BlackEye Crack Highly Compressed

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About This Game

BlackEye is an adventure game, and its main character is the inhabitant of the world of Koyte.

Koyte is a planet which diameter is 4.5 times more than the diameter of Earth, but its mass is less than that one of Earth. There is almost no atmosphere at the surface. At the same time the planet is pitted by caves that go many thousands kilometers down and keep all the life and air inside.

Koyte is really the planet of caves. Rumors say that about a thousand years ago the advanced civilization prospered on the planet. Ancient caves still store strange objects and mechanisms left by that civilization. Everything is different on the planet now. Something happened to those ancient forerunners. Now this mysterious world is divided into two - upper and lower ones. Some rational beings live in the upper world. Probably they are descendants of the ancient people as they feel quite cozy and

good here. Life of the lower world is completely different. Ugly creatures, blood-thirsty predators, that know no mercy, live in the lower world. There is nothing more hated for them than the inhabitants of the upper world! No one inhabitant of the upper world would voluntarily go down to the lower world. However the main character has to reach the bottom!
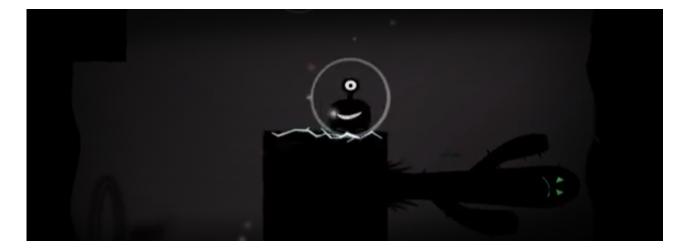

On his way downward, BlackEye (as his tribesmen call the main character) learns how to battle against creatures of the lower world. He masters new types of weapons and protection.
BlackEye becomes more sturdy and stronger with each battle. He has a very important ability; he is able to store a huge number of useful things in the pockets. Using them separately or in various combinations he can work wonders. Who else except BlackEye can pick up a heart of the beehive of Stony bees destroyed by him and to use it in his purposes?

Help BlackEye! Go through the lower world together! Discover a huge world of caves, use artifacts of an ancient civilization, and solve its secrets. And at the end, with any luck, you'll learn a history of this strange world — the planet of caves, the world of Koyte.

Current build contains:

- 33 levels

- 5 types of weapon mods

- 7 types of monsters

- secrets and puzzles

- XBOX gamepad support

- The original game-play: the character can shoot while doing somersault. And he can "stick" to the walls while sliding down.

Title: BlackEye
Genre: Action, Adventure, Casual, Indie
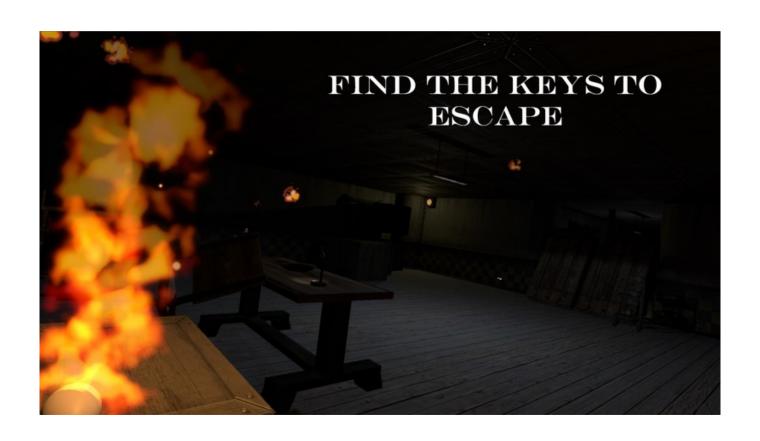Developer:
Dnovel
Publisher:
Dnovel
Release Date: 9 Aug, 2017

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It was fun at first but I'm not into this kind of reptitive nature and the plot definitely isn't enough to keep you playing. Was fun for a little while, but overall not worth investing my time in my opinion.. This is a good game, lots of fun to play.
RIP TellTale Games, thanks for the fun.

