
Blind Boris Cheat Code For Ps3



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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:

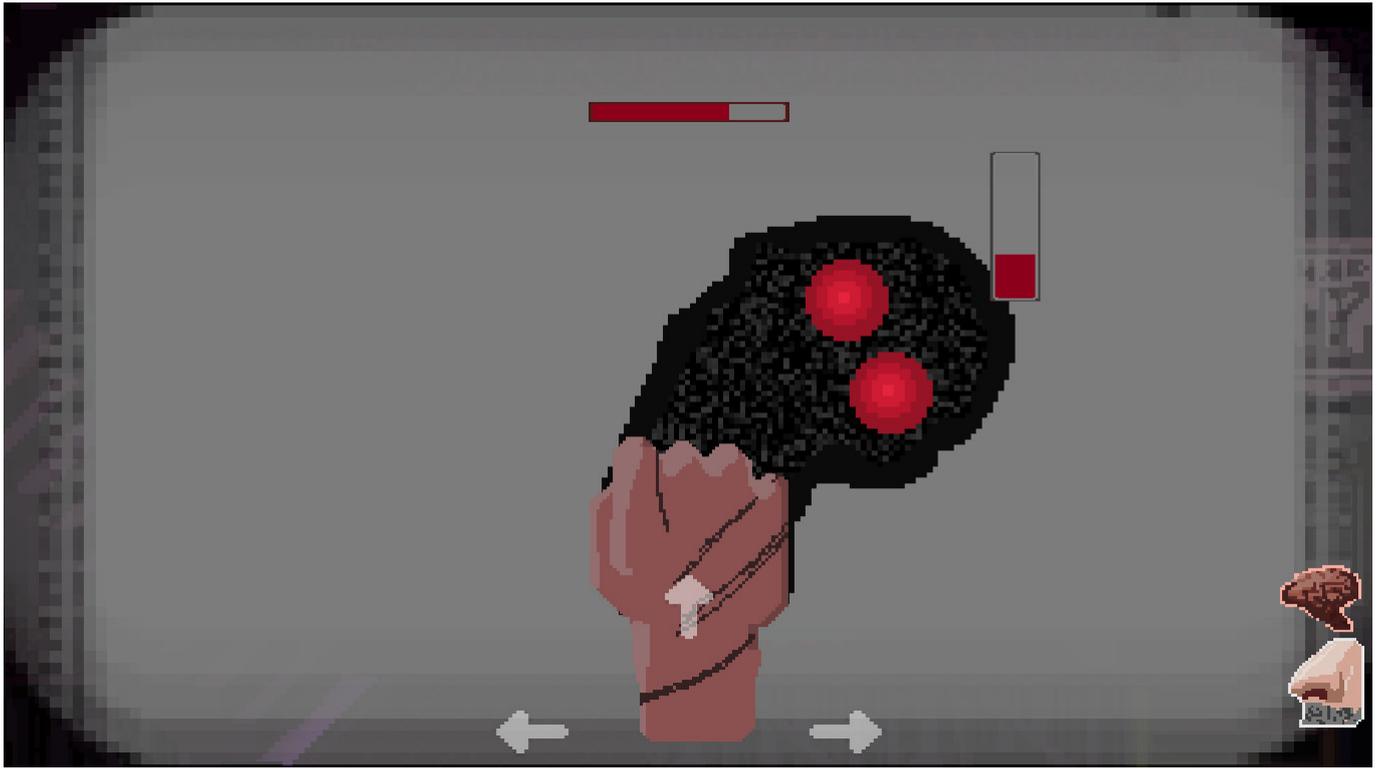
- The player sees what Boris knows, relying on smell, hearing and memory.
- Resources are limited, and they can be found by smell or specific sounds.
- The opponents are walking around the house, but the player does not know exactly where they are. Attacks are always sudden.
 - Boris can defend himself, 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.

