
Blind Love Activation Code And Serial Number



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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?

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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"

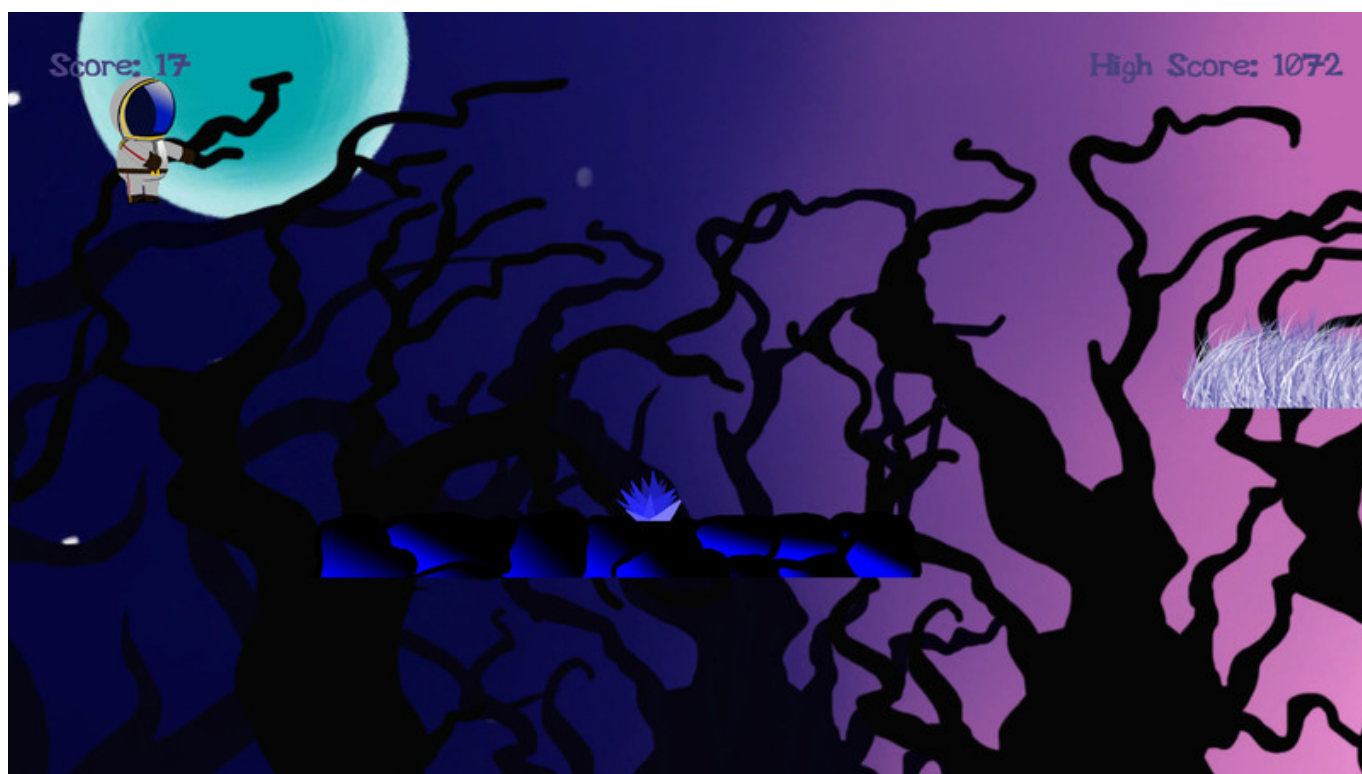
Title: Blind Love
Genre: Casual, RPG, Simulation
Developer:
Michaela Laws
Publisher:
Michaela Laws
Release Date: 28 Jun, 2015

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English







this game crashes all of the time i cant even get in game any more. If you now how to fix it plz contact me. So funny a little game! Good atmosphere! Good craft system! Good physiscal! And cheap!. I don't usually buy Early Access games.

But after playing few maps on a recent gaming event and seeing already solid gameplay, focus on making your own path and also all the love developers are putting into the game and the community on Discord.

Just bought the game right at the event, for full price, and I don't regret it.

If you're the type of gamer, who aren't okay with just beating the map, but want/need to beat the level as best as he can - getting the Ultimate medal and possibly into top 100 players - there's already enough content in the game and the promise of having even more levels with each update and then finally the finished game is something I didn't wanted to miss this time.

