

Blind Love Download With Crack



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About This Game

**"Love: it's easy to find and it's easy to spark.
The challenge of love is actually maintaining it."**

When a man becomes the victim of a car crash that costs him his entire sense of sight, he has no choice but to try and live on without it. Treated with kid gloves by both his best friend and his sensitive girlfriend, he tries to make the best of his situation and becomes adjusted to using his remaining four senses while still being himself. However, can he keep and protect his love without being able to see her or her hardships?

—

Genre: Drama/Slice of Life/Dating Sim(BxG)

Writer/Programmer - Michaela Laws

Composer - Christopher Escalante

Sound Effects - Jonah Scott

Art - Kopianget (Rizky Prahesa) , ReddArt , Michaela Laws

Voice Talent - Warky T. Chocobo, Michaela Laws, James Brown Jr., & Hayden Daviau

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For Self-voicing (For the visually impaired), simply start the game, then press combination "Shift+V"

Title: Blind Love
Genre: Casual, RPG, Simulation
Developer:
Michaela Laws
Publisher:
Michaela Laws
Release Date: 28 Jun, 2015

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English







Over the wintry

forest, winds howl in rage

with no leaves to blow. Finishing the game took me about 1h and it was a pleasant experience discovering musics and learning to master the little rocket you must not crash. It's very minimalist in the meaning of no refinement has been made, you get a working rocket dynamic, a bunch of levels and that's it. No sugar added on top to elevate the experience.

Sometimes basics may be enjoyable.

[5.4 V 10 - technical review. This is a very cute game with simple game play and real life lessons to teach. I picked it up thinking it was going to be similar to Stardew Valley, or maybe a Dinner Dash, but instead I got a really good game with an actual storyline. Pleasantly surprised with the extra story line in the Medium+ after the first run.. Why not? It's a classic from that golden 2005 - 2011 era where they really made games that could hold up. Get it on a sale and... try not to hate the first levels too much?. The funnest gun in the game for 99 Cents? Sign Me up. An awesome unit that adds a lot to the game and the playstyle of the factions that can use it. Worth the money.. First Impression Video: <https://www.youtube.com/watch?v=i96p45rBxCw&feature=youtu.be>](#)

[I was impressed by the trailer for this game, so I though I might as well try it out. The story is that you are a nano-bot injected into a little girl who is suffering from some unknown illness. Once inside the body, the game is pretty much a first person shooter that has the setting of being inside the human body.](#)

[You have two guns \(right click and left click\). Feels like one weapon does more damage to shields, while the other does more damage once the shields are down. There is also a grappling hook mechanic kind of similar to the Just Cause series.](#)

[With the game being on the unreal 4 engine, it looks very good. You can tell the devs spent a lot of time on making the levels look great. Audio is good too, with lots of voice acting \(even if the accents do sound a bit fake\).](#)

[One issue I did have was being unable to record with bandicam in full screen. It would crash the game on every load screen. The solution was to run the game in full screen windowed, which worked flawlessly. Not a huge issue, as I've encountered this issue on a few other games in the past. \(engine issue perhaps?\)](#)

[Overall, this feel like a solid game.. This game does a really good job of challenging you to think about every decision you make and gives you so many tools to create the perfect defensive structure. Decisions are critical, as upgrading your walls at the wrong time could leave you without enough manpower when the real assault starts. The resources asepect of the game forces your attention away from the castle and keeps the game interesting when defending the castle seems easy enough. More importantly, the support for this game is incredible, with updates being pushed out frequently to add new features, fix bugs, and address the needs of every person who buys it. A solid game with a great support staff that is fun for hours and hours on end.](#)

I don't recommend this game if you are looking for a city builder. In general, I found it lacking the depth I normally enjoy from the city simulations.. Fantastic...I already sense this one will be a classic. (Expanded review after 12+ hours of gameplay)

Frankly, I think the game designer is a genius. He has maximized the good*...fun trains, the feelings of satisfaction when you set things up well, and when you accomplish missions, etc., and minimized the silly hassles. He has even managed to make the time pressures not hurt that much.