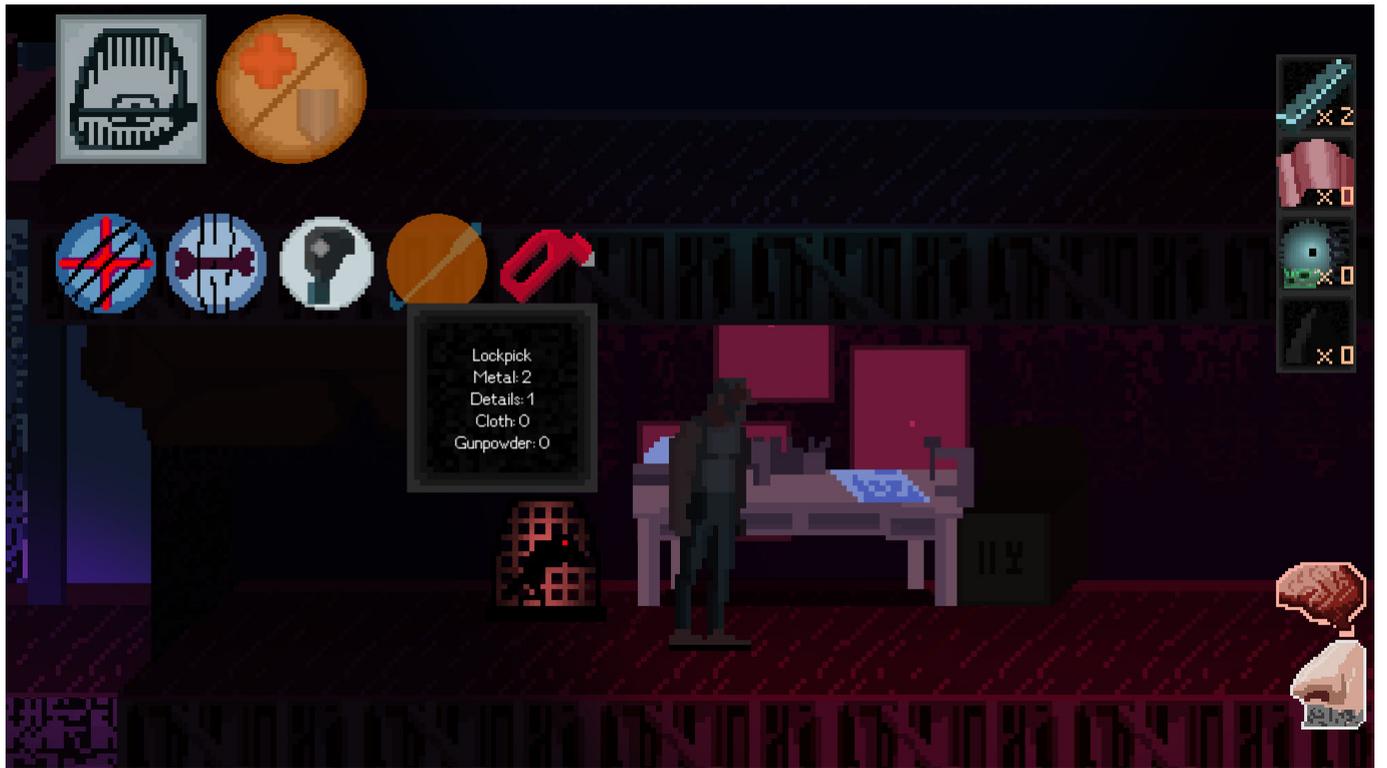
The game shares the universe with the Line, however playing the Line is not necessary to understand the plot of Blind Boris.
http://store.steampowered.com/app/738760/the_Line/

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

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English,Russian







blind boris beer. blind boris. blind boris game. boris blind colas. boris the blind bull. blind boris beer. boris gil blind. blind beauty boris pasternak. boris gil blind. boris blind colas. blind boris game. boris blind smac. boris blind smac. boris the blind bull. blind beauty boris pasternak. blind boris

Very interesting!

I wouldn't really "recommend" this game to everyone as it doesn't have a typical appeal like story (I didn't understand a single thing about the plot), graphics (standard pixel art) or gameplay (incredibly buggy and unpolished).

The only appeal that I can find is its weirdness.

I personally quite like figuring stuff out for myself instead of being told and trust me, this game is happy to hide as many details as possible from the player.

I spent 2/3 of my time restarting various times trying to understand the mechanics of this game and once it all "clicked" I breezed through the game from start to finish with no problems in one attempt, I even skipped a lot of items (optional ones like health and traps that help against hazards) since I already figured out how to reach the end.

Basically this game is not complex, it has only a couple of simple rules.

It's just that said rules are a little arbitrary and explained quite ambiguously but once you figure them out you're good to go.

If I explained them you could essentially beat this game in 30 minutes or less so the meat of the game is mostly being in the dark trying to understand what's going on which is in the end what the devs were going for thematically, even though that's a result in equal measure not only of their creative vision but also pure amateurishness.. Very interesting!

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