
Blind Blades Activation Key Generator



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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

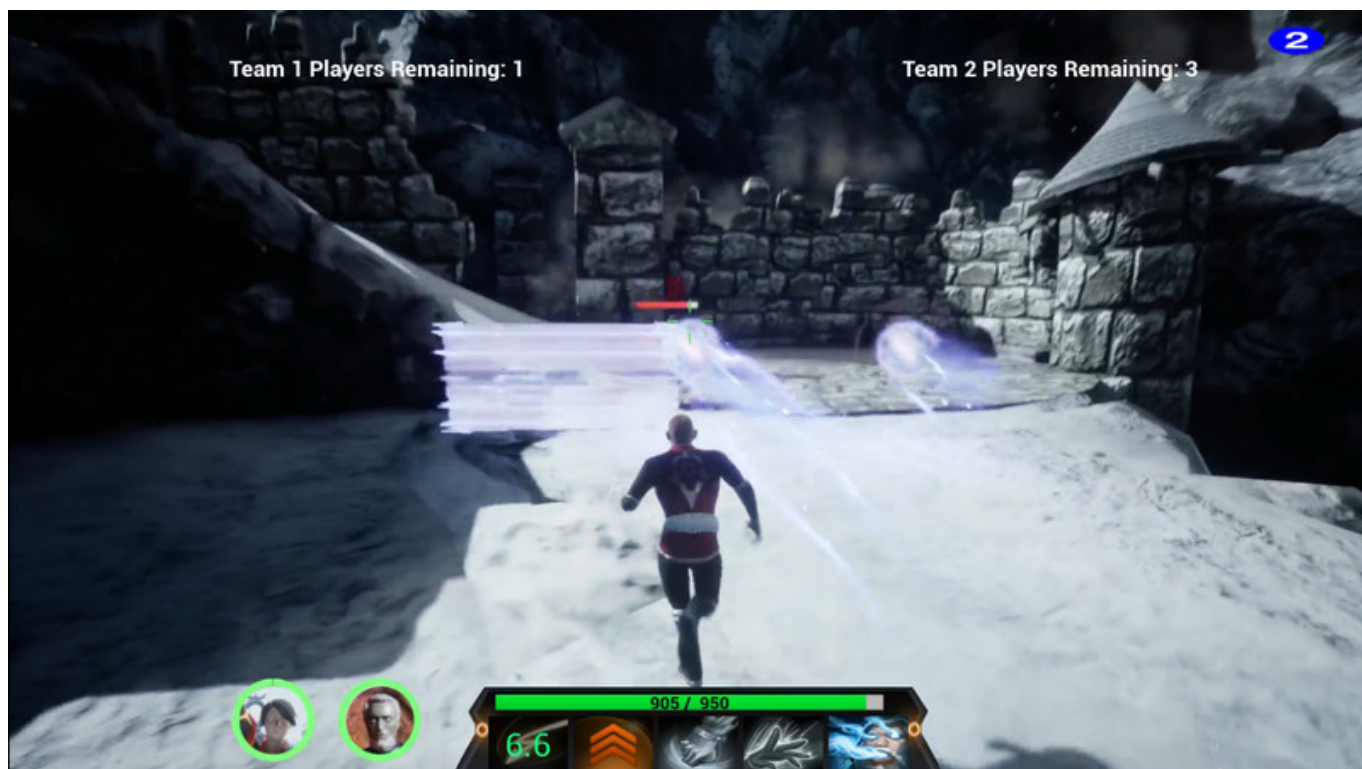
Title: Blind Blades
Genre: Action, Indie
Developer:
Heavy Key Studios
Publisher:
Heavy Key Studios
Release Date: 30 Jul, 2016

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English







This game is surprisingly good, the gameplay is smooth and fun, the music is calming, and the AI seems to get increasingly harder.

BUT, the lack of online multiplayer makes this game really boring, really fast.

You can't play with another person unless they are on your friends list (and own the game).

If this game would have some sort of online multiplayer, the game would be amazing.

But I do love this game, Whenever I feel stressed I can just turn on some music and play this, It's very relaxing.

In conclusion, for a \$.99 game it's simplistic and fun, but the lack of online multiplayer ruined it for me.

If you do buy this game, I recommend getting a copy for one of your friends, or convince them to buy it.. I've had the game for a while, and decided to give it a run again recently, since the last time, this being April 11,2019.

