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About This Game

Induction is an abstract puzzle game about time travel and paradoxes. As you master its logic, Induction aims to rewire how you think about cause and effect.

Across more than 50 meticulously designed puzzles, you must explore the counter-intuitive possibilities time travel permits. You will learn to choreograph your actions across multiple timelines, and to construct seemingly impossible solutions, such as paradoxical time loops, where the future depends on the past and the past depends on the future.

Induction does not pander, but gives you the satisfaction of mastering an imaginary yet honest set of physical laws.

Accompanying Induction's minimalist visuals is a rich and responsive ambient soundtrack by Melbourne-based electronic composer, broadcaster, and Gotye collaborator, Tim Shiel.

Praise for Induction

"A mind-bending foxtrot of timelines."
- Levi Rubeck, Kill Screen

"Induction hurt my brain. It still hurts my brain, but there is no question that the game is brilliant."

- Jacob Wood, IndieHangover

"Leads the player down the path of exploration and discovery as they are forced to communicate with the game on its terms."

- John Lindvay, BigSushi

Title: Induction
Genre: Indie
Developer:
Bryan Gale
Publisher:
Bryan Gale
Release Date: 7 Feb, 2017

a09c17d780

English,Simplified Chinese,Japanese,Russian,Italian



GM

0

1 3 5

Target Score: 4

(ADVENTURE INDEX)

PIRATES OF THE CRYSTALFLOW

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ADVENTURE

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Info Coastmarsh

MERCHANT'S HOUSE

Token # Name

4 Guard

Placement: [Icons]

ARRIVAL IN BRIDGEWATER

The barge has been checked over by the watch, but is still under guard. The lone sentry hasn't been given any specific orders, so he's charging one gold shield to curious individuals who want to see the "bloodstained site of the mysterious disappearance."

Dry bloodstains on the deck are clearly visible. There are similar stains in the main cabin. A hero making a Notice roll at -2 discovers a partial footprint in the print is from a bare foot, similar to a hobgoblin, but appears flatter and wider than that of the civilized races. There is no way to identify what creature made it.

The captain who towed the barge is a local man, but the nearby tavern, for the price of a drink, will tell you what little he knows.

"Aye, I towed her back. A derelect and asked me to authorities to check over her, bank, her rudder tangled with a net. We give her a quick check, aboard save a few rats and crew's personal items, but that news to you, eh? I got cover berthing fees."

"Anyway, there was no one on the barge. We freed her and then brought her back to the wharf. I'll be heading south again, and damned pirates have been seen in the area."

THE MERCHANT'S HOUSE

Oswald's townhouse is located in an affluent part of town. While the majority of Bridgewater's houses are single story buildings constructed of stone and timber, the manses of the rich and powerful citizens are two stories and built entirely of stone. The city's older sections retain a village feel, with detached buildings surrounded by small allotments. The newer parts, which include the upper sections of the city, are built to limit the buildings' footprints, the street on which the houses are built is narrow.

Maps House

Encounter: Merchant

Terrain: The street is 4" wide, with a wooden railing on either side of the door. With Oswald casts lock, (Because is opened, the spell is not a Toughness 14 and Lockpick roll. Hellfrost Player's Guide for Monsters: A detachment of house day and night, when their orders are to prevent

SIDEBAR - THE LAW

If a fight breaks out in a public area, the watch is quickly informed. A squad arrives 206 rounds after the skirmish begins. The watch officer demands everyone drop their weapons. Oswald's guards comply immediately, though they keep their shields raised in case the heroes aren't so compliant. If required, the watch engages the characters. A second watch patrol arrive 106 rounds after the first.

