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About This Game

BACKGROUND

We always dreamed to play more games like **Clive Barker's: Undying**, but the horror genre had a sudden change in direction which moved away from these niche games. As soon as **Amnesia** franchise started to pick up we saw an opportunity for a new mix. The general conception is that as soon as you have weapons to fight with, the horror part of the game fades away. We believe this is incorrect and **Blinding Dark** is our attempt to prove otherwise. Scarce ammunition, powerful enemies and limited options to recover health, creates a lot of tension and fear of death. Pair this up with the fact that there is a serious repercussion when dying and you have the danger / tension element back in the game.

SYNOPSIS

You wake up in an entrance hall of, what seems to be, a mansion. You can't remember who you are and how you got there. Step by step you adventure into the dark to discover your past and unfold your future. Collect ancient relics and discover what is their unique ability. Take your time and

analyze the surroundings. Throwing yourself head on will often prove to be a deadly mistake.



FEATURES

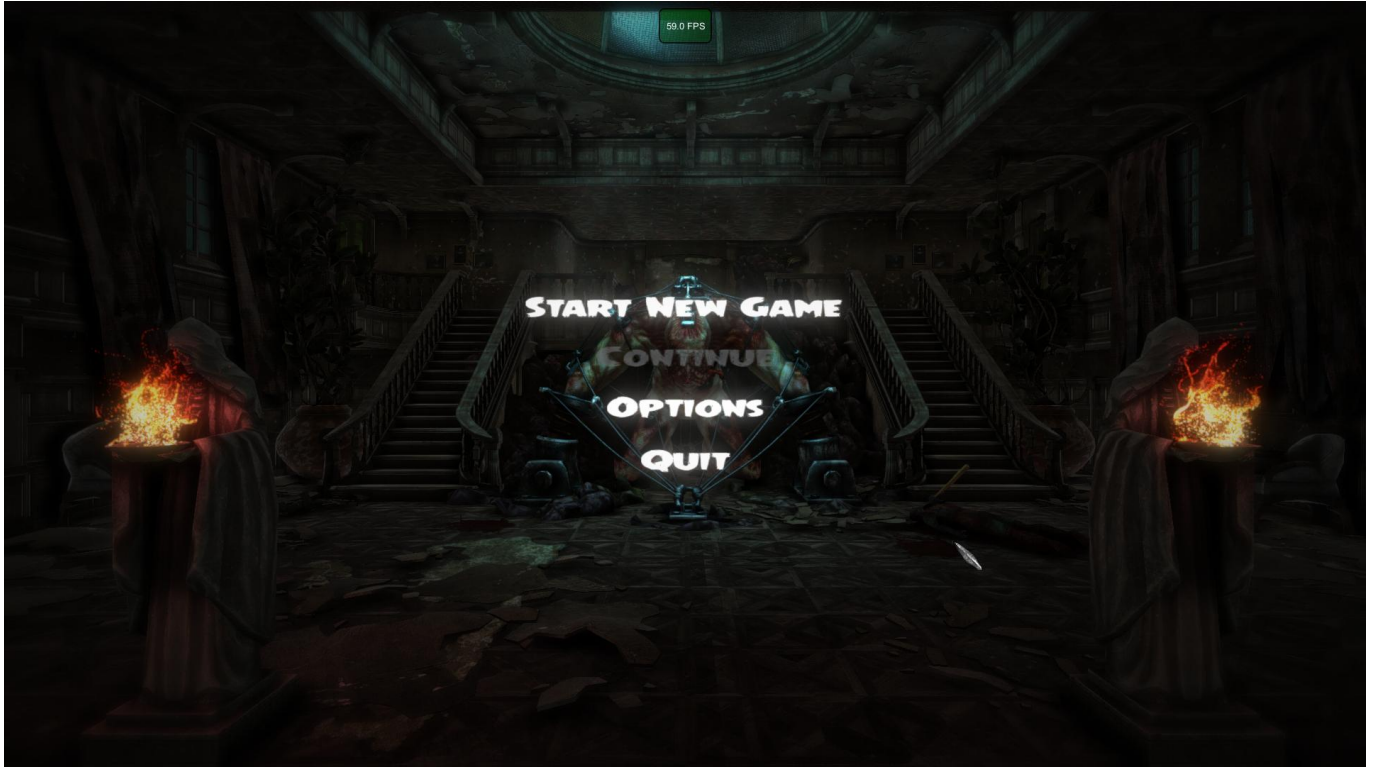
- audacious combination between horror elements and old-styled first person shooter feeling
- interesting storyline that spans across multiple Acts and has deep roots within the general lore of the Blinding Dark world
- collect unique weapons and items, each with it's specific use
- survive against hell spawns, demons, monsters and spirits, each with it's unique strengths and weaknesses to discover and manipulate
- challenge yourself with difficult platforming and puzzle elements
- deep and rewarding exploration of hand-crafted environments, discover its secrets
- high quality graphics and first person full body view perspective

