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## About This Game

Blind Boris is a survival horror about a blind person. The character arrives to the hospice and 2 weeks later strange things start to happen. Staff disappears, terrible sounds are heard outside, exit doors are tightly locked but aggressive visitors enter the building.

### Mechanics:

- The player sees what Boris knows, relying on smell, hearing and memory.
- Resources are limited, and they can be found by smell or specific sounds.
- The opponents are walking around the house, but the player does not know exactly where they are. Attacks are always sudden.
  - Boris can defend himself, minimizing the damage.
  - The game has a system for creating items from four resources.
- A player can make and use traps. Some will show the enemy for a short time, and some will stun him.
  - When the enemy is trapped, he can be attacked directly.
- The main goal of the player is to get out of the house by opening five doors, so player have to explore hospice.
- Boris' memory is not stable and over time he will forget the architecture of the house, which will lead to the changes in locations.
  - Boris takes meds to stabilize memory. Meds save the game.

The game shares the universe with the Line, however playing the Line is not necessary to understand the plot of Blind Boris.

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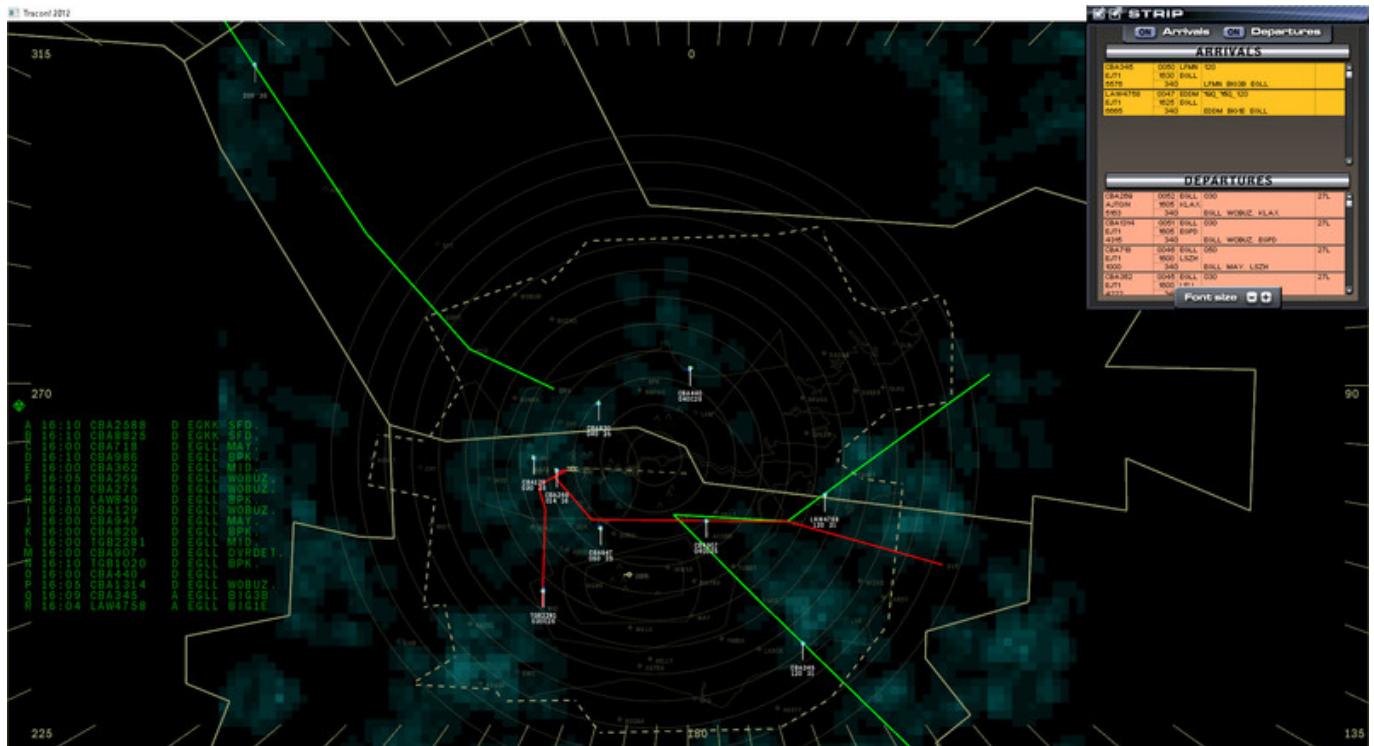
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Title: Blind Boris  
Genre: Indie  
Developer:  
Marginal act  
Publisher:  
Marginal act  
Release Date: 26 Feb, 2018

