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About This Game

92% of Steam Curators reviews recommend this game

Finalist - Quo Vadis (2017)
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Showcase - Indie Arena at Gamescom Finalist (2017)
Showcase - Game Happens (2017)
Showcase - INDIGO (2017)

Downward Spiral: Prologue is inspired by 70's sci-fi movies and modern TV series; it's the most immersive journey in VR, has distinct style, intense deathmatch, gunpowder smelling action in zero gravity and mystery you have never experienced before. It's the first game released using new innovative way of moving freely in VR space without players suffering from motion sickness. Built by award winning industry veterans.

Features:
-3 game modes: Solo, Co-Op and Deathmatch
-Intense Deathmatch in zero gravity for up to 8 players
-15-30 minutes long Journey mode, the most immersive journey ever, especially in online in co-op
-New Innovative way to move freely in VR without suffering motion sickness
-Play with or without room-scale
-Electronic ambient soundtrack composed by platinum selling HIM frontman Ville Valo.

Game's focus is on environmental storytelling, as the game features no dialogue or cinematics.

Title: Downward Spiral: Prologue
Genre: Action, Adventure, Indie
Developer:
3rd Eye Studios
Publisher:
3rd Eye Studios
Release Date: 30 Mar, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows™ 10

Processor: Intel™ Core™ i5-4590 or AMD FX™ 8350, equivalent or better

Graphics: NVIDIA GeForce™ GTX 970 or AMD Radeon™ R9 290, equivalent or better

DirectX: Version 11

Storage: 3 GB available space

Additional Notes: 64 Bit and Oculus Touch / HTC Vive required

English

downward spiral prologue review. downward spiral prologue vr. downward spiral prologue. downward spiral prologue soundtrack

I was FORCED to buy this game and play it for 111 minutes.. HELP ME RAISE THIS ONCE BEUTIFUL GAME FROM THE GRAVE AND WE SHALL RELIVE THE GLORY THAT IS OMEGALODON. The nastalga is over the top with this one so simple but so great, The memories , 90s flashbacks . if you played dope wars or mafia wars this will bring back great flashbacks . Cocaine is a hell of a drug. Quite an entretaining game. Good for the times you want to have a little challenge and distract for a while.
I really enjoyed the game and I would reccomend it for relaxing and having a good time. Though some parts are a bit hard to pass it is a really good game overall.. Note that these are PREMIUM MODULES, therefore cannot be used with mods that include hak pacs, tlks, or similar custom content. Fun for a little while, but gets stale quick.

The game starts good but at the level 4 or 5 it is to hard i have tryed 50 times. lost evrey time this game is a pice of trash in some parts some air good but most air not. but for the $$$ i would say it is ok. For those who like old-school RPGs.. lt;First review, pardon the dust>

This is an awesome idea. And, I'll continue to play it despite the limitations.

But there are some things that just fall short.

First the great things:

1. The art is thematic and very moody. The maps are the same,

2. The story is a revenge story: a oldy but a goody.

3. A lot of the systems for the game feel well thought out: having to fence goods and train thieves. Culprits being caught and carted of to jail. Heat levels in different zones.

4. The *concept* of the heists are beautifully simple, the complexity is in the execution.

There are some large howevers.

1. First, it is a rogue-like. While I'm not traditionally against rogue-like games, the problem is that the game is not a procedurally generated. The story mission are the same, time and again and so on your third or forth attempt, the playthrough can be a little stale. A single fallback savepoint (every week, for example) would be enough to avoid this (and the points in subject 2 below.

2. Third or forth playthrough you say? After only 10 hours? Absolutely. There are a bunch of reasons that can fail you in this game, and the frustrating thing is more or less, there's absolutely notihing to be done. My first playthrough I ran into a mission where I needed two knife fighters. I could not recruit a second one for love or money. When I finally did, he was fairly unskilled and perished in the attempt. Moments later my second skilled knife fighter fell to the same guard - failing the mission.

3. How did the knife-fighter die you ask? In combat of course, fighting a low-level guard while my second knife fighter stood behind the guard doing nothing. Her knife was out, but she wouldn't engage the guard. After carefully maneuvering the guard into a quiet area where he could be attacked from both sides, only to watch him methodically cut down my junior fighter and then turn around and kill (capture) my guild leader.

4. The stealth mechanic is also a bit broken. The guards have no discernable pattern - making it impossible to "get the timing just right". It's more a function of blind luck - which detracts from the overall experience. If all your careful gameplay can (and routinely is) invalidated by a RNG because the guard randomly starts moving in the direction of your thief it can be quickly demotivating.

5. The game runs just too fast. Although you can take crews of up to four thieves, in reality, you'll only ever be able to use one or two at a time. if you have more than that in a building at once, it's likely that a randomly moving guard will stand near enough to a motionless thief to start detecting them before you can really do anything about it. Then your choices are run (and be spotted - quickly decreasing your stealth pool) or wait and hope that he moves on before you run out of stealth pool and captures your thief. Both are "meh" choices - they feel passive, defeating the idea that you are actively able to change the fate of your thieves.

