
EONIA Serial Number

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About This Game

EONIA is a first-person adventure game that takes place in a magical, colorful open world. Live Albius' story, Master Enodio's apprentice, and meet his loyal magical pe 5d3b920ae0

Title: EONIA

Genre: Action, Adventure, Indie, RPG, Early Access

Developer:

GEOMETRIC BYTES

Publisher:

GEOMETRIC BYTES

Release Date: 24 May, 2018

Minimum:

OS: Windows 7

Processor: Dual Core

Memory: 4 GB RAM

Graphics: N

English

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Great looking start and has great potential. As for now, I kept running into a lot of "you can't do this or go there". So either I am missing my path or I've run out of current content.. This game is amazing. Handcrafted from one individual. I love the art style, and the mechanics are pretty good. And the developer actually responds to issues and solves them quite fast. It also has an interesting story so far. Although it's in alpha so there isn't much to do but it is growing. So far it's about 6 hours of gameplay. Super excited to see what's in store for the future of this game.. Not fun. Awkward environmental interactions. Linear. Colorful! Needs a lot more work, but I wanted to support the guy's effort. Just the second puzzle was too hard, and my interest did not meet the required patience to solve it. I don't think this game is going anywhere, but I want to be wrong.. For a single developer Geometrics Bytes has created a fascinating world of features to entertain you for hours. A lot of work went into this project and more to come. Pros: Music, sound effects, graphics, complexity of crafting, exploring, building, and repairing are wonderful. Lots of creatures, places to explore already in the game but a NOTE: some areas are not finished or you need to complete a quest to open them. Cons: Most of the people you're sent to visit have left only leaving you notes. It would be nice to eventually see characters to interact with an not only a living breathing world, but filled with NPC's as well. The game does feel linear but it's because you have to open each quest stage to advance to new areas. Some of the quests need a bit more clarity and there are some bugs where I've had to do the quest more than once to complete it. Bottom line: I think this is a great project and not an asset flip. Development will take time as this is only one developer doing all the work. I look forward to progressing with the developer and development, and if you like early access, and getting involved in indie development projects, that are active, you will too.. This game is amazing. Handcrafted from one individual. I love the art style, and the mechanics are pretty good. And the developer actually responds to issues and solves them quite fast. It also has an interesting story so far. Although it's in alpha so there isn't much to do but it is growing. So far it's about 6 hours of gameplay. Super excited to see what's in store for the future of this game.. Not fun. Awkward environmental interactions. Linear. Colorful! Needs a lot more work, but I wanted to support the guy's effort. Just the second puzzle was too hard, and my interest did not meet the required patience to solve it. I don't think this game is going anywhere, but I want to be wrong.. I love this game. There are the obvious reasons like the artstyle, first person gameplay and exploration aspect. But what I especially like is the whimsical storyline and discovering items while completing tasks and quests. It's not a grind game, it's a mind game. It's a relaxing, beautiful journey of exploration with a language all its own. I also like that while there are dangerous creatures there can be alternatives to killing. EONIA is like becoming engrossed in a good book and losing track of time. The crazy thing is EVERYTHING is created by just one person. Very impressive.. Spent several hours running through the current content, had quite a bit of fun! Developer is actively involved with the community in finding and fixing reported bugs as soon as possible, always a +1 in my book. Very much enjoy the artwork, it's charming and colourful and a nice change of pace from most other games. Will be watching this game develop with interest.. This game is beautiful, charming and relaxing. The story is very interesting. You are a cat-like creature, you can jump from high places and hate water. You wake up on your 15th birthday, everybody is gone and you need to find out what happened. The game rewards you if you are observant and explore every corner of the map. At the moment only the first map is available and few primary quests can be completed, but a big content update is planned in few weeks. For an early alpha it is very polished, controls are very good. The developer is one of the nicest people here on steam. I definitely recommend this game 10/10.. Eonia is in Early Access, so most of the quest are off limits. But this Early Access is useful to get an idea of this project. This game, embodies the spirit of others honoured ancestor, like Morrowind, but is more peaceful. The world is colorful, full of things to do (atm we can collect plants, draw animal, map our region, but in future we can build things like bridge, cage, and many other things, gardening, fight creatures like giant tortoise, and sail, for example). The main quest in this Early Access is easy, maybe that's a little too obvious, but useful to get into our character. What I appreciated is the developer's passion. This passion is in every book we read (very well made), in each plant or tree we can see during our gameplay. The impression is when Eonia will be released out of the Early Access we'll have a peaceful and coloured world, full of tiny adventures, with many books filled with information of animals, places and characters, of this particular setting, and many "biomes" all different. Also the skill tree suggests a development of a character oriented not only to fight and casts spells, but to fish, build. Eonia is more than "kill anything that moves". Requires a considered approach.

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