You can also get a taste of the game with free challenge levels - check their Discord for more info.. Let me start off by saying that Playclaw 5 is a brilliant recording utility..... When it works... after weeks of researching all of the other options and watching countless YouTube videos I finally made a decision to buy Playclaw. It had everything you could want in a program.

- A variety of compression methods including H.264 hardware compression.
- Cusomisable overlays from FPS to CPU and GPU monitoring
- PiP webcam support
- Ability to record multiple audio streams
- Multiple profiles

and much more.

Where it falls down is its VERY inconsistant. I could record a gameplay with no problems at 60FPS then later the same day I could record another gameplay and Playclaw decides that it's not going to, well, play. Playclaw would then not record, and the game would freeze resulting in me having to force close the software and the game.

I have endlessly trawled the forums for a solution and unfortunately there doesnt seem to be a definative answer for this issue, I have also disabled all other overlays such as 'Steam in game' and Origin in game' just to ensure there are no conflicts

I must say that I really wanted to like this software and I love it when it works but its becoming more and more unreliable especially for a 'full relaease'

I recently upgraded my GPU and decided to try nVidia Shadowplay (which is free) and so far it hasn't skipped a beat. It records full 1080p @60FPS with a manageable file size it also has an in built stream to Twitch feature which is sadly lacking in Playclaw. Shadowplay doesnt have the ability to separate audio tracks at the time of writing this and the PiP webcam support is for Twitch broadcast only but there are two main differences between Playclaw and Shadowplay.

- 1)Playclaw is a paid program which still need work with its basic functions, Shadow play is in Beta and is FREE with nVidia GPU's 600 series and above.**
- 2)Playclaw is a 'full release' but has inconsistant performance. Shadowplay works first time EVERY TIME!!!!!!!!!!**

Summing up Playclaw should have been the beacon of shining light, the user friendly way of recording gameplay but unfortunately the performance is way too inconsistant for me to recommend it in its current form. which is a shame really. If you can get it to work consistantly well done and please let us all know how you did it.

If you want something that works first time, every time without stressing your system too much and you think that not having PiP webcam in locally recorded video is an okay trade off for something that works all the time, get Shadowplay or MSI Afterburner if you can.

Note: Steam says that I have used this software for 0 hours I can assure you this is NOT the case!!!!. Awesome game!

While they're still working on it, you can see the potential this game has. The gameplay is an improved version of their previous hacker games and I'm really looking forward until I can play more than just one level!

there is nothing to do.. and no story ... Simply broken to where completion is unachievable. This game has the potential to be a great farming simulator. The foundation is there but Unfortunately, I feel they entered early access a little too quickly. Having more systems in place would have gone a long way to making this a more enjoyable experience. Right now, I sadly can not recommend this title. More updates and continued communication will go a long way to making this a successful and fun weed growing simulator.

For some gameplay and a more in-depth First Look check out my video review here:

<https://youtu.be/iPX1hsQrDiQ>. Movement feels clunky, you don't have a good sense of where your weapon range is. Combat punishes mistakes (like when you misjudge your range), and when I died to a low-level crab I respawned in an unfamiliar location surrounded by much higher level monsters for no discernable reason. THEN when I started a new game again so I could spawn in a familiar, level-appropriate area, my inventory and stat picks stayed with me despite resetting to level 1. It didn't seem like a feature. Also, dropping an item from your inventory is B, closing your inventory is the same button as opening it (Y), but closing a shopping menu is with B. That caused me no end of misery.

Finally, and perhaps most importantly, in 25 minutes I only encountered tutorial text. No story, no reason to care about what's going on.

Overall, it feels like an Early Access game with features unfinished and unpolished.. At 60 hours in the game, I think I have played it enough to have a reasonable understanding of how it works. I will break this into five pros and ten cons.

Pros:

- 1) It is set in a really fascinating time period. The Wars of the Diadochi and the rise of the Roman Republic is a really cool time, and few games cover the period.
- 2) The scale is incredible: you can play as a single city-state, and rise to rule an entire continent. It is really impressive, and you feel cool doing it.
- 3) Land warfare is complex, and that's a good thing. Elephants, chariots, horse-archers... all have pros and cons, and you need to take that into account in wars. Plus you need certain resources to build certain things... don't have horses? Can't train cavalry.
- 4) Trade is fascinating. You gain bonuses both from importing AND exporting, which is nice.
- 5) I love the music, and rest of the sound design. When you click a button, it sounds like you're placing a slab of granite in place, and that's fun. It fits the period.

