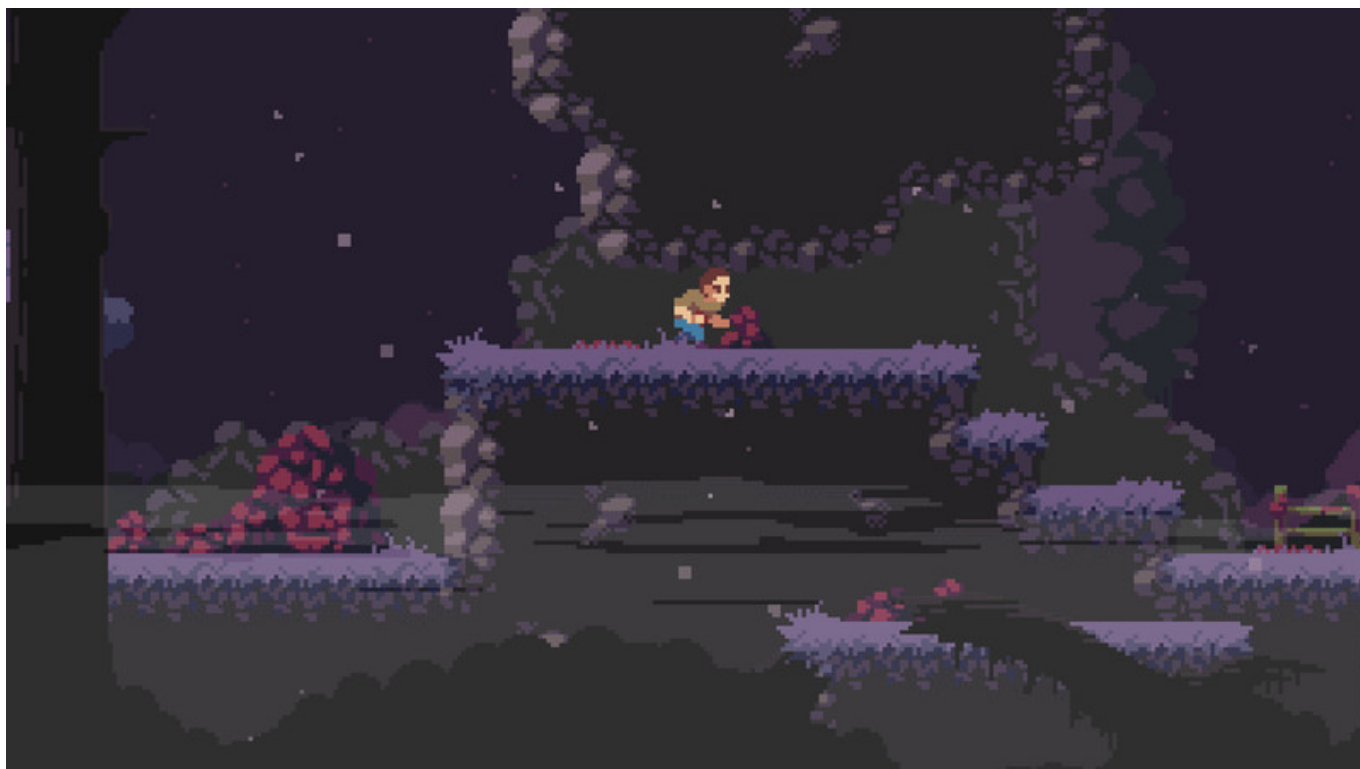


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The Inner Darkness Ativador Download [Crack Serial Key



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## About This Game

### **The Inner Darkness:**

A lone man's journey through a strange world. Unique dimension switching mechanic - switch between the dimensions to traverse the world and solve puzzles.

The game is a fairly short story-focused 2d action/puzzle platformer.

### **Story:**

You're a man, awoken in a strange place with a terrible stomach wound. You have no clue why and how you got there, and why your stomach is bleeding. All alone, weak and fragile - you will have to find help, and solve the mystery behind it all.