The officer in charge questions Oswald's men first, who give an accurate portrayal of events the heroes tried to illegally gain entrance to the warehouse. A number of passersby corroborate their story. The characters are charged with public affray if no one was killed and fined 20 gold shields. Those who

INIT CHARLZ PARTY

TASK LIGHT COLOR +/-

FX OTHER

CHARACTERS NOTES

IMAGES TABLES

STORY QUESTS

PERSONALITIES ENCOUNTERS

ITEMS PARCELS

VEHICLES ARCHETYPES

IMPROVANCES EDGES

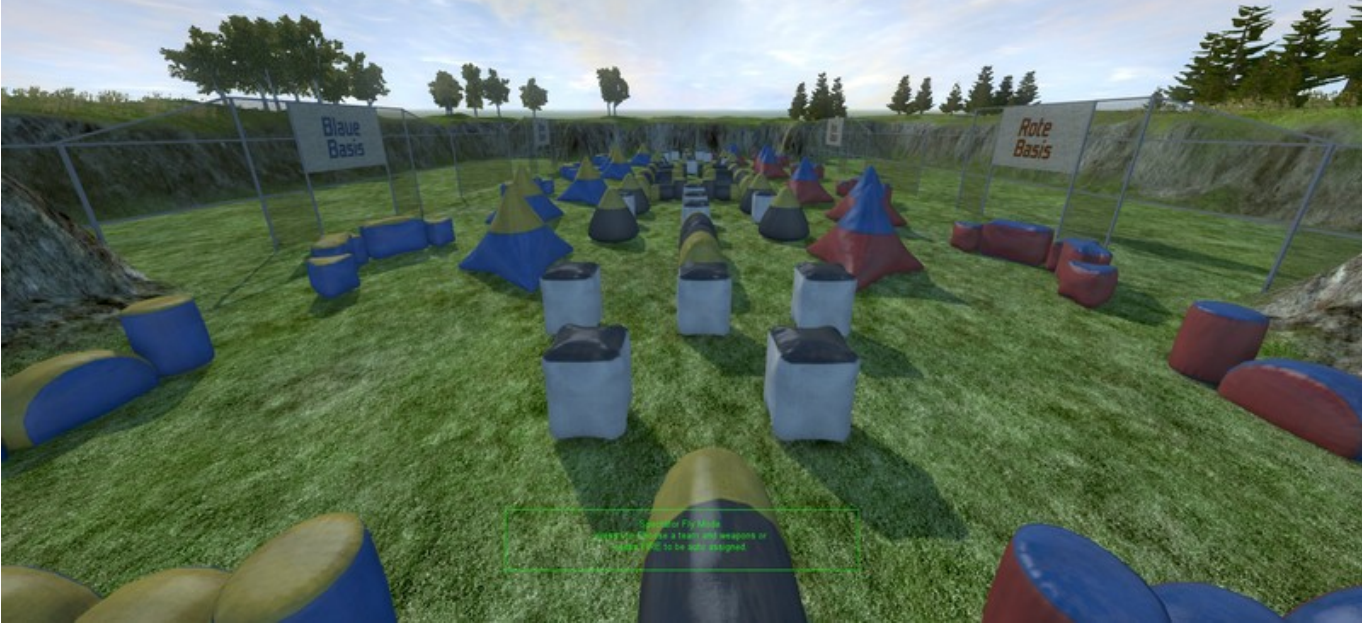
MONSTRIOUS ABILITIES POWERS

SKILLS RACES

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Welcome to GabeGame. Player
Match started
You are in Mission: Paintball - Gummigade 4
Paintball Team Declaration

00:01



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On one hand, the game's still unpolished at the time of this writing. It could use some texture work, balancing, new parts, et cetera. The dev says they're working on it.

On the other hand, the gameplay is neat and the dev is really responsive to bug reports, suggestions, and general requests. And not touchy about said suggestions, which is a nice change from some other games I've played. :V

In general, within the quests, you go from mission to mission. Every now and then, you'll get jumped by a few ships from a rival faction - just to keep you on your toes. Weapons include direct fire, missiles, and turrets, The current best strategy seems to be to load up on shields and just make a Borg cube, but I suspect gameplay will grow in that respect.

Treat it like an early access game without the tag, and... well. I've spent 5 bucks on FAR worse games than this. IMHO, it's a worthwhile buy, especially at the current price. Get in early, and you can probably help mold the game too.. Why are the negative reviews? must be butthurt people sad from losing, anyway this game s fun! 24 hours on record!. Labeled as a cursed fever dream, that is exactly what this is. The game is meant to be played in a single sitting and it is roughly 40 minutes long. I finished it one night, and then played it again the night after. It's been a week and I'm still thinking about it, because that's how strong the atmosphere is. Strange, unsettling, and immersive. I wouldn't call it a horror experience, but you will feel really -off- the whole time. If you play games to go to different worlds, this is highly recommended.. Play it, you'll be hooked in 10 minutes!