6. Some niggling things - you can change the nickname of your thieves, but not their appearance. On one playthrough I ended up with four thieves with the same portrait - two of them were knife fighters and accidentally sent the junior on heists a couple of times. Since the only parameter I can alter is the nickname their names were changed from Sharp and Boots (admitted awesome streetnames) to SrKnife and JrKnife. As well, there are some thing that just are not documented anywhere: if you click on a map, it bring up a menu to Heist or Stakeout - who knew? Not I until my second attempt - leaving me wondering if there is just a bunch more stuff I just don't know about.

Ultimately, will I continue to play this game? Absolutely. Mostly because the idea is fantastic. Why someone hasn't (to my

knowledge) exploited this idea before I don't know. The developer has been active in patching - I'm hoping his frustration levels will not max out before he's done.

I'm conditionally recommending: go in with your eyes open and you won't be disappointed.. Overall a very useful program. Animating is relatively painless, and export to Unity 5 went well, with only one animation we tested going crazy after import. (Still can't figure out why...) I paid $30 and also bought all the DLC packs for half price, so I view this as a really good investment. If you need the tool to create animations for a Unity 2D project, it is well worth the $60 price.

I kind of got concerned after buying the DLC when I read that there were "Essential" versions of them already included with Spriter Pro. So I did a comparison of each and thought I would share what I learned.

The Essentials Version of the Adventure Platformer Pack includes the following:
Bonus Numbers
Fire Effects
Goblin Enemy
Pick Up Icons
Male Player
Female Player Skin
Wonky Skeleton

Adventure Platformer Pack includes the following that are not in the essentials version:
Bat Enemy
Brutus Boss
Electricity Effects
Explosion Effects
Impact Effects
Magic Effects
Blood Splatter Effects
Cat Player Skin
Reaper Enemy
Spider Enemy
Totem Enemy

The Essentials Version of the Basic Platformer Pack includes the following:
Bonus Numbers
A Few Effects
One Helmeted Enemy
Pick Up Icons
Male Player
Female Player Skin

Basic Platformer Pack includes the following that are not in the essentials version:
Armadillo Enemy
Turtle Boss
More Effects
Two Additional Helmeted Enemies
Stompy Enemy
Ghost Enemy
Hopper Enemy
Mole Enemy
Mouthfish Enemy
Spearfish Enemy
Cat Player Skin
Robot Player Skin

20+ Gun Variations

The Essentials Version of the Game Effects Pack includes the following:
Bonus Numbers (0 and 1)
2 lightning Strikes
1 Explosion (A Few Variations Possible)
1 Flame
8 Impacts
4 Magic Effects
2 Shooter Effects
2 Blood Splatters

Game Effects Pack includes the following that are not in the essentials version:
Bonus Numbers (2, 3, 5, and 7; All in Run N' Gun Essentials)
4 lightning Strikes
4 Explosions (Many Variations Possible)
4 Impacts
4 Magic Effects (only blue flame not in Adventure Platformer Pack)
5 Shooter Effects
3 Blood Splatters (only 1 not in Adventure Platformer Pack)

The Essentials Version of the Run N' Gun Platformer Pack includes the following:
Bonus Numbers (All numbers, both blue and orange)
4 Impacts
7 Magic Effects
10 Fire and Smoke Effects
Pick Up Icons
Male Player
Female Player Skin
10+ MegaEffects
Weapons Effects
Player Shots
6 Enemy Variations

Run N' Gun Platformer Pack includes the following that are not in the essentials version:
Dragon Robot Boss with Effects
1 lightning Strike (Part of Game Effects Pack)
Enemy Shots
Robot Boss
Robo Flinger Enemy
RoboRabbit Enemy
RoboStumpy Enemy
RoboWheeler Enemy
RoboBat Enemy
RoboSkeleton Enemy
RoboSpider Enemy

If you have a need for easy to include content with a great license for commercial distribution in a game, the DLC could be your ticket. There are hundreds, if not thousands, of hours worth of artwork included here. It has a consistent vissual style and would all fit together in one game without clashing visually. If you do programming challenges like Ludum Dare, this would be great base artwork to free you time to work on game play instead. To be honest, it is worth the cost simply as an extensive set of examples of how to build your own animations. You could even simply reskin these animations with your own character parts

and be good to go. Worth it at full price. A must buy at any discount over 40%.

. Richard La Ruina.... I wouldn't really call this so much a proper game and more like an interactive audio visualization program with game elements. That being said, if you look at it from that stand point it's still a very beautiful program and a unique way to experience your music if you need a break from Audiosurf. This game is fun and entertaining. Great graphics and makes adults and kids try memorize items. Thanks team RipKnot Systems! A+

https:\/\/www.youtube.com\/watch?v=8-yAB0XUsmY. Its a fun puzzle game, even if it is based off another one of their games. Each puzzle depicting a scene from RADical ROACH and the OST being mostly the same as well. The pictures can be a bit tricky due to the darkish and post-apocalyptic imagery, but on average this is a must-buy for a pixel-puzzles fan.. I lean toward the older side of farming so this is ideal for me. In fact, I have been able to run a farm using this pack only, very handy and realistic. The models are of the same good standard as they are in the base game, if not better and IT'S FREE!!!. Really really good gameplay, different game modes means hours of playing without getting bored, lots of fun!

BUT

There's no option to play in a group with my friend, so i don't often get to work with them in a team, which is the main reason I bought this game. It says that "Friends" is coming soon, but i've had this game for a while now and still no option to easily play on the same team. I hope that the devs will sort this out very soon.