead, when you interact with him in camp, you can make him recharge one of your bombs (only the bombs) in exchange for him being inactive for 3 turns. This, in my opinion, makes him INVALUABLE for you if you like using bombs, or even if you are scared to waste bombs. He does little enough otherwise that I don't feel too bad about making him inactive so I can see myself using bombs a lot more now that I have him as a safety net. He won't recharge healing objects or damaging objects not labeled as a bomb (sorry damaclese), but this is still great.

Now the mission, mapmaker. First, I am not entirely sure where this is suppose to fit chronologically since it seems like it is suppose to take place in the far future. Story asside, this mission has the gimmic where it always follows a certain pattern. It is always a 7 by 4 rectangle, there are towers at both sides of one collum and trees at both sides of one row. A priest statue is always revealed to you when you enter each of its 3 layers. You can pay the statue for riddles that dictate the rules of the map, revealing the aspects of the map that will always be the same no matter what layer you are on or how many encounters you do. The riddles even carry over between runs so you never have to rebuy them. If you buy all the riddles in one run, it will cost 156 gold. In order to get the gold token for the encounter you need to releace the ghost pirate's crew, which is also done at the priest statue. Each of the five members cost 20 gold each, again, pretty doable. At The final boss in the encounter is admitadly a bit of a pushover, at least for me. The map itself is more dangerous in my opinion. This encounter is servicable, and its predictablility makes it easy to get the gold token and easy to run into encounters if you are trying to collect tokens without the hassle of a difficult mission or uncertain card rng.

All in all, I think 7\$ is fine for this dlc. There is a good amount to enjoy, and as you likely already know, every card made available to you enriches the main game and endless mode, including new equipment, new encounters and in this case a new companion.. Choppy and glitched. Not fun, not playable.. Played this for the first time in a while and some reason I can't move, nothing seems to work!!.. Good game, but after recent update the game is unplayable.

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