I am almost always pausing RTS games in that I feel like I'll miss something if I don't, or I don't have enough time to get everything done. Somehow, that concern is not present here. Usually, I avoid games that deal in complexity because of the various kinds of hassles that arise. I've been playing video games since DOOM in 1994, and Civ II was my first RTS game with compounding complexity. Since then, I tend to avoid RTS games because of the hassles from bad design, balance, etc. So it might be saying something that I feel that I can manage the complexity of this game without too much effort. For me this is a rare treat.

*Here are some specific examples illustrating why you should give this game a try:

1. Very easy to add tracks and signals, and remove them. Hassle factor is minimal.
2. Vital tracklaying feature: You can add, then delete, track as much as you want until you get it right, and are charged only for the final layout. There was another, similar game that I won't mention here, that was difficult to get the track right...and if you deleted anything you didn't get any money back. I thought, what good is a computer tool if it doesn't help you find a workable design, but penalizes you while you try and learn how to use it? Mashinky gets this important feature right.
3. Train pathfinding is quite good, and instantaneously updates when you make track changes. When there are errors, it's almost always your fault, not the game's having a bug. There are so many ways to setup a track network, and some of them are, like my first setup, really bad!
4. The game jumps in complexity, but only when you want it to. That is, you can choose** to deliberately pay to advance to the next "era" where new trains, industries and product are available. If you like your optimized setup as it is, then you can just let it run for a while, and you can marvel at how efficiently and nicely it works. **In settings, before starting a new game.
5. You can seamlessly (yes, really) jump from "build" view to "scenic" view, and watch a train from any angle. Even from inside the locomotive or the cars. The artwork style looks...arty, kind of like an oil painting. Pretty, naturalistic.
6. Missions actually help you improve your rail and industrial network. I think the game senses what you ought to be doing to prepare for the future, then prompts you to find a way to do this, through missions. Even seemingly wasteful missions have a payoff that come in the future.
7. Doesn't stutter or pause. Doesn't make my (average for 2019) video card overheat, either.. It took me a while to be fond of this game as I played it years ago and while my rig met the minimum requirements (almost reached the recommended ones) it had a hard time running Crysis on it properly. There were numerous glitches, audio issues and frequent CTDs.

But you know what? Putting the technical difficulties aside this is a damn fine game! You play Nomad, a special forces soldier who wears a so-called nanosuit. The story takes place in the future and the objective is to find out what happened on the island previously seized by Koreans.

While you traverse through the deep jungle and small settlements you notice two things: the game is stunningly beautiful (there was a reason for the high system reqs) and that by hiding-shooting you cannot eliminate your foes. You need to utilise your nanosuit.

You can bring up a special menu and select from various abilities. Speed makes you faster, Strength allows you to melee your foes or throw bigger objects and Stealth makes you invisible. All drain your energy bar (which will refill automatically, but slowly) and I do not have to mention that Stealth is the most exciting and most useful among all. Oh, yes, there's a 4th power enabling you to take more damage.

Enemy AI is great - they respond to the noises, work in squads and will try to find you even if you are invisible. On greater difficulty settings they speak Korean so you do not understand what commands they give to one another.

Occasionally, the game throws in some scripted cutscenes - these look good and also interesting. By looking at the pictures on the store page one can guess what they'll find (and what the army was really looking into), but let's not spoil it here.

Crysis is a stunningly beautiful game (even today considering it's more than 5 years old) and makes for an interesting, action-packed ride.

WARNING: This review is based on playing the game on a 32-bit operating system. As per the feedbacks on the store page and amongst the discussions people detail further issues when it comes to 64-bit systems. I understand there is a workaround which has been tried and found good, still, this is just to let you know that before the purchase you should look into this.. Its a fun game for young kids. Combining a SHMUP with idle game it's not a bad idea, unfortunately, this game implements it badly, especially for those using mouse and keyboard. The shooting part seems like something that was tacked in at the last minute, with awful controls, no option for customizing graphics, no option to lock the mouse to the window, which causes problems for anyone with dual monitors, a complete disaster.

If they fix some of those issues, I might rewrite this and change my recommendation. But for now, I uninstalled it and recommend that you don't waste your time. There are better SHMUPs for cheap and idlers for free out there.. Great game! love it.. 5/5

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