Title: Blinding Dark
Genre: Action, Adventure
Developer:
Games Hut
Publisher:
BulkyPix
Release Date: 12 Aug, 2014

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English







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Amnesia without stealth but with guns, stupid monsters and lags.. Here is a link to my [Blinding Dark EP#1 and Blinding Dark EP#2](#)

[Thoughts on this game. I bought it since it was new, had no reviews at the time, and I like suspenseful games. For me I'm mixed - I first gave it a thumbs up and then a thumbs down...back to a thumbs up. I could go either way because I like the mystery of what is going on and that makes up for the lack of explanation in the game.](#)

Pros:

[The lack of knowledge keeps me wanting to find out more.](#)

[There is a mix of spells and weapons.](#)

[Variety of puzzles to advance.](#)

Cons:

[There are some glitches to be worked out.](#)

[I found the lack of info on torch and orb frustrating - I didn't know what to do for a bit because of this.](#)

[In the first few areas there is a lot of asset and map duplication.](#)

[Overall: If your thoughts coincide with what I was talking about above - you'll probably enjoy the game. If you are on the edge to buy or not - check out some videos on YouTube or check out the demo. I think it is worth a try.](#)

[I have episodes #3 & #4 posted on my channel as well if you are interested in checking them out.. bad game, ends to quick, ETC.. Game showed promise. Short, buggy, uncomfortable in general it still felt a bit somewhat like the great old Clive Barker's Undying. At the end of the game there was clearly a hint for continuation. Then the developer disappeared. The forum's dead, noone's answering. If there's ever going to be the second part, if it will be at least not worse than the first one, this review is gone. Until then-it's an abandonware.. Blinding Dark is an immensely short first person horror game clocking around about 2.5 hours if you're not getting stumped or killed constantly. The game is fun and charming to begin with as it's going for a very Clive Barker's Undying style of gameplay as well as some of the funny writing in a specific journal entry citing that the main character might have\u2665\u2665\u2665\u2665\u2665his pants so that was pretty amusing. Things seem alright if somewhat derivitive from the get-go \(You lost you memory, in some spooey place, etc. etc. we've seen it before\) but as you get further and further into the game, things start to take a downward spiral from the confusing, to the annoying, to the outright frustrating and then to the utterly disappointing. I like the game in a weird charming way but it doesn't get that 'So bad that it's good' vibe like it had in the beginning as at the end it had more of a 'I feel rather disappointed now' kind of vibe. But I'll break it down to pros and cons because TL:DR amirite?](#)

Pros:

[- A refreshing take on the rather dull first person indie horror game](#)

[- Weapons to fight monsters](#)

[- Some interesting monster and weapon designs, taking from different folklores across the world](#)

[- Dark, gothic atmosphere](#)

[- Has plenty of old school elements, running around collecting random items is quite fun](#)

[- First person platforming is actually not bad, utilizing the sprint and jump keys properly can take you far](#)

[- Some fairly unique weapons, ranging from the standard revolver up to a large shield to deflect enemy projectiles](#)

[- Voice acting is alright, but sometimes it's hilarious](#)

[- Fighting enemies does have strategy as you can cancel and stagger their attacks with a well-timed swing or shot rendering them vulnerable, very rare for these indie horror games](#)

[- Easy achievements for those who crave them](#)

Cons:

- Repetitive levels, pretty much everywhere looks the same all throughout the game
- Enemies, enemies can hit you seemingly at random when you're clearly out of range
- Very small hitboxes, you will miss plenty of revolver shots and you will hate yourself for it
- Some weapons are useless and an absolute joke, certain weapons work for certain enemies but sometimes they bug out and the final weapon is terribly underpowered and doesn't even work on the typical grunts
- The Doppelganger, you will hate this guy to your very core as he's the most enemy who is impossibly fast and can hit you from literally anywhere with a stupendous damage output and he WILL kill you but unlike all other enemies he will permanently steal mana from the player which will you off
- The sprint mechanic is stupid, it's the classic "player has to stop moving to catch their breath" kind of sprinting which should never be the case and wastes the time of players and ruins the pacing of the game and it will happen all the time unless you exploit it easily by sprinting sideways or backwards
- The story is extremely thread-bare and you will find yourself not giving a single I don't care about stories in games but it's a horror game, it has to have some intrigue in the story
- The final boss isn't even a boss - it's basically an arena where you fight hordes of enemies you have been fighting throughout the whole game with a great, big spooey monster in the background (Although it does look pretty cool)
- The ending is perhaps the least satisfying ending in gaming history, sure it's going for this whole episodic thing but it just ends with blank text like an NES game saying "Conglaturation!!! A Winner is You!" and then kicks you right back to the menu - RIVETING!
- Only one difficulty called "Buttface", that's not what it's called but it's what I call it because it only has a single difficulty with no name
- 2.5 hours is far too short for the majority of people
- And finally for a 2 hour experience where there's pretty much no need to go back and play through it again especially since you will most likely get every single achievement in that one sitting without needing to even think about it

It's a game with a ton of charm and had such a promising concept that it could have been so much more but sadly it's a game that falls flat on it's from a 10ft drop to a concrete pavement and you'll feel really disappointed when the game finally comes to an insultingly abrupt close. Though if there will be an ACT 2 then I would love to see if the devs made some much needed improvements to really flesh the entire game out - there's a lot of potential here and I love my horror FPS a LOT. So yeah, there you have it, my pointless review on Blinding Dark which won't be read by anyone ever :D. bad game, ends to quick, ETC.. Yay! I finally got a good indie game on Steam! Well, enough for a thumbs-up.

