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I just posted a nasty review about the fact that the programmer for this game could not do simple math, because when I added up the amount of winnings that you should receive in the game after a poker game it was not even close to accurate. I am editing the review (this review) now because the issue in the game is not that the math is wrong (which is simple to do), the problem is the tutorial provides almost no information whatsoever about the game so when the math seems obviously wrong which I think eventually everyone might come to that conclusion there was nothing in the tutorial to explain it. Another example of the tutorial not providing information on how the game works, was that there was nothing in the tutorial to explain what "fold & skip" means in the game which I initially assumed was you would fold and then leave the game (skip out). I can go on to give other examples of how the tutorial didn't provide that much information on how the game works before you started to play. So I am not recommending this game until the tutorial is improved, if ever.. This is one of the worst puzzle games Iu2019ve ever played. I donu2019t even know where to start. So the object of the game is to wait for some colored dots to spawn, then click on a variety of stationary tools to get them to fly into receptor objects. Sometimes the dots will fly wildly all over the screen until you activate magnets to suck them up. Other times they will break or decay and need to re-spawn. Yet other times they donu2019t respawn, so if you mess up the puzzle you need to start all over. There are a few good ideas, but what game doesnu2019t have a few good ideas? Here, itu2019s completely destroyed by a large number of issues: * Non-deterministic physics. When I first played the game, the introductory level told me to u201cjust watch.u201d Then physics glitched out and two particles collided when they should not have, breaking the level and leaving me staring at the screen until I realized I had to restart. Things didnu2019t get much better from there. * Most of the puzzles donu2019t involve planning, but having highly precise aim and

timing. This is u201cI know what I need to do, but itu2019s taking me two hundred tries to do it: the gameu201d * Solved the puzzle? u2013 Great, now you have to do it again. Four times. For some reason, clearing most stages requires you to repeat the exact same actions several times in a row, usually four times, sometimes more. All the while, the physics could glitch out at any time and require a restart. * The only texture in the game is the space background. White textureless models are hard on the eyes and make it difficult to distinguish between different objects. * Twitch-reaction solutions are very frustrating when they require quickly clicking on multiple tiny objects. * Camera controls are a joke; the camera and the game canu2019t be controlled at the same time, and it resets at the beginning of every level. * The only music is a few 12-second ambient loops. Sounds are unremarkable. (The voice-overs for the tutorials were decent, though) * It is impossible to play this game in full-screen if you have multiple monitors, it will crash instantly. You need to edit a config file just to let it run. In short, this game is irritating, obtuse, unrewarding, glitchy, and visually awful. On the bright side, I got all of the achievements in under 5 hoursu2026 so if youu2019re an achievement hunter, go for it, just donu2019t expect to have much fun.. I really didn't know what to make of this game. It played like a mushroom trip, and made about as much sense as one. I feel that style conquered coherence in this game, and am confused by it's win of Best Indie Game. I wont go into much detail, but let it be said that there is no proper story. The game relies on "random" quirks to evoke some kind of humour, I guess. Like, spawning a block of cheese in a forrest and calling it "ironic". I'm not saying it's a bad game, I'm saying I didn't get it. This game wasn't right for me, but that doesn't mean it isn't right for you.. Barely started and it's already more fun than most of the games i own. If you enjoyed nintendo or sega games. This is like that. a fun little romp/ puzzle solver. With the two greatest heroes ever.. Impossible, dangerous and annoying so overall good.. Quite a simple game, but I do not recommend this for the price it is offering. I'm not exactly sure how this game incorporates your own music into it because it seems to me the projectiles appear randomly and the music just acts as background. Either way, it's Atari inspired, the only purpose of this game is to score the highest score possible. It requires quite the flexibility. There's a glitch in the game though, when the flower hits a certain size, the projectiles vanish for no reason as if it hit an object. I do not recommend this game at the price it's offering, it's lacking in many areas and the mouse control gets tiring and not relaxing. There are better Atari-like games out there.. Well, it is a pretty game. Sure do wish I could see more of it. Unfortunately, the cursor that is used for shooting on the only available level does not respond to the mouse movements; it merely jitters about while the character moves back and forth. I dig the painted, whimsical art style. This should not be for sale anymore. It's been out since 2008, and hasn't had any fixes (that I'm aware of). I just tried playing it again, to little avail. Fell through platforms and couldn't hit much with the shoot-whenever-lady. Eternity's Child is truly broken, and could not only use a re-visiting by the developer, but it probably needs to be taken down entirely from this and any other store. I can't believe the \$4.99 price tag on it. I highly recommend you don't, either.. Looks better than Metro. Great game if you enjoy poker.. The Maw is a short, fun, 3D platformer where you play as Frank. Frank is some weird alien creature that escapes a boring life or prison or whatever and comes into contact with the Maw, whom he is able to control. Together, Frank and the Maw fight through various levels as the Maw also eats different creatures, growing at various points. Enemies vary but it can feel repetitive. Then again, this game was designed for children and I'm 24. Anyway, it's been in my library for a long time and I figured I might as well play it having just finished a number of other longer games. 7.0/10

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