- + Amazing visuals
- + excellent framerates
- + fast and furious gameplay
- + Awesome gun selection
- + aesthetics are What the doctor ordered
- + BOTS
- + Level system and stat recording!

- Menus wont allow controller support, though its in the menu.
- Menus dont let you adjust sensitivity
- Maps, though fluid, are dull and basic. feel like demo levels. (+ definitely perfect in size for up to 8 players though. bravo)
- Nobody wants to play online. BUT it is rectified by competent bots
- Too few Maps!!!

Score: 7/10 (early access score)

All of the pieces are in place, but this game equates to getting a handjob and the chick doesn't finish.

Are you kidding me? the gameplay mechanics are here, the bots are here, the peer to peer networking is sound (tried it with a willing participant) and that's amazing. just saw the video for a "reboot". Nah, son. your'e messing up.

Your Level design flows, but is un-interesting. let's be fair here. this is what you need to do.

focus on your Systems. (mouse sensitivity options, control streamline, etc, everything that is connecting the game together. LET US MAKE MAPS FOR YOU. Open the Workshop for Maps! focus on your game, and choose the maps you want in your game for the final release. THIS is how you will find your market and players. Look at Garry's Mod. OPEN THE GAME. At least just for the Maps. Concentrate on making the Game WORK, which it does. I can imagine a fan remake of some COD levels making your game popular from the workshop.

Excellent work, my friend. but Please don't let PRIDE or EGO keep you from Acheiving GREATNESS.

peace.. For years now I've been trying to kill off these pesky little buggers. This game totally ROCKS! It's Out-Of-The-Box concept makes for hours of crazy fun. If you're having trouble running the game (like I did), the devs are great and will work with you to get the game up and running....It's so worth it! I have to said it, devs...Those little 'Bundle OJf Joy's are truly Butt♥♥♥♥♥Ugly, lol! Anyway, the price certainly is fair enough for one of the funnest games out there. I laughed so hard, I thought I'd have a laundry problem!

Devs, thank-you for giving us a game that's totally out of the box and off the wall. Hope to see more adventurous games like this in the future.. The main reason I don't like this game is the controls. While you can change most of them you are unable to change the movement keys. So you have to either use the arrow keys or use a controller were you have to use the D-Pad.

There's also buttons for rolling, but I can't figure out how to do it. I press the buttons but nothing happens.

For some reason enemies stunned by the sword can still damage you so I died a couple of time by running into stunned enemies. TL;DR - It's a good collection of 5 basic games that offer a nice way to pass some time but don't require a huge commitment to time to play. I will lean towards a positive rating because of the solitaire game but *ONLY* if you can pick this game up at a discount.

4/10 stars

I've only played 2 of the 5 games in this bundle, and I enjoyed the solitaire game.

PROS

I played the solitaire game and I liked it. It's your basic solitaire card game, with an option for stacked cards to be hidden or displayed. The pirate theme is cute and the background music is OK. It's a nice game to play when you have a few minutes to spare but don't want to get involved in a long game that's hard to quit out of quickly.

NEUTRAL

I played the mahjong game but thought it was average. The background music was nice, but the play modes were limited.

There's better mahjong games with more features, so I probably won't be replaying it.

I don't have any interest in the tetris, sudoku, or word games so I probably won't be playing them.

CONS

I got the game on sale for \$1 and felt it was overpriced, but that's partially because I'm only playing 1 of the 5 games. Even if I was playing all 5 games, I don't think this is worth full price (\$3.99 USD at the time of this review)

. Let's get the obvious questions out of the way first, shall we? Is this game a bit like Limbo? Yes. Is it as good as Limbo? No. Of course not. Will I enjoy this game if I enjoyed Limbo? With all overwhelming probability...yes.

Apart from the obvious cosmetic similarities, Buddy most certainly shares the trial-and-error, learn-by-dying-a-lot puzzle-platforming style of Limbo. The most obvious difference, having said that, is that while Limbo can be quite fast 'n' frantic at times, your spooky little cat character in Buddy staunchly refuses to do any more than walk at a moderate pace, even when he has a gigantic rat monster on his tail. He's a stubborn little \u2665\u2665\u2665\u2665er that way, I guess. But the puzzle-solving style is very much intact, and much of the sensibility besides certainly recalls the greatness of Limbo, while never quite attaining the same heights as that already-classic game.