F. I'll first write a section that has no spoilers and evaluates the game, then I will write with spoilers.
Non-spoiler section- TL;DR Stories Untold is a great atmospheric horror game and is great for many types of players. Long version- Stories Untold is absolutely wonderful. I'm a person who doesn't play horror games due to being startled easily. Call me a wimp or whatever you like but I'm easily frightened by jumpscares. I was happy to find out from a first-hand experience that the game minimalizes how often it uses jumpscares. If you're like me, I can say that the game uses most of its big jumpscares in the first episode. Otherwise, it just feels like its going to jumpscare you at any time. A good horror experience knows how to avoid using these jumpscares not only as a frightening mechanic, but by using them to introduce a legitimately scary moment. In movies, jumpscares are cheap if it's just "BAM" and thats the entire shock. Stories Untold follows the jumpscares with perfect atmospheric horror and feelings of dread. Each episode has something different to offer while still holding a good mechanic in play. It's completely worth it for the cost as well.

SPOILER REVIEW SECTION- TL;DR Stories Untold has a seemingly simple story combined with creative narrative mechanics that shift the players attention in great ways while still being straightforward. Long version- Stories Untold not only has a great atmosphere and amazing mechanics, but a great story put into it as well. At first glance, the story is pretty simple. James Aition is a young man from (most likely somewhere in the UK) who is moving to America. After a goodbye party where he gets very drunk off of a gifted bottle of whiskey, his sister Jennifer asks him to drive her home. James says yes, and due to his intoxication, crashes the car into the car of a police officer, and James kills both the officer and his sister in the crash. He then tries to frame the officer by placing the bottle in his car. Pretty simple story. But Stories Untold uses it's game mechanics and format to paint the story in slowly through the first 3 episodes, misdirecting the player with the complicated plot lines that lie between episodes. Episode one gets players wondering some simple questions that have to do with the main story, like "What did this character do that was his fault?" and then redirecting to a very different scenario which makes the player's mind shift to things like "What are these orbs? What are they going to do?" and episode three poses similar unrelated questions like "What are the things in the storm?" before finally looping back to episode 4, where it cycles past the different settings of all 3 other episodes and introduces them in context with the story. This episode gets the player back to thinking about and remembering their first questions and the story, and effectively getting them to forget the other questions. Though all other events have huge gaps, the final episode fills in the gaps and wraps everything up tremendously well. And it is worth mentioning how the player

shares the same emotions James does during this episode. During the callback moment to the first episode, where you are typing into a monitor like a text-based game, and you realize that this version of the game is telling the full story of James and Jennifer, you get in the car, and the game shifts as you realize that there's no option except the one James has already chosen. You can't slow down and you can't choose to drive safely because James didn't want to. The game reminds you that you were the one who killed your sister and you can't do anything about it. The game makes you feel just as hopeless as James does.

All in all, it's an absolutely astounding game of great storytelling and gameplay and is worth full price. If you have the time to play it through I highly recommend it.. Played for so long that I wished for death.
10\/10. hey HEY. a cool game.. As a huge supporter of indie developers, I saw this and liked the idea. As an idea, it has potential. Lots of it. But there are some things that need fixing and improving. First of all is the hit detection system. It's hit and miss (no pun intended). Sometimes it works and sometimes it doesn't and it can be frustrating to see clear hits just not detected thrice in a row. Secondly, it takes forever to find a match. Understandably, the player base is very very small but waiting 15m plus for a match is wayyy too long, but as the player base grows, this will get better. Thirdly, is the incredibly annoying freezing. While only lasting about a second, it's noticeable and happens too frequently. This is running on a 1070. This needs to be patched.

