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A Blind Legend Download Tn Hindi

The logo for the game 'A Blind Legend' is displayed in white text on a black background. The word 'A' is small and positioned to the left of 'BLIND'. 'BLIND' is in a large, bold, sans-serif font. The letter 'I' in 'BLIND' is replaced by a vertical line with a small horizontal bar at the top, resembling a sword hilt. To the right of 'BLIND' is a small cluster of white dots. Below 'BLIND' is the word 'LEGEND' in a large, bold, sans-serif font.

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### **About This Game**

A Blind Legend is the first-ever action-adventure game without video – where ears replace eyes!  
Discover the original, innovative sensory experience of binaural 3D sound.

**HEADPHONES ARE COMPULSORY!**

**AUDIO GAME FULLY ACCESSIBLE TO BLIND AND VISUALLY IMPAIRED PEOPLE**

Your eyes will be of no help.  
So close them, sharpen your hearing and your blade...  
And embark on an epic, perilous rite of passage.

Live the adventures of Edward Blake, the famous blind knight! Guided by your daughter Louise, you must find your way and avoid the many traps that lie in the High Castle Kingdom, while confronting dangerous enemies!

This serious game is fully accessible to visually impaired people, and is aimed at anyone who's eager for an original, immersive sensory experience through a ground-breaking video game. And because the player is the character, it will help raise public awareness of this kind of disability.

This hack-and-slash game, with a heroic-fantasy flavour, harnesses the innovative technology of binaural sound, which delivers a gripping 3D soundscape and brings characters and actions vividly to life around the player – as if they were actually in the game!

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A Blind Legend was co-created thanks to support from a community of fans who helped with the crowdfunding campaign ([www.ulule.com/a-blind-legend](http://www.ulule.com/a-blind-legend)) and in a co-production with France Culture, a Radio France station.

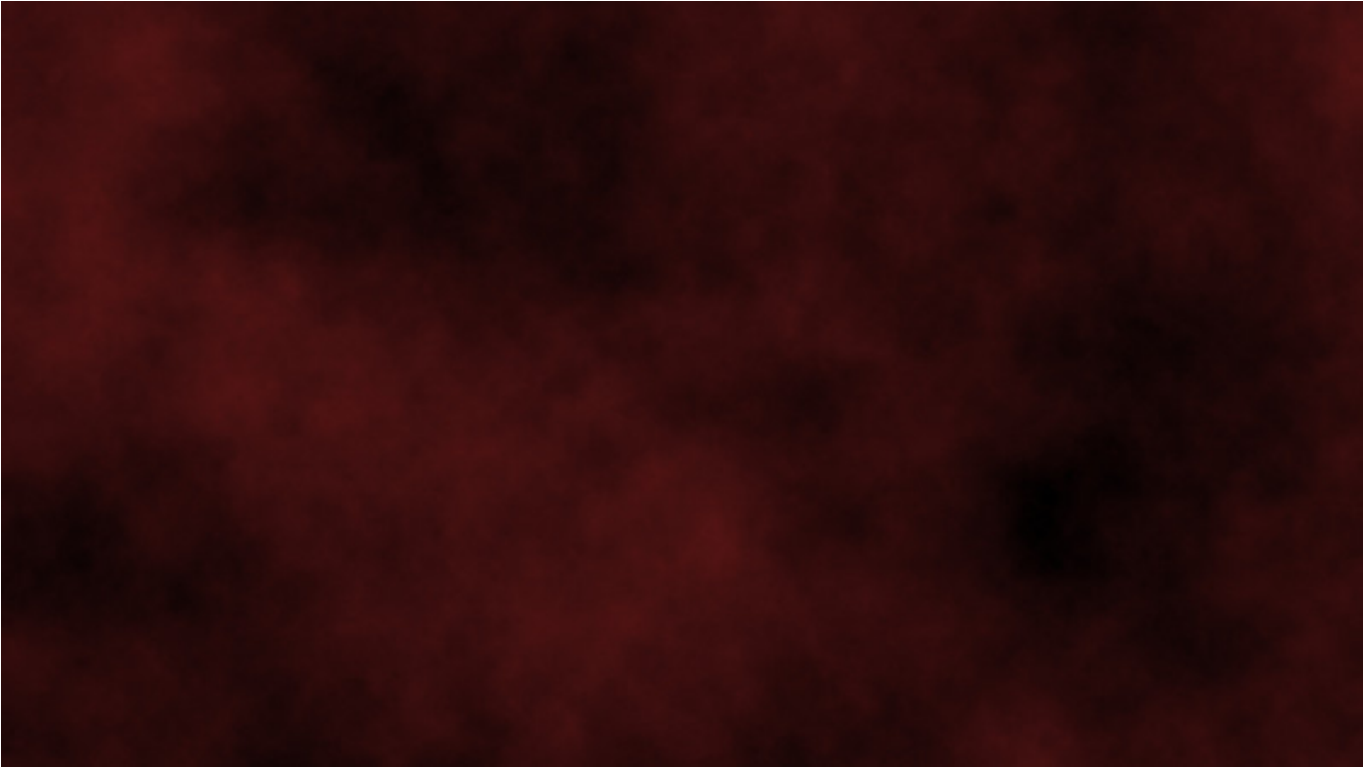
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Title: A Blind Legend  
Genre: Action, Adventure, Indie  
Developer:  
Dowino  
Publisher:  
Plug In Digital  
Release Date: 7 Apr, 2016

