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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





Kira seemed quietly thrilled with her rocky road milkshake which looked bigger than her head.



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Fun little game. Very solid even if it's still fairly small in scope. Normal difficulty was a breeze, but it seems to scale well on the higher difficulties, and arcade mode is fun and will overwhelm you eventually.

Micromanaging could stand to be a little easier, but not a big deal since you don't really need it below impossible difficulty.

Worth buying using the "is it worth buying instead of going to see an equivalent number of movies" scale.. Creepy INDEED! Holiday horror done right. Good sound, graphics and scare tactics. I have yet to figure out the game ending but will try it again, you should TOO!. Pretty nice arcade-style colorful FPS.. Thumbs down

The developer removed most of the achievements in this game and added an achievement which is broken

Therefore, we not only lost many achievements but also a perfect game

Congratulations! You lost a customer and angered many achievement hunters

I won't buy any of your games anymore. One of my favorite games to come out in recent years. Moon Hunters is an incredibly enrapturing experience, though one to be played in small doses. It's the kind of game to play sparingly, as trying to grind every achievement at once takes a lot of fun out of the game. Definitely recommend it for people who like RPGs or D&D and enjoy getting into the mindset of their character, and develop them through choices that they think that their character would make. Both singleplayer and multiplayer are fun experiences, though certain multiplayer features are slightly bugged, in the sense that all unlocks will go only to whoever is hosting the game, and that if people make different choices than one another the game doesn't really know how to handle it and just randomly chooses one.

My few complaints are that despite how narratively and artistically rich this game is, it's still relatively shallow, and I can't see there being much replayability value after all endings, characters, etc have been unlocked. Also, the "legends" feature that writes a tale about your character is pretty buggy, and will often list things that your character definitely never did, but that's a relatively small complaint.

Overall, however, Moon Hunters is a great game, though unless you're rolling in cash I recommend waiting until it's on sale to buy, as it's understandably pricey due to it being an indie game. I've had a lot of fun with it so far, and definitely recommend it.. A short puzzle game with a simple, but surprisingly challenging premise. The only mechanic is moving two siblings around at the same time with the same movement keys. The trick is that the siblings do not move at the same speed, requiring some nimble fingers to get them where they need to be. The atmosphere is pretty and interesting.. The controls are annoying and the questing is bad.. While this is really really good and a really really good scenery, it does not work with Ground Services X. I bought this and tried using it with GSX but it would not correlate the gates properly. In the end I had to buy it from ORBX's online store.. I could not get this to run. It's a shame because I really enjoyed the first game in the series.. Boring. Multiplayer desync and shows the wrong position of the opponent most of the time.

Amazing game, great time killer, and all around fun.. I love this game to death. It has amazing dogfighting, tons of weapons and equipment, and the sense of progression is fantastic for a roguelike-like. It's like what FTL would be if the moment to moment gameplay were actually fun and engaging. My only criticism is that I wish it had more content or a sequel or something. Even so, you can play this game for a remarkably long time before things start feeling samey. Procedural generation is used to great effect in this title.. The game is a bit old so the resolution is not good for a lot of the screens, it is ONLY hidden object puzzles and it is also Time Pressure. BUT it is fun. There are a lot of jokes hidden around in the clues and the "criminals" you catch - such as Gil T. Azell mentioned by MirandaKym in her review. There are a lot of things like that. Another was that one of the things to find was "2 pairs of glasses." I'll leave you to figure out the possibilities for that.. its fun and a good time killer at times, my only problem is i cant find a server. This has a lot of potential but needs a lot of work. There are a lot of cool things in this demo that could easily be made better with simple tweaks, like adding motion control feedback with the shield or striking anything really. The hands felt slightly off to me too, like they were in my wrists. The inability to turn was aggrivating on both track pad and teleport. I hope the team continues to devleop this game and really polish it up. Can't wait to see a final version.. fairly standard rpg in that you can be a caster or a hunter with range weapons, and a hack and slash guy. the quest are fun and it is adictive, the monsters look good also, has a weird areana fighting quest to do that are not really worth doing but still overall a good game.

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