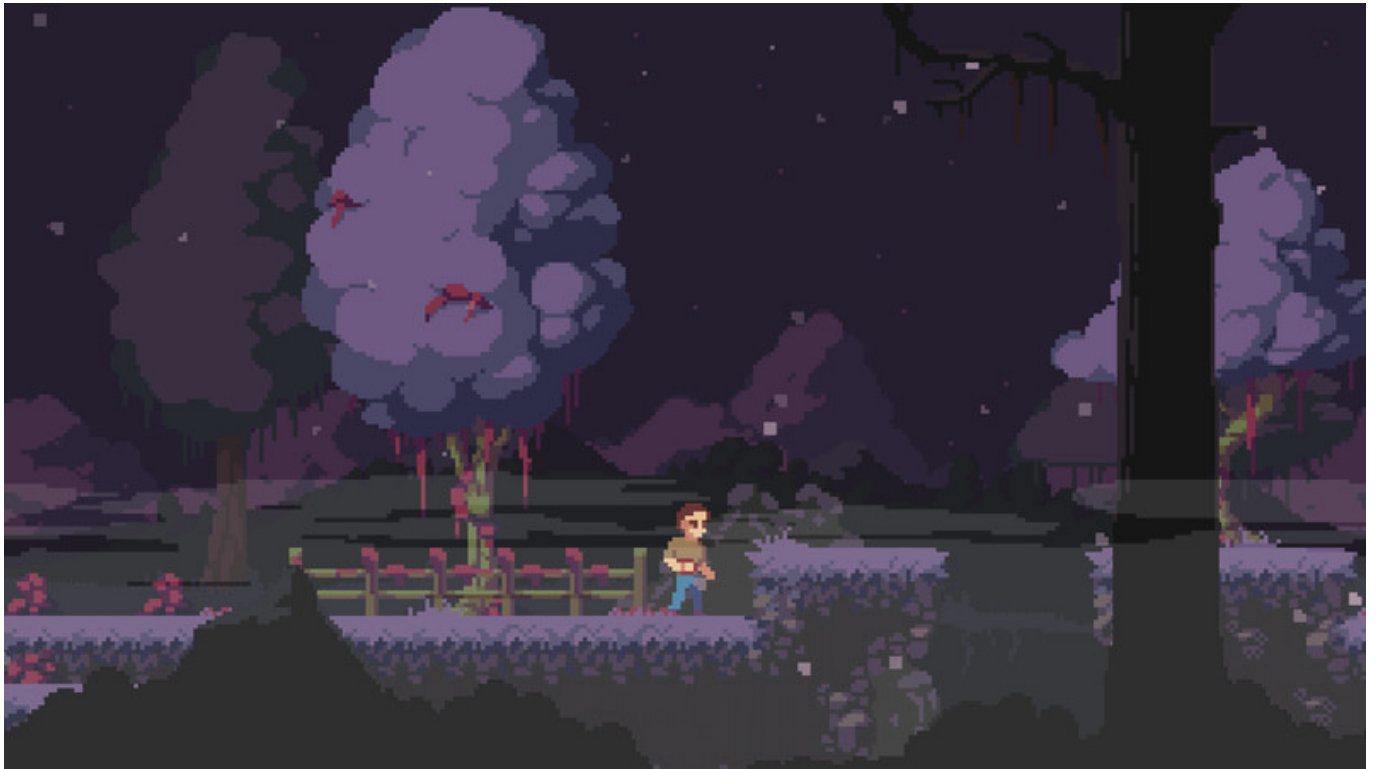
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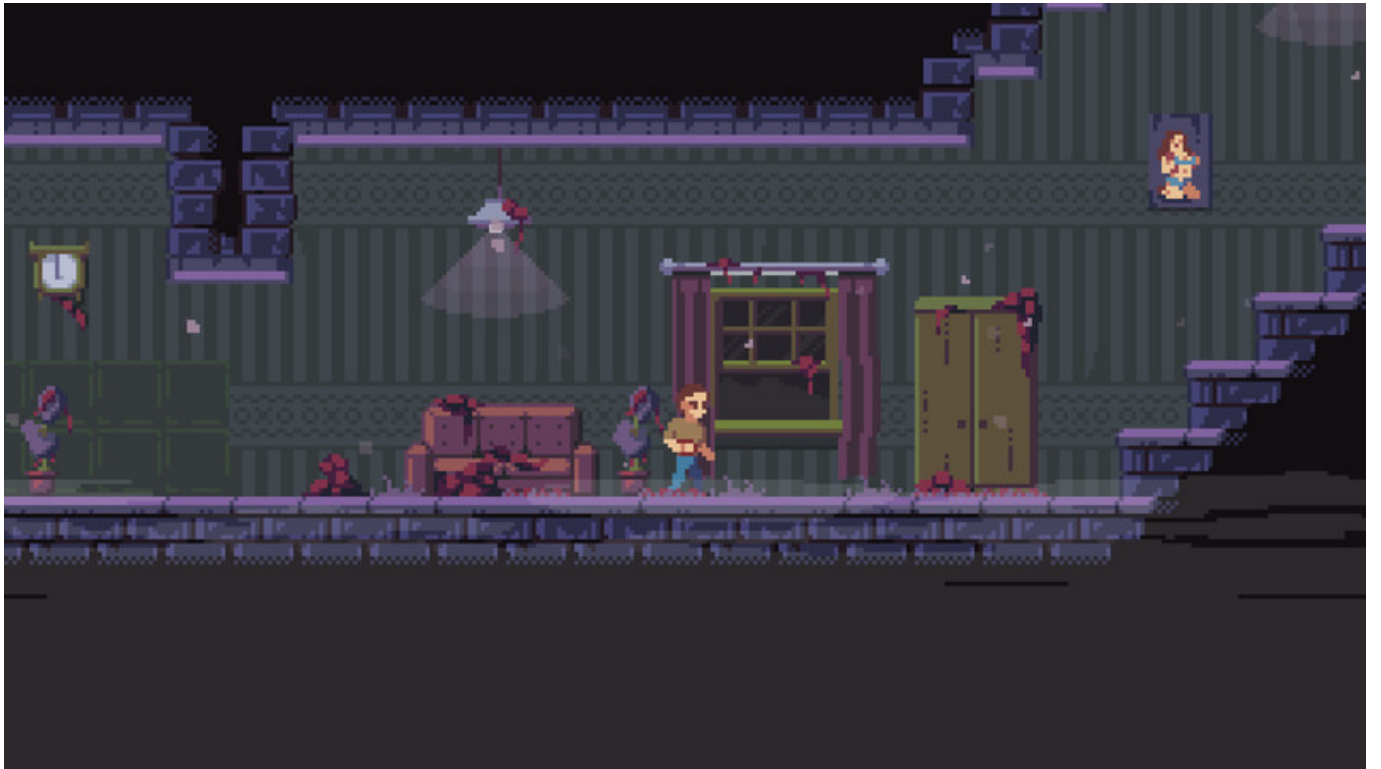
Title: The Inner Darkness  
Genre: Adventure, Casual, Indie  
Developer:  
Nauris Amatnieks  
Publisher:  
Nauris Amatnieks  
Release Date: 24 Feb, 2017

