

Reviews:

- "Very nice little explore/puzzle game, reminiscent of Zork. I couldn't find the final piece needed to escape, but that didn't detract from the atmosphere. They nailed the "text appearing on screen" sound, too. While I didn't beat the game, I didn't find a single bug and they appear to have created the game that they set out to, which I would call a success. "
- "I loved everything about this game. My only complaint is that it is too easy right now. These kinds of games lack replay value, so in order for it to feel worth it there are two ways to tackle that problem: Quantity of puzzles or Quality of puzzles. With PICO-8 your quantity is probably going to be limited, so the quality of puzzles must really be up there. Regardless, you did everything right about this genre of game. Would love to see more."
- "Gameplay: I am genuinely happy that they have made a game like this. I like the approach to an escape room, and I enjoy playing against the clock challenge. They have an excellent variety of mechanics which is tough to achieve with the limited supply of code that PICO-8 lets you use. It is just an excellent implementation of puzzles to solve and the timer makes the game more exciting. This is a tough game to talk about difficulty because it is entirely based on the clock and will always get easier the more time you solve. I like the choice of having interaction puzzles, side-game puzzles, and puzzles that have you think a little bit. Just all around a solid puzzle game from a gameplay perspective. I docked points since in two of the puzzles I ran into "bugs" that made the puzzles more frustrating to solve but not actually game breaking. The only reason I am docking points from them is that they did impact my first playthrough of the game in a way that was detrimental to my initial reaction to the game.

Level Design: Both the puzzles and the overall map were well thought out and each part of the level felt like it was intentional. The interactions with the environment were nice and the way some puzzles changed the level for good was also a nice thing to have in the game.

Sound: Good music, good sound effects in both overworld and in puzzles, well done. Nice and spooky.

Art: The bad parts of the art were the player sprite and animations, and before you solve the electric board puzzle it is just a little too dark (maybe change up the pallet on the floors a little there, or some cute lightning effect where you get a second of

bright light every so often, I spent a minute just walking around not sure what was a wall which I get is desired but some guidance would be better than absolutely none and you can still achieve the same feeling of darkness). The good was the puzzle art, the animations of interactable, and all the other sprites in the world. I never questioned what something was, which is a great thing.

Fun Factor: I had a lot of fun solving the puzzles and felt the pressure from the clock my first time through, I was impressed with the having to "think" aspect of it but I am also not a great puzzle gamer so maybe the experience will vary here. I couldn't decide to take points from gameplay or from Fun Factor, I took them from gameplay because it was really the gameplay bug that caused me to have less fun but in the end the scores the same. I had a lot of fun playing this game."

- "I don't understand how this game works. It needs better instructions and maybe a tutorial."
- "I don't know how to do anything except move around. I don't get what the objective was. Add better instructions or a tutorial"
- "This game was cool it was hard though I was unable to escape "
- "This game is fun and interesting. I was not able to do it, but I'd like to try it again."
- "Fun concept ran into a couple issues. When the chest is unlocked, it doesn't have anything inside, after you open it, when you try to select it, it only says that the chest is unlocked. Also, the chemical puzzle might need more hints. "
- "Super fun! I would make the chemical part a little more obvious"
- "Give me more time to play. Also, sometimes I wasn't able to select certain things by pressing x. This is not because of the "your hands are full" feature, which is dumb."
- "Super fun puzzle game!! Cute small graphics, interesting puzzles, and a fun ending! My only complaint is that I would like the game timer to be 20 minutes, not 15. I want more time to explore and read! Thank you for the fun game :-)"
- "I like your game a lot."
- "I played this twice and ran out of time both times. Couldn't figure out how to make "friend". I thought the symbols on the board were a hint but I'm not sure anymore. Really neat idea, I like the graphics and there were some really good ideas, I just think some things should be more clear."

