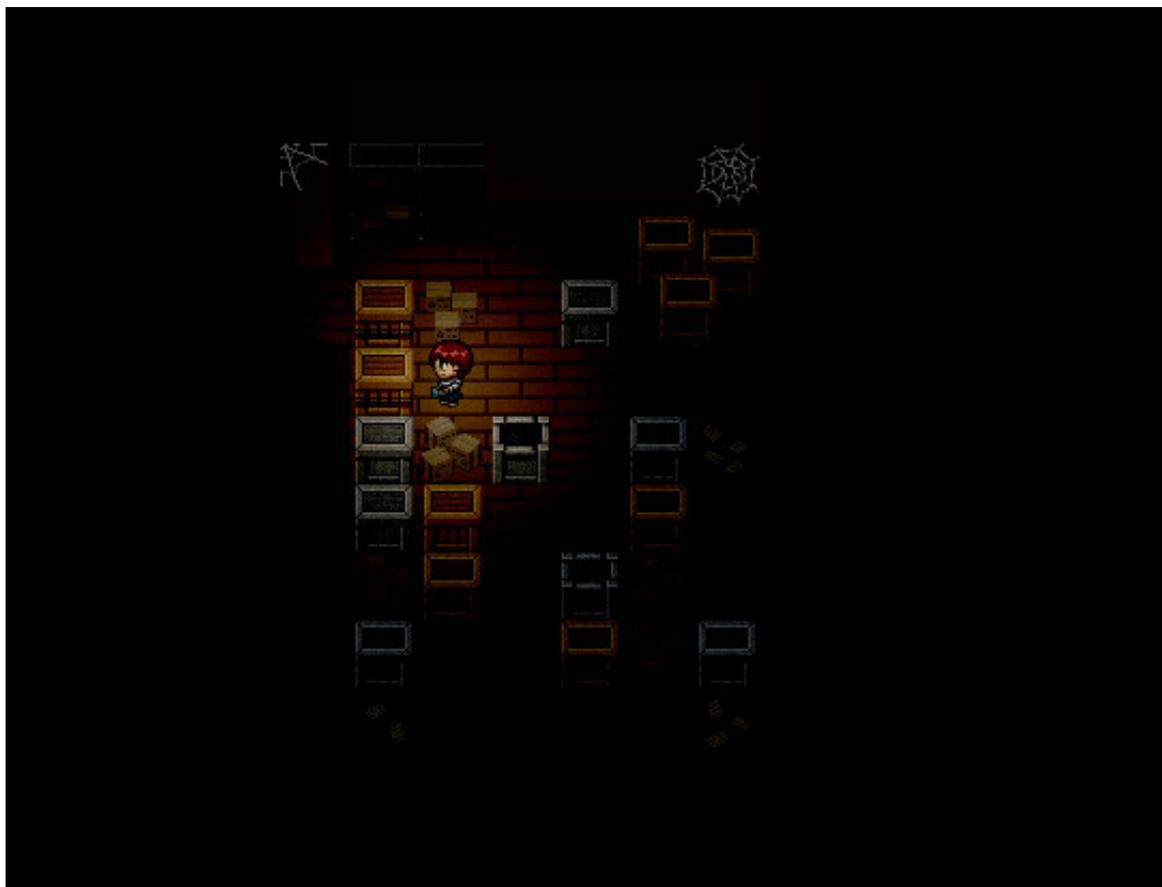

Ino Download] [portable Edition]



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About This Game

INO is a short Adventure/Horror story driven game.

It tells the story of Kaede and Hitaki, two classmates that get involved with a mysterious girl called Ino. Follow the story as they try to figure out who she is while they try to escape from being murdered.

Features:

- Unique maps with original graphic assets
- Chase system to keep you on your toes
- Puzzles to test your wits
- Character driven story

Title: Ino
Genre: Adventure, Indie, RPG
Developer:
L Rod
Publisher:
L Rod
Release Date: 2 Mar, 2017