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English







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Very fun game with a nice retro art style and soundtrack. Interesting puzzles/platforming/story, however, it is very short. It will only take you about 1 or 2 hours to play through and there is no replayability. I only have as many hours as I do because I'm 1 of 4 people who speedrun this game. As I said, it's a fun, quick play but it feels a little too short for it to be worth \$5. If you aren't worried about stretching every dollar for the most hours of gameplay then I highly recommend it.. The Inner Darkness is a fun, fairly short, puzzle-solving 2-D platformer. I completed this game in under an hour and for the price that's fair but still could of been little bit lengthier. I love old school NES style graphics and the game looks great. The purplish grey darker colors with the contrast of bright Super Mario World colors are in good taste. The game's controls are well-polished and I came across no glitches while playing. Presentation and the controls are the strongest points of this game but then we get to the puzzles...

Basically, all the puzzles revolve around a function of the game where you switch from the light side to the dark side. There will be obstacles in the light side that don't exist in the dark side and so on. It's a fun idea, not the most original, but relatively it's an under used gameplay mechanic. Variation is lacking very much in this game. The puzzles are moving boxes around to get to a higher platform. There are some really good puzzles that were challenging and others that were way too easy for where you were at in game. Challenging aspects aside, all the puzzles involve moving boxes to get to the next puzzle that involves moving more boxes. Then you occasionally you have to run from some tentacle darkness monster and that takes about a minute then back to the boxes.