Sharp controls, classic but creative levels, incredible graphics! (big thumbs up for graphics!) and some pretty rocking music. What more would you need?. Great little demo, and it's free! What more could you ask for?. I enjoyed this game. It gets old, pretty much the same mission concept 20 times.

The bonus rounds were fun to mix-it-up.

I dont see myself playing this again, but it was a nice - easy perfect game for the achievement ♥♥♥♥♥ in me.. Just a piece of crap... don't buy it

a good game to kill time with-. Not bad... but not really good either. It feels repetitive, and rather than harder puzzles, they become tedious.. If you have a certain affection for cheesy "B" movies, and you like adventure games, buy Tesla Effect. It's goofy; it's campy; it's witty; it's pretty much everything you'd want out of a game that doesn't take itself seriously. The gameplay itself isn't anything to write home about and feels rather dated (though that may be part of the intent), but Tex is an affable protagonist whose Dad-joke charm quickly grows on you, and the script (albeit a strange one) continually entertains with Tex running into a colorful cast of characters and finding himself in one amusing predicament after another. Admittedly it probably hits more of a niche than appealing to general audiences, but if you're just looking for a fun time that puts a silly smile on your face, Tex is a good guy to spend it with.. It is intentionally bad. It's marketed as "dark souls-esque," but really, it's just a big \u2665\u2665\u2665\u2665 you. Everything is wrong with this game. I didn't enjoy a minute, I muscled through thinking, "Oh, it will get good if I can only find _____" and it just never did.

There are fights that are designed for you not to win. Not just like... "can't win now, come back later" kind of thing.

The one that stands out to me is that there is a repeating rival you have. The first time, cake walk. Second time, not awful. The third time, he starts speaking while he's attacking, and your attack/vroll buttons are in charge of the speech bubble. So you have to close out of the text box to attack him or run away. The next time, the room is barely big enough for the two of you, he speaks multiple speech boxes and you can't do anything until they are gone, so he will kick your\u2665\u2665\u2665\u2665\u2665over and over again. And that's not a fun challenge. There's no skill to be had there, there's no learning curve, you can't improve on your skipping speech skill. It's just mash the exit button and hope you don't get killed. And when you finally beat him, you don't feel accomplished, you feel like you wasted 30 minutes on a giant middle finger.

And I found almost every fight to be some sort of bull\u2665\u2665\u2665\u2665\u2665like this. Just over and over again, things designed to kill you, but that there is no sense of accomplishment in overcoming. At the end of each challenge, I would just say, "oh, well I'm glad that's over," and was never once excited to see what came next.

Also, level up system, you can only level up a hand full of times, so good \u2665\u2665\u2665\u2665ing luck if you level up the wrong thing, you won't get another chance.

Also, the inventory management is SUCH trash. I have always thought that inventory management shows a developer really cares about the experience of the player. It shows how poorly this was slapped together. You can deposit your extra items in a chest that you can access anywhere in the world. But if you put more than 20 things in, they start filling over the other slots. Not deleting the items mind you, but overlapping. So lets say you put in 5 items, but there isn't any free spots. And then you realize "Dang, I need that ONE gem back." If you want to get a gem now you need to withdraw the sword, the hat, the staff, the other gem, that other gem, the money, the other sword, and THEN you can take out the gem you need. Then you have to put all that\u2665\u2665\u2665\u2665\u2665back in. Their inventory management system is basically, "\u2665\u2665\u2665\u2665 you, you deal with it."

Also, there is not a fast travel option. So you have to run around this \u2665\u2665\u2665\u2665ing obnoxious world. You miss something in the north? Well looks like you will have to cross 2 different biomes to get there again. Oh, still not accessible? Better cross another 3 to find what unlocks it.

It's work. I don't play videogames to work this hard for this little pay off. There are so many gameplay issues. I regret buying this.. Do you think Alan Moore has played this?

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