b4d347fde0

English,French

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A Blind Legend est un jeu audio.  
Veillez à mettre votre casque dans le bon sens.



A Blind Legend is an audio game.  
Make sure you have properly equipped  
your headset.

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A blind legend has the equivalent significance of Super Mario Brothers but for the blind and vision impaired. I hope the developers continue to develop the format of interactive auditory entertainment both for the vision impaired and non-impaired alike. It can be a little like an audiobook coming to life which allows the player to use their imagination more. Certainly worth developing more, and I hope other developers begin adding to the format as well. A most interesting experience.

Probably one of the best VR games available on Steam, and as far as I'm concerned the only worth buying. Playing without visuals is a very interesting mechanic, and occasionally it did work well. However, there is a very limited amount of different sounds (so you end up pushing buttons in response to whether the sound is to your left or right), and fighting is quite annoying. I gave up the game after I tried to defend some fishermen who had saved me - I simply wasn't sure if I was even hitting the monster, and I always ended up dying. Note that this means that I have not finished the game.

You can try the game's first levels out for free on your smartphone to get a feel for it, which I recommend. Playing on PC shouldn't add much to the experience. I appreciate the concept of the game but I had to stop playing after 20 minutes.

The text-to-speech irritated me and especially the announcement of each loading scene has been a horrible choice in my opinion. I tried playing this game, but I can't. Please understand that I have nothing against the game itself, the storyline or even the gameplay. It's the annoying voice that keeps on talking and it's annoying as hell. I can't stand to play it with that, if the devs decide to actually remove that I'll try to play the game again and discard this negative review. The game is free in Android yet they charged me money here before I realized I could get it on the phone for free. Why? This game is brilliantly executed-- a truly unique gaming experience. This is a video game without any video. I recommend a good set of headphones and a controller (I use an Xbox 360 controller). Also, I just play with my eyes closed as well instead of looking at the smoky screen. The game flashes the screen when you successfully make an attack with your sword and I can see the flashes with my eyes shut. For a game like this, if the voice acting or sound effects were bad, it would ruin everything. Fortunately, everything sounds great and your imagination fills in everything that is going on around you.

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Just wanted to say thank you.

As someone who is legally blind I approached with a degree of scepticism.

I didn't have to.

Whilst the guide is a little wooden, the voice does it's job perfectly.

I am guided through the menus and into the game, given an on the fly tutorial and the in game audio works perfectly.

Without having to squint or move closer to the screen I can just play.

Well done, the Dev set out to make a game for the visually impaired and succeeded.

