Legacy off. Started Playing: 5/10/24 Beat: 5/31/2024 Stats Total Playtime: 7~8 hours Overall First open-well game The map can only be viewed in rooms bright enough to read. I feel like there is so much to World discover, but I have one flame ANIMAL WELL left. Curious what happens after that. There is an infinite loop. This well is gnarly. The scanlines versus the raw pixels is so stark. The vibe of scanlines feels so integral to the game though and I have a soft spot for them. I don't think I have ever seen **Animal Well** pixelated foliage and lanterns Graphics move with such fluidity before. It is captivating and mesmerizing. The water reflections 😥 Foreign. Plip plop. Echoes. An ethereal peace washing over Music/Sound Design SFX are blip blop crunch Gameplay

https://x.com/TerminX13/status/

goodness

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Dunkey/Bigmode's first published game. Hard to gauge a legacy off the bat.

Seems easy enough to reacclimate after a week or so

What a mentally engaging game. I want to explore and uncover secrets. There is so much to discover.

But I do only want to engage to the level of the platinum. There are secrets beyond that, like freeing all the cats. Is the thrill of the hunt and delight in solving the puzzle enough.

I want to play more and may pursue the platinum. But I do feel satisfied. The curse of seeing credits roll. My brain has checked it off.

Good jump. Tight. Anticipatory.

Not a lot of health. Good understanding of world and rules.

Ghost mice. Tip toeing ostriches with snake-y necks. Very odd animals.

Firecracker – Great light show

Yo-yo – Holy cow these physics. It can lead capybaras!

Firsbee disc – Bounces back and forth. Can ride them in a way that reminds me of Kirby.

Slinky – Slinky, slinky, everyone loves a slinky.

Tools/Items

Flute - Wakes up animals and TELEPORTS YOU!

down, up, up Bubble Wand - Make bubbles and jump on them. The rhythm Bubble bubble wand - I'm a to platform with them is a little double bubble blowing baby

Teleportation/shortcut room -

Right, right, left, left, down,

now!

Pencil - Draw on map

Lantern - light up the dark babyyyyyyyyy

Puzzles do feel Jonathan Blow. Marty Sliva's comparison was apt. Like, why is there a three lever sine wave puzzle in this game?

I love seeing multiple tools come together to solve a puzzle. Feels rewarding.

Why do firecrackers not carry over on saves/deaths?

This may be the most frustrating

## Game got the spooks.

Surprised at the lack of "boss" fights. The chameleon set the tone for me. The rest felt like their defeat came suddenly. Not really a challenge.

tough to get down.

bit.