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English







ino full form arduino. read .ino files. ino reader apk. inno3d 2070. inov 8 mudclaw. ino in english. inno3d 560 ti. koala inofix ino plus. translate into english. ino case iphone. ino 3 where to buy. ino and sasuke. ino yamanaka english voice actor. ino yamanaka wallpaper apk. open ino file android. hino nacional. iphone info. inno3d 8600gt. install ino linux. inno 3d bios update. ino cheats on naruto fanfiction. inno installer. ino raridade anderson freire. ino ino no mi. ino software download. ino da clé download. pchome ino cp300. uno mas in english. what to open ino files with. ino x mod free fire. ino rong bilong mi. download ino yamanaka skin for minecraft. imo apk download for mobile. nombres con ino al final. download ino ni momo mp3. into the dead mod apk. ino freeing sai from gengo's control. download ijo ope. inno3d rtx 2080. inno3d 710 1gb. inno3d installer. ino husband. ino english. inno3d kullanıcı yorumları. inoerp download. wildpack ino rong blo mi. ishe wemba ino mp3 download. inno3d vs galax. inno3d india. compiling ino files. ino 3d drivers. sonoff.ino.bin download. ino medical. ino pictures. ino therapy. ino grown up. imo apk for pc. inno3d nvidia geforce gt 710. ino florence. inno3d ichill. ino yamanaka english dub. ino odyssey. ino restaurante. pack ino yamanaka. ignou hall ticket download. inno3d nvidia geforce gtx 1050 ti. inno3d ichill ultra. ino 3d gtx 1080 ti. ino cheats on naruto. cheater ino x male reader. info7 noticias. ino 3 update. laufen ino freestanding bath. iphone ino metal. ino full form in. ino urban dictionary

So, When giving this review, I am not looking at the price. I am looking at the enjoyment and quality of the game. It was great to be honest. I have always been a huge fan of the RPG Horror Games. I bet this Game had a nice story to it...But it was poorly coded. In Chapter 2, I encountered an error that forced me to quit the game. When you get the staircase key from the corpse in the room before you get to the front desk to save, that corpse is coded for a prepared chase. Well, as soon as I leave the room he kills me. He spawns right on top of me. I would of had to ignore my allowance to use that save spot just so he could spawn properly. My only other honest complaint (which was my first and only complaint before encountering this glitch) is the Characters are insanely mono-toned and lacking emotion. Their reactions to blood and dead bodies is incredibly unrealistic.

So, TL;DR:

The game has a very poorly coded glitch that does not allow you to progress if you decide to use a save spot behind the desk in Chapter 2. If the glitch is fixed or updated, I will happily change my review, but until then, yes, it is a negative response.. Pretty good game for the price and worth my time made for some great youtube content and sure as hell scared me cause im a little chicken lol.. First of all I would say thank you to the developer of this great game. I am a really big fan of this sort of pixel adventure game. I haven't finished the story yet, but I can say its one of the best Gore games if played in the past. And I really hope you continue your project.

Best wishes : SkyLine - \u2764 Yuno. This game was horrible I know its only two dollars but even then I still felt like i got ripped off the game was buggy things glitched out and its story was just bland and it didn't make sense.. meh. Ino was a game I was quite excited about at first. I voted for it on greenlight the day it was added there, and I waited for it to be finished. I even shared it with a few friends saying this looked like a pretty quality game for an rpg horror game and recommended that they vote for it. Some of them said it looked like it was not actually going to be quality and that it was probably actually poorly made and generic. And it makes me sad to say this, but they were right.

Starting with the goods, Ino actually has some neat graphics and mapping. The soundtrack isn't particularly great (I'm pretty sure most of the music is pre-bought, which is fine) but it isn't horrible. The art is pretty great and stylish, even though some bad coding gets in the way (more on that later). The story seems interesting *at first but ultimately turns out to be disappointing (again, more on that later).*

The gameplay itself is sort of generic. You collect keys and items that unlock doors that lead to more keys and items. There are a few chase scenes, "find the password" and block pushing puzzles thrown in but those aren't anything new either. There is one puzzle which I liked, though I forgot what it was now. I just remember it had something to do with colors and numbers.

Anyway, one aspect that really drags the game down is the coding (or eventing would be more accurate since this is made in rpg maker). The game is filled with bugs through and through. For example, you can break the game in the last scene with the bloody knife if you try to leave the room. There's also a corpse which changes graphics when you interact with it (a result of the event not being set to "direction fix" in the editor) and there's objects that you can interact with even when you're not facing them, especially near the beginning. The character portraits are below the light effects layer making them look sort of weird and sometimes even get cut off by tiles. Speaking of light effects, if you press F12 and then try to load the game, it will crash. The light effects script being used is to blame for this.

Another really bad aspect of the game is the story. Like I said earlier, it starts off interesting and mysterious. There's some sort of project going on in a hospital. There's multiple characters and as you play you keep wondering how they all tie together. Spoiler, they don't. The story leads absolutely nowhere. It is FILLED with plot holes and doesn't explain ANYTHING. It delivers a generic

twist which is really out of nowhere, and again, makes absolutely no sense. Not to mention there's loads of grammar issues in the dialogue (I'm ok with grammar errors in games but this game is asking for money for \u2665\u2665\u2665\u2665s sake, get a proofreader.)

The characters are all boring and no one is really likeable. They're all just sort of... there. Especially that red haired dude you play as in the prologue and third chapter. Seriously dude, who the \u2665\u2665\u2665\u2665 are you exactly?

I mean, I didn't bother getting the true ending or bad ending and just left after the good ending, so maybe it gets explained, but I doubt it.

