
Astral Domine Download Key Serial Number



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About This Game

After crash landing on a mysterious planet, you must explore the ruins of an ancient alien kingdom to retrieve the energy sphere that can restore power to your spaceship.

A single player interactive VR adventure designed for the HTC Vive.

REQUIRES VIVE HEADSET AND MOTION CONTROLLERS TO PLAY

Title: Astral Domine
Genre: Adventure, Indie
Developer:
Spectral Illusions
Publisher:
Spectral Illusions
Release Date: 1 May, 2016

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Minimum:

OS: Windows 7 64 bit

Processor: Intel i5-4590, AMD FX 8350 equivalent or greater

Memory: 8 GB RAM

Graphics: NVIDIA GTX 970 / AMD R9 290 equivalent or greater

DirectX: Version 11

Storage: 9 GB available space

Additional Notes: Requires Vive HMD and Motion controllers to play

English







astral domine. astral domine arcanum gloriae. astral domine metallum. astral domine band

I do like the music, old school sci fi feel and looks it to. Like dune or something. Game fire explosions are awesome. Graphics are fairly good. But the game has no save feature, nothing really happens, you walk around for hours and might find a lame !@# puzzle and thats it. Shooting is just a weird beach ball like fireball sphere. 20 dollars is quite a high step.. Don't buy this until they add a save game feature.. Game bought in an indiegala.com bundle.

Using oculus vr:

Steamvr is setup up correctly but upon launching the game, my head is at floor level. Game also shows only htc remotes, Game is uplayable on Oculus Rift and from the update history, the game seems pretty dead so I doubt the devs will ever release a patch which will make this game playable with the most used VR peripheral of Steam (Oculus). I can honestly say this is one of the best games I've played on the Vive. It's beautiful, funny, with a great soundtrack and an unrivalled sense of exploration. So many games offer escapism, but the worlds they contain are so predictable. This has a sense of genuine awe, wonder and alienation. This game offers slick locomotion, simple but rewarding puzzles and an amazing sense of scale.

The only thing I'd criticise is the lack of a save option; the bookmark system is a bit obtuse. But really, that's it in terms of negatives.

For this price, it's utterly essential. Can't wait to see what else these devs come up with.. It was not worth its original asking price of \$20, but at \$3 or \$1.5 it's definitely worth it!

Pros:

Graphics - there's a huge area to explore and it all feels very "alien"
Voice Acting - the acting is good and the writing is clever
Price vs playtime - the whole game took me about 1.5-2 hrs to complete
Chapter select feature
Puzzles

Cons:

None. This is actually a wonderfully immersive and original game. I agree that there are some problems with gameplay, but as a fellow developer on Steam, I know how hard gameplay is to nail down correctly. There was obviously a tremendous amount of love and vision put into the product. It really delivers the dream world aspect and I love the 'larger than life' statues and structures.

This is like a David Lynch film -which is a TON for me to say seeing as he's my favorite director - because not everyone will love it, not everyone will get it and not everyone will get through it, but you can't say it's not compelling and original.. If you want to experience the sense of incredible heights and vertigo follow the direction to the dracula type of castle with all the amazing lightning boltz,.. 2V10

A bit of a lame empty "open world" with not much to do. Lame combat too.. The good: great visuals, nice open world.

The bad: gameplay can get boring in a short time, not always very engaging, not terribly challenging, not enough drive to it.. Pretty disappointed in this really.

The video makes it look worth the outlay, however even though the graphics are pretty good the gameplay is awful.

Awful because the movement controls are really poor, traversing the terrain is a laborious ride into motion sickness itself.

Up and down, up and down when will it stop.

Needs more hints as to where you should be headed, i.e. particle effect or a light here and there etc.

Thumbs up for the graphics as already mentioned, sound is good too.

Fix the controller issue and it will be pretty cool.

Nice graphic and very interesting concept. Very restrictive free movements and lacks true room scale. Definitely meant to be played sitting down because just few minutes of it makes you queasy.. I can't understand all the poor reviews, this has been a great experience for me and continues to be so. Sure there's some rough edges but the game is still being developed as witnessed by the recent addition of game chapter select option and new movement system. Set in a great environment I find it very immersive and original and have really enjoyed the game play and dialog so far.

The new motion system works well for me but then I tend to have little issue with motion sickness in VR games and I haven't experienced the previous system.

All in all I'd highly recommend this game for someone looking for a sci fi type experience on the Vive and congratulate the devs on a job well done.. Starts out fairly intriguing with a big open map, but quickly turns into the most god-awful buggy, finnick, messy gameplay possible as you are tasked with pushing a giant ball around by shooting it. I have not been able to finish it because of bugs (most often the ball falling through surfaces and out of the accessible world). Skip it.. 2/10

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