
Third Eye Crime Crack By Razor1911 Download



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About This Game

Third Eye Crime is a stealth puzzle game featuring Rothko, a smooth-talking criminal who can telepathically predict where enemies will move to attempt to thwart his heists. Players must rely on skill and their “third eye” to deftly make an escape. Third Eye Crime was created by AAA-turned-indie developers Moonshot Games, harnessing years of design expertise at Bungie on successful titles in the Halo series to create a fully independent, cinematic experience.

Title: Third Eye Crime
Genre: Action, Adventure, Indie
Developer:
Moonshot Games
Publisher:
Gameblyr
Release Date: 23 Jul, 2014

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English







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I made a video review to show off some of the features and gameplay of this game!

<http://youtu.be/TfUlrOqf3CY>

I hope you enjoy!

Martyr. <https://www.youtube.com/watch?v=buCuqRTd-MY&list=UU7-PLhjsEBwIQXqKxmNpA>

[Third Eye Crime tries to be a Stealth game, but ends up just being a puzzle pathing game. It grows more annoying than fun as you make your way through the story, just finding what path to take not how to sneak around the levels, or being allowed to go at your own pace. It has no stealth, for every map you are spotted with out chance and spend the rest of the time running away from the enemies. Objects in the game that can help you are rare and of very little use. The story is decent but it does not connect while playing the levels and the game suffers from any real depth.](#)

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<http://www.youtube.com/user/SocioPsycho>. I am a private eye and a thief, I am Rothko, and this broad wants me to pull off the biggest heist there is... beating this game in spite of the controls.. Normally I downvote any mobile-to-PC port, but this one wasn't as bad as most of them, but the touch-design certainly shows and does hinder its performance on PC somewhat. This issue is not major though.

[This is NOT a stealth game. It is a pure puzzle game.](#)

[Recommend for mobile/tablet. \\$5](#)

["Neutral" for PC. A sale perhaps. If I could pick a third option for neither, I would.](#)

PROS:

[-Good art, noir style](#)

[-Good music \(but the loop is a bit short\)](#)

[-Good number of levels \(but the ability mechanics are somewhat oddly executed in them\)](#)

CONS:

[-Developed with touch-screen heavily in mind](#)

[-Mobs sometimes act differently even if you make essentially the same move.](#)

[-Controls are not very good.](#)

[*Sometimes you drag to a diamond/power-up and away but he will not actually collect the item \(he turns around 1-2 frames away\).](#)

[*When you use a "clone" power-up and the only way to control them separately is to click on them and drag, but when they are standing directly on top of eachother? Restart. This is also a little difficult to control when split second timing is required \(mostly if you are trying to get "perfection" on each stage\)](#)

[-Power-ups are never explained \(description says game is "visually intuitive" but I don't agree: its not terrible, but some description would have saved a couple of trials and error and wouldn't leave me wondering if I missed a mechanic\)](#)

[-Level progression is a bit awkward and sudden.](#)

[-Music although enjoyable is a bit repetitive due to short loop. For what appears to be a phone port, this game is pretty fun. Controlls are not the best on a computer mouse but they are manageable. The idea itself is good, and for a touch screen this game would be tops. Grab it on a sale or pick it up from tremor cheap!](#)

One of the few puzzle games that justifies its mechanics.. Very fun, awesome soundtrack, beautiful visuals, intuitive gameplay. I've played for an hour and I made it to the prison. I like this game I think it's pretty well done. There were a few issues I had with it though.

<http://youtu.be/ouUlzYkqkDk>

If you don't already know you have to sneak through locations, stealing valuables and getting past the goons without getting caught. For the most part it's easy to play, I don't mean difficulty-wise. As you can probably see, you just drag lines to create a path for the player character and tap special items and powers to activate them. The controls are simple and intuitive, so how to play the game is really easy to pick up straight away. I felt that that the difficulty was challenging but not unfair at all. It's fun sneak past the goons (that's what I call them lol) especially if you are able to slip past right behind when they go the wrong way.

The game look's really cool. The music obviously is great. However it was a bit loud and there is no in game volume control only on or off. I had to turn down the volume in windows. I hope that people can still hear me over it in my videos! I didn't pay 100% attention to the dialogue in cutscenes and during stages. But I think the fact that the game actually has a story is really cool for a puzzle game. From what I absorbed of the narrative it's cliché, you are private investigator and a beautiful woman walks into your office one day, she ends up getting you into trouble and so on. But still it's seems interesting and competent.

There are couple of little troubles I had with moving around which you will probably just get used to. To cancel a path you need to click near your character otherwise you will add to it and if you need to change course quickly to avoid enemies that will get you caught. Also there's not really automatic pathfinding for your character. So if you click on the other side of a wall a path seems to be made straight into the way rather than a way that takes you around to where you want to go. The other sort of more serious issue I had with game was crashes. It crashed twice the transitions from cutscenes to parts 2 and 3 of the game. However it didn't happen after completing the third part of the game before the prison which I thought it would because it seemed to be a pattern. But anyway even it crashes it only takes a moment to restart the game and it didn't set me back much time. If it happened more often and/or during actual levels i think it would have been a more serious problem then, but it didn't matter too much.

Okay, so yes I recommend this game. Honestly I can't say a lot about the length of the game because as you probably gathered I haven't completed it yet. But I think I think it is fun, overall good quality (aside from the occasional crashes) and it's only \$5.. I can't hear any sound in this game. There isn't any problem with the others. It's a medicore game. Maybe 60/100 without the sound problem.. I've played for an hour and I made it to the prison. I like this game I think it's pretty well done. There were a few issues I had with it though.

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It might not fully live up to its promise, but Third Eye Crime is good enough that you'll find something to enjoy. Stubborn adherence to the modes of the past only goes so far. Third Eye Crime would be a better game for recognizing this. If you are willing to deal with some problematic controls in the more complicated levels, Third Eye Crime offers up a slick collection of levels for a modest price.. Yaaaaaaay, another horrible I-OS port that really isn't made for a keyboard and mouse.. https://www.youtube.com/watch?v=buCuqRTd-MY&list=UU7_-PLIhjsEBwIQXqKxmNpA Third Eye Crime tries to be a Stealth game, but ends up just being a puzzle pathing game. It grows more annoying than fun as you make your way through the story, just finding what path to take not how to sneak around the levels, or being allowed to go at your own pace. It has no stealth, for every map you are spotted with out chance and spend the rest of the time running away from the enemies. Objects in the game that can help you are rare and of very little use. The story is decent but it does not connect while playing the levels and the game suffers from any real depth.

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