- +Game runs amazing on my good/modest system. Smooth framerate.
- +Weird alternate reality horror adventure.
- +Weapons have very different functions.
- +10 bucks 5 hours. I got my moneys worth and would like to see where else this goes.
- +not sure how long this game took to develop, but the voice actor gets better as the game goes on.

- combat works, but is pretty bad and doesn't always express how cool the weapons/tools are.
- health/bloodspat indicator obstructs view. Why not put it with Stam/mana meter
- speaking of which...Stam/mana meter obstructs view also. Too big even in high-res
- spiked horror guy has shinobi-ninja moves. Cheezy.
- No ending? Would of been cool if the main character coulda said a few things before you guys rolled your short indie credits.. Disappointing, buggy, VERY BUGGY, puzzles are... Awful. There's no guidance in this game. You're basically running through rooms, you have to check every wall in every room to make sure you don't miss the place you're supposed to go.
- Puzzles basically mean "Pick up these boxes and climb up this", there's no variety at all.

The enemies are god awful. "I WILL KILL YOU" will be said about 80 times throughout this game, if not more. Your weapons are incredibly weak compared to their lores, considering your melee weapon is an axe that 'rips guts out'. It takes about 10 hits on the most common enemy to kill. 4 shots with a holy gun that's incredibly inaccurate.

Upgrading mana is probably useless, it doesn't really help much at all. The game requires a lot of movement but you have

[stamina for sprinting so when you're stuck in a maze \(Yes, a maze!\) you can't sprint through it and instead have to hear the pathetic panting of your character.](#)

[Physics are bugged out as \u2665\u2665\u2665\u2665. Infact in terms of bugs, I had to exit out of the game probably 4 times because I did a stage then have the game break itself. I got trapped in rooms, had a lift go without me with no sign of it coming back, have even died trying to break a forcefield with an explosive without even trying to use it!](#)

[I recorded my gameplay of this - Around the end of the series the bugs happen more often.](#)
<https://www.youtube.com/watch?v=h04WcaROtI&list=UUctwhP4L0qZWJRF4r0vMQ7w>

Hard to list all of what this game got wrong but man was it bad. Horror elements are pretty much nonexistent. You rely on mana to do pretty much everything in this game and you lose some of your max mana every time you die. It is entirely possible for you to lose enough mana that you cannot progress the story due to lack of mana and at the time I played through it there was no fix. The game seems to want to be a shooter to an extent but your gun has very limited bullets. You get one later that uses mana but it only works against a singular enemy type to be prepared to use the axe they give you for the vast majority of your fights. Gonna leave it at that and seriously recommend people give this game a pass as it just feels like a subpar barely finished game that would be better off as a free download.. Here is a link to my [Blinding Dark EP#1 and Blinding Dark EP#2 Thoughts on this game. I bought it since it was new, had no reviews at the time, and I like suspenseful games. For me I'm mixed - I first gave it a thumbs up and then a thumbs down...back to a thumbs up. I could go either way because I like the mystery of what is going on and that makes up for the lack of explanation in the game.](#)

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[Be warned if you are a Linux user - potentially you are about to buy a product that you will not be able to use at all.. even though this game is only 10 dollars it's not in my opinion worth it. constantly freezing and/or locking up. terrible AI. and lack of any real fun for me. it would be a great free to play but I wouldn't waste the money on it.. The game shows a lot of promise... unfortunately it is not running very well. Actually it is not running at all...](#)

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[Be warned if you are a Linux user - potentially you are about to buy a product that you will not be able to use at all.. No this is not like Amnesia as a few people have said. I have been playing for the last 1.5 hours and i'm enjoying this game so far. This is not a final review, i just wanted to tell everyone it's NOT like Amnesia.. Well.. started playing it today.. it has a creepy feeling to it and i got a bit scared\(so seems to be worth my money..I will come back later. So far it seems very good :D. Just bought this game put in may be an hour play time. It is really cool. scared the crap out of me already. I would rate this a good buy. recomend this game to any one who liked amnesia,parumba or door ways. When you see demons that will kill you I recomend run hide colse the doors. have not found a way to kill them yet. It is kind of real scary when you do not know how to defend yourself just run unlike other games where you can just blast them away. good job to the creator scary game.](#)

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