All in all, I'll be keeping an eye on the game as I can see it becoming very fun to play.. Super fun. Different. never played anything like it before. Worth the buy!. This is a great experience, the graphics are well-done, and you have all the trappings of a basic platformer\/puzzler here.
you're given a brief tutorial, and then the game thrusts you into the world, doesn't really explain much after that (although there are numerous pentagrams that offer context sensitive tips)

the main gameplay is you activating switches with either your character, or clones you can make (up to 3) and they have a timer - which makes them explode as it runs out . You can also forcibly speed them up as well.
Vast majority of the puzzles require you to activate colored switches to keep progressing within these limitations.
The main chambers all have a boss fight, as well - and those are pretty sweet.
Before you reach the boss, you're given the option to take an easy path, or a hard path - it says you get rewards, but I never saw anything - I just always did the hardest path.

As i played the game, weird stuff happened on and off - I'm not spoiling it here.
And, there's tons and tons of hidden things. Main case in point, the game comes with a RAR file named BONUS, and you can find a code in the game to unzip it . I won't spoil what it is, but I will say it's worth it.

The ending to the game, not sure I got the right one? The credits rolled, I was in an FPS segment, and the game force closes shortly after (not spoiling a thing)

I noticed after you " beat " the game, you can redo levels to gain a score, and I'm thinking maybe this is something you need to do in order to achieve a proper ending.

regardless, had a blast playing this and discovering all the nooks and crannies.

Amoung the secret things: morse code puzzles, cryptograms, backmasked audio and single frame images you probably should be recording to find. literally single frames, haha.

Got some good Pony Island vibes here, and if I can solve the riddle to beating the game properly, I'll update this.

. i dont normaly like RTS games, but this game has completely changed my mind. it is VERY strategic and thought out. i highly recommend this game.. Great game.

I'm in the frog swamp trying to steer the canoe... Unbelievably frustrating. This game tries to make you do something it simply does not have the controls to do. I am respectfully backing out of this one.. Fun and challenging game. I am deeply sadden by this game, because I have never seen such a great potential for a game to be something amazing that was never achieved. Rockets does something that few other games do, it takes a concept, simplifies it, and then perfects it. When you play this game, you find yourself in one of the best feeling, looking, and joy filling games you will ever play, so why is it bad? This game may have some of the best combat you will ever experience, but you can do nothing with it. Imagine Rockets like an towering skyscraper, it is jaw dropping, beautiful, and unbreakable. So what is the problem with the building? Well the thing is empty! There is no furniture, no colors, no substance. They have laid the ground work for one of the biggest games we could ever see, but they have left their foundation completely empty. There is two game modes, (Both of which are just the basic battle with different health systems.) one AI, four maps, and thats really it, where as what the game doesn't have is more customization, more single player ability, and ONLINE! Why would you not give this game online, that just doesn't make sense! I hate to see such an amazing game go down in history as just another indie game, just because it didn't give people enough to talk about, but here it is, and here is will stay. The perfect recipe for something amazing that they just didn't take the time to make into a dish.. Not really my thing, but it was cheap in a Humble Bundle with other games I wanted so no true loss. If you like puzzles you may like this one.. I think this game really could shine if there were some management challenges here, but as it turns out, all you do is move your troops and ships around conquering map tiles. Every year you have some income and can build more armies and ships. And that's it - every turn equals three months, and so you give move orders to the armies, and build more of them.

It's kinda like the classic "WAR" board game. Armies are stones, build more, throw them at the enemy, next turn, rinse and repeat. However much simpler. Actually, there is pratically nothing to do in the game besides building more armies (which in the game are mere numbers, say, 15 armies, 73 armies), and moving them around.

The sad thing is that this isn't all too bad if there were at least something more, like say cards, events, some province management, but ... no. That's just it.. This was the first game i felt truly immersed!

It feels amazing to pistol whip a horde of zombies while reloading.

I could see myself playing this for a very long time.

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