There are no graphics as such you have to play with your ears.

If you cannot appreciate this, walk away.

If you can then walk that mile in my shoes and enjoy.

Buy, experience and enjoy.. This game is so easy I can play it with my eyes closed.. Quick thoughts on my experience so far..

It's an interesting game, but it's not that great. Here's why.

1. The robot voice that tells you how to play is annoying.. it seems to speak less and less as you play, but it completely takes me out of the experience every time it pipes up. If there must be a voice speaking to me, the player, at least make it a real voice. This is the worst thing so far.

2. There isn't a big enough variety of sounds.. for a game that is 100% based on sound, it kinda annoys me that the thugs that attacked me made the same noises every time they were going to hit me, and the same sound every time I hit them... wolves have the same noises every time they run up, attack, and get hit as well. It needs at least a few different versions of each sound.. both for variety, and challenge.

3. It's really hard to determine how much you're turning.. Too easy to under- or over-estimate. Even when using the sounds around me as clues, This is still a bit of a problem. Limitation of the hardware and controls, I suppose.

Other than that, it's pretty alright I guess. It's an interesting experiment. I don't think this is the first time I've played something like this, but it's certainly a rarity in any case.

Would I recommend it? I'm going to hit "no" only because I think the vast majority of people out there won't really be into it, and because of the flaws listed above.. But if you're the type of person, like me, who likes to try interesting stuff (or if you're actually blind) go for it.. One of the most fantastic ideas I've ever seen (or heard!)

Even though it's a quite simple game, it's core idea is just amazing. It's not just an inclusive game, but it also gives you a small (and simplified) perception of all the difficulties a blind person may face.. This is the first time I give a negative review to a game and it's basically for 2 reasons:

1) Immersion totally broken by the menu/loading/instructions voice

2) Checkpoints bring you back what feels like 5 minutes of uninteresting things. When you play in hard mode it's annoying as hell. In normal is just very very annoying.

I had high expectations for this game, it's a pity it has so many BIG problems =/

. Maybe it's my unjustly high standards, but if you are making a game where your entire selling point is an audio experience, I'd expect there to be a bit more effort put into the sound making (read: don't reuse the same sound assets). I can overlook listening to my daughter character repeating the same directions over and over again. I can't however accept that I'm fighting a troop of knights, who thankfully have some variation in their voice and personality, but still have the same attack and death sound. I know this is just nitpicking, but it just feels extremely lazy, especially since sound plays such an important role in the game.

Another problem I had with the game is that it actively tries to stop you from getting immersed. The Tutorial/Guide voice is very annoying and there was no option in the settings to disable it. It really sucks when you took the time to blindfold yourself in a dark room and covered your ears with a decent pair of headphones and your adventure is ruined by a semi-robotic female voice going "LOADING".

Mechanics wise, it's ok. They were creative in painting the world around you. The sound of your footsteps change depending on where you are, the background noises are often filled with subtle sounds to make the world seem alive. Utilizing the daughter



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character as a marker was also a smart workaround to enable players to move around the game world. However, the maneuvering could use a little tweaking. You could take a wrong turn, and on asking your daughter where to go, she will simply repeatedly tell you to TURN RIGHT. You\u2019re better off playing it by ear, and try to get closer to her voice. Controls are responsive but the combat system felt a bit too simple. The story isn\u2019t too bad and your daughter sounds like a cute girl, so things are probably pretty good.

Overall, if you\u2019re looking to just sate a curiosity, then this game would probably be enough to sate it (and the price point is quite fair). However, if you were unfortunately looking to put yourself in the shoes of a blind knight, you will have to look elsewhere.

. I bought this out of curiosity and am very glad I did. By giving you only audio to inform you what is happening around you it leaves the visuals completely up to your own imagination - so if you're an avid bookworm then you should enjoy this game. Play it with your eyes closed and it becomes completely immersive. Also, incredible to create a game that raises awareness of a disability and at the same time uses it to make the game better.

TL;DR - if you enjoy reading lots then this game is perfect for you. And close your eyes!

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