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## Night Magic Xforce

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### About This Game

Are you ready to face an eerie and unknown mystery? Are you ready to abandon the world and plunge into the most complex puzzles? This is not a game where you can go, knocki 5d3b920ae0

Title: Night Magic  
Genre: Adventure, Casual, Indie  
Developer:  
LaserStone  
Publisher:  
Dagestan Technology  
Release Date: 26 Sep, 2018

English,Russian

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"Night Magic" is a gamedesign catastrophe you should avoid at any cost. Even at Steam sales u2013 if only you're not a collector that keeps games with really awful gameplay regarding them as a works of art (in their own way). Technically, "Night Magic" is a compilation of surprisingly difficult mini game puzzles, but the absence of savegame option together with the possibility of sudden death (just because you walked in a direction authors didn't wanted you to go) makes it totally unbearable. Here's the thing: most of the games encourage players to explore the in-game world. For some reason "Night Magic" punishes the player

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for his interest in exploration, even without a warning. The game starts, you're going to the right, you see two or three doors, you continue to go to the right, you hear the sound of a falling object, and then the falling piano kills the protagonist (when you start to hear the sound, you already cannot avoid it). Same thing happens when you go to the left: some doors, the sound, the piano, game over. OK, let's open the random door u2013 here's the puzzle. After ten or fifteen minutes (I'm not joking, the puzzles from this game are not too original, but they're really hard and even exhausting), everything's done, and now. you can go to the left or to the right! Again! But what will happen if you'll go "too much to the left" or "too much to the right"? The falling piano erases all the progress you had. Start from the beginning, replay that goddamn mini game and don't be too curious next time! You completed two puzzles but still walked too far? The falling piano will teach you that this game is not about exploration u2013 just solve all that difficult puzzles no one likes to deal with in other games and don't you dare to go away from the doors! Yup, "Night Magic" is consists of filler mini game puzzles, and this fact alone makes the concept of this game awfully boring. That concept almost never works right u2013 for example, see mediocre "Safecracker" by Kheops Studio u2013 but this project is even worse than that. "Safecracker", at least, allows players to save and have no "Game over" screen; you can't lost all your progress in it in a second. "Night Magic" never cares about your progress, your time or your interest to continue the game (thatu2019s why I stopped playing it pretty soon u2013 as I already said, this is just unbearable). But that's not all. This game has one of the worst English translations since Zero Wing (with its famous "All your base are belong to us" nonsense). Terrible PROMT-style translation from Russian to English makes it hard to understand the meaning of the in-game texts (for example: "A pack of cigarettes? Where did she come from? To smoke would." or "I'm here the fourth day, and the way out and did not find. If anyone reads these lines, tell my wife I'm her very I loved"). Even if we'll forget about awful translation, the atmosphere is nonexistent even in Russian version: gloomy SilentHill'ish art-style, dark ambient music and wonderful, genuinely creepy sound design is mixed with cartoonish button sounds and absurdist falling pianos. The story is similarly ridiculous: our amnesiac heroine awakens in a creepy corridor full of doors, which she opens after every solved puzzle, only to find out that she is stuck in Hell, forever (that's the final plot-twist, as I understood from reading the text files in the game folder). Which horrible sin did she committed that brought her there? She smoked in a bed, fell asleep and burned to death. That's just great! While characters of Silent Hill 2 were tortured by their "inner demons", by the results of their poor choices made in a past, the main character of "Night Magic" went to Hell as a result of accident! Why is this game called "Night Magic", after all? I don't know, maybe that's just a catchy name for a Steam product. I don't know what can I add to this review. The music is good and the art-style is nice, but none of it can save the day (by the way, all the walls and doors looks the same at the every room I saw - it seems like there is no much variety in game's visual design). What could make this project better? Maybe savegame option, maybe "skip the puzzle" option, maybe option to choose puzzle difficulty, but still none of it would make a compilation of filler puzzle mini games feel like a truly good game: it was a flawed concept from the beginning. Applying all of this changes would only make this game playable, not "really good". On the other hand, in its current state "Night Magic" is just unacceptable: for now any change can make it only better, but it seems like the authors already forgot about this project, so don't expect an update anytime soon.. "Night Magic" is a gamedesign catastrophe you should avoid at any cost. Even at Steam sales u2013 if only you're not a collector that keeps games with really awful gameplay regarding them as a works of art (in their own way). Technically, "Night Magic" is a compilation of surprisingly difficult mini game puzzles, but the absence of savegame option together with the possibility of sudden death (just because you walked in a direction authors didn't wanted you to go) makes it totally unbearable. Here's the thing: most of the games encourage players to explore the in-game world. For some reason "Night Magic" punishes the player for his interest in exploration, even without a warning. 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