I know I'm harping on the reputation of this game but I did still enjoy it. It was a relaxing, good-looking 2-D puzzle solver. The price was I guess about right but I wouldn't suggest playing it, it was fun but too repetitive. I was just expecting more from this game, it just seems kind of empty to me.. The Inner Darkness is a good but sort horror game, but its story time.

You play as a guy who wakes up in a weird Forest with a terrible stomach wound and you must find help.

Now what I liked about this game, good puzzles. A creepy atmosphere. Vary platforming.

Now for what I did not like, Price too high especially for a game this sort. No achievements. And lastly could have done better with a bigger story, especially when you get to the end.

Now I say get this game. But only when it's on sale.

. Short and sweet little puzzle platformer. Kinda saw the ending coming, but hey, I had fun playing this.. If you don't mind the price, purchase this game knowing that you will more than likely get less than an hour out of your playthrough. That being said, it is a very charming game. The art style is very nice. A couple of the puzzles are a slight challenge too, which was nice. The story doesn't seem like much but stick with it for full explanation of what is going which actually caught me off guard and I thought it was great.. While the game was most good, I found it lacking in depth.. Interesting game but very basic and short for a 5 dollar price tag, Eversion is the same price and its about twice as long as this and more interesting, I suggest play that instead or buy this when its on sale.. The Inner Darkness is a fun, fairly short, puzzle-solving 2-D platformer. I completed this game in under an hour and for the price that's fair but still could of been little bit lengthier. I love old school NES style graphics and the game looks great. The purplish grey darker colors with the contrast of bright Super Mario World colors are in good taste. The game's controls are well-polished and I came across no glitches while playing. Presentation and the controls are the strongest points of this game but then we get to the puzzles...

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I may have a man-crush on the developer, Nauris Amatnieks. Of his games I've played -- There Was a Caveman, Moustache Mountain, this -- they've all been beautiful platformers, with solid, fun gameplay held back by mediocre level design, throwaway writing, and abysmal music.

The Inner Darkness is no different. It's not a great game -- it barely scratches the surface of decent -- but it feels good to play and has a certain charm to it. You play a man with a gut injury, waking up in a strange, diseased world. You have one ability: Shifting the world around you between this world of disease, and a cured world. Some things change between these worlds -- spike traps and boxes appear and disappear, propelling 'fans' shift their air currents -- and you find yourself having to act quickly to solve some of these puzzles.

The whole game lasts a brief ~40 minutes, and feels incomplete. E.g., there's also an odd, 20-second section with unique mechanics where you slide down a mountain, jumping over flesh mounds and even shifting between realities a single time. This part was so brief it felt like an abandoned afterthought. It's \*good\* though, making it all the more out of place.

All the while your guy comments \*non-stop\* on the surreality of this new world (and his gored tum-tum), often with little evident proof-reading. The narrative is shallow and uninteresting, with a twist ending visible from the first minute of gameplay.

And yet I still really enjoyed it. Nauris' games are rusty, but there's a lot of charm here, and he's showing pretty notable improvement between his games. And boy, he really goes all out on his art, which is worth supporting by itself.

Follow the cute stinker on Twitter or Patreon (@namatnieks), where he posts a number of pixel art tutorials and asset packs and says silly things.. While the game was most good, I found it lacking in depth.. Yeah so I've been following Nauris on Twitter for a while now and never realised this was his. Anyway, got it in the summer sale for about 2 bucks, loaded it up and saw his name. Groovy.

Love the look of this game, the pixel art is really sharp, with a great palette used for each dimension you play in. It's rather short, but quite atmospheric, and honestly it's really almost the perfect length to be honest.

As the game progresses the game presents you with a mild increase in difficulty from the traps and puzzles you come across. Nothing too major, but maybe one or two will have you scratching your head for a few moments.

Like I say, cool wee game, great pixel art and animation. I'd buy if it's on a sale for a couple bucks.

Looking forward to what the man comes up with next!. Nice, good, short and to the point. A platformer that you can enjoy in a lunch hour.. Fun random little game. Couple of tricky platform jumps. Some jump puzzles. Got it on discount. Very short game but worth the hour I spent playing it.. Fun random little game. Couple of tricky platform jumps. Some jump puzzles. Got it on discount. Very short game but worth the hour I spent playing it.. It's a good game, but it's very short.. walk, walk, push box and loop.

Awful.. too short but some ok fun



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