b4d347fde0

English,Russian







Hair

Walk to Look at Open Move  
Consume Pick up Close Use  
Talk to Remove Wear Give



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I have played this game on the lowest settings and about 500p so shutup about optimization, grow a pair and stick through it. I recommend this game, the combat (classic) is satisfying (default with 25fps is not satisfying), the cutscenes are nice, the story is great, the leveling is rewarding, the bosses are challenging, sometimes too challenging, but that's what we're playing difficult games for, isn't it?

Some reviewers complain about Fury being an unlikable character. The game makes you like her eventually, since it's essentially her journey of transformation.

I never wanted to play a movie when playing a Darksiders game. If I want a movie, I'll go and play COD on normal mode. DS has a challenge that stops you from progressing if you don't deserve it.

My only complaint is that there aren't more areas to explore, DS2 had backtracking that mattered, DS3 tries to encourage you to backtrack, but ultimately I asked "why?"

On the other hand DS2 had shops that I never used... \u00af\\_(\u30c4)\_\u00af

I have yet to play NG+ and waiting for the final DLC.

DS - 8.5/10

DS2 - 9/10

DS3 - 8/10

. This game is beautiful and super adorable. I want squid plushies :3. 5 hats & 2 trinkets. Bought the DLC to support the game and Fatshark.. feels like an unfinished game. Solid stuff. Hope to see an update that includes subtraction, apparently I'm not quite as good at maths as I thought.. love the brand and the software i end up buying the ADVANVE SYSTEM CARE PRO from their website

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The resolution is absolutely horrible, and look like blurry\u2665\u2665\u2665\u2665\u2665\u2665  
The controls are horrible, since you're auto-moving, and only have a jetpack, and rockets.  
The menu is a giant mess. God knows what all these demented icons are supposed to be.

The gameplay is also craptastic.

At least I paid less than \$1 for this garbage.. Well... a non-melancholic ending to a minori game. That's a pleasant surprise. Still, it makes me feel kind of apprehensive...

What the hell are you up to, Alice?. Great video pin sim so far Imo. Good flow if you hit the shots. Ball physics are a little unrealistic at times (super easy to dead catch) but once you learn how it will move no issue. Great lighting and voice acting. Sound effects at times need work. Modes and scoring are fun. Overall great game. I have the high score in 3 ball right now lol.. I do not understand anything, playing this game, but I liked it.

One small puzzle, which after its completion leads to an unexpected finale. After seeing it is impossible to remain indifferent. I was stunned when I saw what I had done.... What is the recipe for gaming addiction? For me, townbuilding dungeon-crawler RPG. I love these genres to death and it looks like Heroes of a Broken Land has gotten each mixed wonderfully. I love the retro-style graphics; while I often sigh at games that jump on the retro bandwagon, it really does suit this game's tone as an old-style dungeon crawler, like the early Elder Scrolls games or Heroes of Might and Magic. The music is also very soothing yet yearning, almost, which adds to the feeling of being in a small group standing against a dangerous world.

Very simple to pick up and play and with what looks to be a very interesting story, I'm probably going to be playing this all night. If I type gibberish tomorrow, blame this game.

I'd also like to give bonus points for not forcing Open GL graphics, so I can actually play this on my crappy laptop. Yay!. Buy it ONLY ON SALE.

I think more content to a game is always good but the pricing should be a bit more realistic. The content is by the way just more of what we already had. Which is great if you enjoy the game

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