This game is certainly a bit of a head-\u2665\u2665\u2665\u2665 at times, and definitely likes to mess with you. I'll give a cool example (minor spoiler alert):

You've just gone through a door, it's closed behind you, and the monster which was just chasing you is now pounding on it from the other side. No matter: Buddy's gonna nonchalantly walk on, at his usual semi-leisurely pace, and eventually find that he can't progress any further after a brief cut scene. Guess I'm gonna have to...go back the way I came? Oh look...the door I came through is now open. And there's an item I could surely use now lying in the doorway. Does the game seriously expect me to..? Yes. Yes, I suppose it does. And sure enough, a huge claw comes out of the doorway when I get too close, and Buddy loses all nine of his lives in a single swipe.

Cheeky \u2665\u2665\u2665\u2665ing game. (The next time I was a bit more cautious, and got that item outta there before the claw could get at me. But the game still got me good, if only the once.)

So sure, this product is clever, highly atmospheric (both visually and sonically), and alarmingly scary for a platformer. That's the good news. Now for a rant. (Deep breath:)

WHY THE \u2665\u2665\u2665\u2665 DOES EVERY SINGLE DEV WHO MAKES A PLATFORMER FEEL COMPELLED TO PUT AT LEAST ONE OR MORE SECTIONS IN THEIR GAME SEEMINGLY DESIGNED TO

INFURIATE THE PLAYER TO THE POINT OF RAGE-QUITTING?! AND WHAT THE HELL DO THEY HAVE AGAINST SEMI-FREQUENT, SEMI-FAIR CHECK- AND SAVE-POINT SYSTEMS?!?

To wit: There's a bit in this game where you do a series of jumps - not dangerous ones at first, but certainly time-consuming, and annoying as hell if you miss one and fall back down and have to do it all again. After about ten to fifteen such "easy" jumps, there is a series of decidedly more difficult and deadly ones. The catch? You die here, you go ALL THE WAY BACK TO THE START OF THE EASY JUMPS. Like, no kidding, about two minutes of gameplay you have to repeat again and again, despite the fact that you've already "conquered" the first dozen or so jumps ten times already. AM I THE ONLY PERSON SICK TO DEATH OF THIS STYLE OF "GAME DESIGN"?!?

Devs: Please, please, pretty please, get people who AREN'T on your design team, and AREN'T your bad/hardcore gaming friends, to play scenes like this in front of your eyes. Watch them accept the early failures with perfect grace, then watch them slowly-but-surely get off as they're made to redo the same thing bits over and over and over again...for no good reason...then don't blame them when, since the dev is in the very same room as them, they decide to PUNCH YOU IN YOUR SMUG GRINNING FACE. Let's face it: You'll deserve it. And I'm a non-violent kinda guy, a total pacifist. And even I'd punch you in your smug grin face.

And I don't just mean the Buddy devs here; I mean ALL of you devs. Please. Stop making people needlessly hate your games. Throw the player back five or ten jumps at the most, maybe a minute of gameplay at best (unless it's a purposefully long boss fight or suchlike). There's no need for people who paid you good money to keep bashing their heads against the same brick walls (other than giving the illusion of the game being longer than it is; but at a solid three or four hours, I for one am more than satisfied herein). Surely I'm not the only one who considers this kind of design nothing but a waste of their precious time.

So apart from a sometimes save/check-pointing system, would I recommend this game? Hell yes. I'd even recommend it at the price of fifteen bucks, though I can't help but wonder if they're pushing their luck a bit when Limbo is only ten (though this game is newer, I guess).

Why do I keep mentioning Limbo? 'Cause not only is it a well-known game that people may be familiar with, it's also pretty much "the bar" when it comes to these kinds of spooky puzzle-platformer games. This game comes reasonably close, and that's to be seriously commended. Add in a bit of "walking simulator", and a wee, wee bit of Alien: Isolation - you'll see what I mean when you play it! - and you damn near have this game in a nutshell. A little more fairness in the saving department, and I'd frankly recommend this to anyone. It's just a shame that some very patient players may not see it through to the end, just because they're not sufficiently "hardcore" in the "skillz" department.

Oh, and the death sequences for our bold little kittie-cat are a bit lame, and the character doesn't always "align" with the scenery that perfectly (especially on ladders). On the whole, though, this is quite the minor gem. Here's hoping the devs spruce things up a tad, and get some of the acclaim and sales which they surely deserve.

Respect. To the devs, AND to the players who forgive them their flaws, all too freaking often...

Verdict: 9/10.. This DLC is great IF you're a multiplayer type of person, and you really want an edge when you start. The new outfits are cool, but the weapons and respective camo's are sooooo badass.

