

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."**
- "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.”