I've said "generic" quite a few times in this review, and that's because it describes Ino well. The story and gameplay is generic, the characters are generic, even the bugs are generic as they're found in a lot of other rpg maker games too. While it's not exactly expensive I still wouldn't really recommend buying Ino.. This review is on my first playthrough.

I wanted to like this game, but there's just so much that doesn't make sense. The timeline is very confusing while in-game, but thinking about it afterwards helped me sort a few things out. Nevertheless, it is still really confusing. There are characters that are introduced that don't really relate to what the "main" (?) story is. It was nice solving the puzzles, and it did feel like it was going somewhere. However, the prologue doesn't really...fit. There are parts that should have been cut out completely. This is like 2 different games. I feel like the dev was starting with one idea and then it all just shifted back and forth between the other idea. The soundtrack didn't interest me at all. It felt bland. The characters mad little to no sense for me since it felt like some didn't even fit. This game is just a big mess. While you do get your money's worth of \$2, there are other games that are the same price, or even free, that are just amazing. This game doesn't cut it. I can't recommend it due to the story and the fact that some characters have no place in the game. If this was made better, I could recommend it. As of now, it's a no from me. Use your \$2 for a different game.. Cool little horror game. cant complain for the price.. Kind of reminds of the old resident evil games with the puzzles and general interactions you have. controls are fine but the walking distance is a bit strange, palyer doesnt stop on a dime after you release your button so it takes a second to get used to and sometimes the dialogue comes off as strange but hey. its cheap, fun, story line is at the very least entertaining enough to keep im interested. a solid 7\10. if you would like to see some gameplay before purchasing you can check out pt1 of my Lets Play here! <https://www.youtube.com/watch?v=g0hGHavLIpg>. Its short, a little weird and lacks closure, but Ino is a fun little RPGmaker horror game.

[Don't expect an epic game. but it is worth the price.. I actually really enjoyed this game and wish it wouldve been longer. It has different endings which i personally love and I was entertained throughout the game. There was at least one puzzle that I had trouble with but this game is well worth the price.](#)

Enjoyable game , still trying to wrap my head around the ending which is somewhat confusing . Worth the \$2 i paid. 6/10. First of all, I rather enjoyed this game. It has some glaring flaws, such as how the story doesn't neatly wrap up in the end, and some basic grammar issues (wrong words, sentence structure, or words spelled wrong, for example) BUT it was still worth the price of admission. The story itself, plot holes aside, was interesting and engaging. Also, the 'Run' sequences didn't feel annoying or poorly done; you had enough time to react instead of dieing the first time and trying again. Far too many RPGMaker games utilizing this do it POORLY. This is an example of it being done right.

- +Great Price Point
- +Interesting Story
- +Custom Sprites
- +Great use of Music, sound effects and atmosphere

- =Some grammar needs work. Thought instead of though, poorly worded sentences, etc...but they are the exception not the norm.
- =The custom art, while not the best, DID fit the game and didn't feel disjointed from it.

- Very short. Can be beaten in about an hour and half that time if you speed run it. I'd say about 1-1.5 hours for all achievements.
- The plot has some glaring holes in it, and doesn't explain or neatly tie things up by the end. Even after getting two of the three endings I'm left scratching my head as to what is really going on.

TLDR: Not your standard RPGMaker game, and avoids most pitfalls the genre tends to fall into. Good use of atmosphere to produce suspense and intrigue, even if the story falls apart towards the end.. Characters and plot points are dropped and quickly forgotten, the endings (especially the true ending) make no sense and it doesn't have an original bone in its body.

Even for two bucks, this is trash.. Some puzzles were fun, but the ending was awful. 4/10. This game was entertaining, no doubt. I could look past the design had there been a good story. Especially because of the price so I guess I wasn't expecting too much but at the same time I was disappointed. To be fair, there was a story until the first chapter involving the apparent real story trio. My only main discontent was the loss of story after the prologue because I can tell Kuruma's side was trying to connect the two but to me it didn't seem to be there. Even stranger I was going for the bad route but somehow ended up with the true ending. I know this because I never got the achievement for the bad ending and already witnessed the true. I guess reading all the files triggers both good and true ending regardless which is weird? I tried it multiple times and this is definitely a consistent bug (still got the ending achievement somehow but I'm not sure how). Nonetheless it was good, but elements were missing as well as an ending bug.. Ino is an ok game, Its fun a little hard at times but what I did not like was the story with its wtf endings. If you want to get it go head, Its just not that scary and again the story does not make much sense.. Not too shabby for a game under \$2.00 so far. However, it seems to freeze on one part of the game and I am unable to continue. Not sure if this is on my end or the games end, will look into it more. Heres a video of gameplay released today:

<https://www.youtube.com/watch?v=hHVpouPyfgk&t=247s>

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