My verdict: buy it for half-price during sales and you'll definitely get your money's worth!

This is just a rpg with a music theme but the rpg side needs serious work. If you are looking for a RPG buy TorchLight 2 instead. Looking for a music game buy Auditorium instead.. This is, by far, the best thing I have ever seen on the rift. I honestly could not see how they could improve on the 3D experience. The depth and scaling of the scenes really make it pop, and it gives a quite beautiful landscape (think James Cameron Avatar fluorescent night scene type coloring and style). I received almost 0 ill effects from this game (an 8 hours session in half life 2 gives me a pretty bad headache). The game is fun and you can kill time in it pretty quickly without even realizing. It's also nice that they allow you to control yourself with both your headset and a keyboard, as they give completely different experiences.

However, the game definitely needs some tweaking in a few areas.

#1 The random generators can be completely unfair. I once made a perfect run on a track in hard mode, and still lost 30 seconds. Kind of ruins the fun of a game when you are constantly put in unwinnable scenarios.

#2 Starting in hard mode, you get a bowling ball type obstacle. This obstacle can also make the game completely unfair. For example, you're coming up on a 5-protein chain, but have the bowling balls before it. They are not likely to make it through to the red walls. I cannot find a sure way to hit the balls to guarantee at least 1 will get through.

#3 Sometimes the vertical climbs can be just a bit too steep, and the red walls come up so quickly, there is literally no time to make a guaranteed dodge, leaving it up to luck.

Although, I'm sure these problems can be fixed without having to make any large changes to the codebase, so I expect the authors will be able to get this right some point soon (A Story About My Uncle being a great example of early-access developers listening to the fans on gameplay tweaking :-). Oh. And achievements are always nice ;-). This is a hybrid RPG-manager with small-scale tactical combat where decisions matter and everything is turn-based. There are strategic elements as well, all wrapped up nicely in a fantasy world. The UI is very intuitive and graphics/sounds are quite pleasing. Most of the game will be spent in the tactical combat view, and I find myself going "one more turn" until 1:30 in the morning.

So you are the commander of the Storm Guard and from the town view you have a number of strategic choices to make. Who to train, who to send on missions, who to recruit and such. Nothing too complex, unfortunately. Once you've selected your mission (could have been a bigger variety here), you send your forces out in a map that resembles a dungeon crawl. On each room you enter (doesn't have to be a room, but the map looks that way) you get an event, some are fights while some are choices to make. The choices aren't too complex either, but they do affect your gameplay so they do matter more than they do in most game that claim that choices matter.

Each character has a race and class and you get the usual bunch here with dwarven berzerkers and warriors, elven hunters and magicians and human warriors and healers to mention a few. Each class has skills to learn and train, and most can be used in different ways. I personally don't like games with class systems, but Storm Guard manages it well and gives each class at least 2 different viable ways of using each character. Which character you bring will also affect events on the missions - if you have a dwarf with you, you'll be better at negotiating with random encounters with other dwarves. Still, the system feels a bit static to me.

The enemies are nicely varied with scaling difficulty, at first you'll encounter mostly melee enemies but soon you get deadly skeleton archers backing up werewolves or goblin skirmishers and trolls. Simply put, the enemies are the usual suspects in a fantasy game - zombies, orcs and a dragon as boss. The AI is good enough to use different units with different skills in an acceptable manner.

There's some nice voice acting in the game, where the narrator gives descriptions about new enemies and generally inspiring words upon completion of actions. Sounds in general are good, and graphics are pleasing as well as clear - you never have to squint your eyes and set up gamma to see what's actually there. Most things about the UI and visuals are very well functional. If I'd complain about anything here, then it's that ESC doesn't bring up menu by default and SPACE doesn't switch to the next character by default. It's also a bit too easy to accidentally reorganize the roster while assigning tasks.

A minor complaint would be the difficulty settings, as I find the options too narrow and static. I'd prefer more options available, preferably full customization.

All in all, the Storm Guard combines a number of different features. It doesn't really excel at any of them, but the combination is really appealing to me. Well worth the pricetag and deserving of more attention.. It's a good game BUT NO ONE PLAYS IT. If you plan on farming samples to get your upgrades faster, you want the UAV. Possibly the most necessary DLC. Most likley

why it was included with pre-purchase.. Simple but thought provoking game! Definitely pick it up if you enjoy relaxing puzzle games. The ending was a little anti climatic but overall the game has an awesome concept of creating unique shapes with other shapes. Definitely recommend, especially for achievement hunters!

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