Cons:

- 1) Much of what you do is dependent on "mana," which is an abstract representation of your "diplomatic power," or "military power," or "religious power," or "civic power." These are used to purchase various things, from converting people to your religion, to fabricating claims on foreign lands, to changing governor policies. Mana is only acquired by either selling your wealth, or by slowly waiting for your Leader to produce it. This essentially means that much of what you want to do is dependent on simply... waiting. Whether you wait for money to buy mana, or wait for it to naturally grow, you will wait... a lot. Mana is essentially nothing more than a timer, which you must wait to tick down before doing what you want.
- 2) Pops are... annoying. I've promoted people from slavery to being freemen of my empire... only to have their opinion and happiness decrease. That's right, I've ended slavery... only to turn off my now freed slaves.
- 3) There are no penalties for... most any actions, actually. Forcibly convert all the Jews to Zoroastrianism? No penalties. Actually, the Jews will be HAPPIER now. Same if you force all the tribesmen of Etruria to become urbanites... actually, if you're civilized, they'll thank you for it. If you force all Greeks to speak Persian? They'll be much happier, and you will suffer no consequences for your genocide.
- 4) It doesn't really represent the period all too historically. Rome only has one Consul, the Social Wars are nearly impossible to recreate, as Rome simply outright conquers all the other Italian cities, the Punic Wars are unlikely... Rome usually focuses on Gaul, and Carthage really only cares about North Africa and Iberia. Persia seems unlikely as either the Mauryans conquer the region or the Seleucids never collapse, the Gallic Migrations in Greece only happen if the player forces them to, religious syncretism is unheard of, and instead there are outright mass forced conversions of huge swaths of territory, and the entire economy is built on slavery, with no income coming from free laborers or farmers... I understand that some artistic license needs to be taken to keep the game playable, but come on... if you're going to make a game that tries so hard to be "historical," why not try a little harder?
- 5) There is nothing to do in peacetime. War is the only guaranteed way to gain resources, acquire slaves, and really the only thing fun to do. I know that the game is Imperator: Rome, and Rome certainly conquered many people in the period... but if you're playing a historical Egypt, or Macedon, there is really nothing else to do beyond war. If I wanted a game only about

painting maps. I'd just boot up MS Paint.

6) The game is BUGGY. I can't close the game entirely, it always continues running in the background. If I try to boot up a new game, Steam tells me that Emperor: Rome is still running, and I can't play until I quit the first game. The only fix is to restart my computer... which is kinda annoying.

7) The game is HUGE... which means that when you zoom out all the way, it lags severely. My frame rate tanks every time I zoom out all the way, and the music skips a lot... now my computer is nothing special, but I can run Total War Rome II on high settings, and it NEVER gives me any troubles like this.

8) As of writing this, naval combat is a joke. There is only one type of ship, and only two types of tactic that can be selected... one gives increased attack, the other increased defense. This means that naval battles ALWAYS simply go to whoever hired more ships. If you churn out a dozen ships, you will win if your enemy only has six. So much for strategy, right?

9) I've had the game crash to desktop easily four or five times, when I load a save game. This wouldn't be a problem... if the game didn't take 5-10 minutes to load. Seriously, it got old after the first time.

10) As far as the "diverse populations" of the game go... they're not there. Gallic tribes play EXACTLY the same as Germanic tribes... to the point that they can take the same military traditions. All civilized nations play roughly the same, just as all tribal nations play the same too. I played as the Tectosages and went to Galatia, and then got bored and decided to play as Saba, a tribe in Yemen... there was no difference in the political spheres. A tribe of Celts playing exactly like a tribe of Arabs? Yeah, sure. Same as when I played as Maurya. You'd think a massive empire based out of India would be completely different than Phrygia, a huge Greek empire... but you'd be wrong.

In short, I can't recommend the game. I love the time period, and there are scarcely few games that are set in it (I can really only think of Rome II Total War off the top of my head.) But that being said, I don't really enjoy the game. Most nations play the same, historical realism is forsaken almost entirely, peacetime makes the game just BORING, and the "diverse populations" can be dealt with by genocide with no real consequences. I want to like the game, and I even pre-ordered it. But I can't recommend it. I love the idea... but not the result.

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