
Astral Domine Password



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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**

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

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 really like this game, the sense of immersion and scale is just epic. It is a puzzle game with an interesting story and now the controls are fixed it is mostly fun to play and does not cause me any nausea.

High points:

Huge play area, lots of wow moments.

Fun puzzles

Great humour

The light gun is fun to use

Great music

There are a few issues to aware of:

1. Movement control was still a bit odd I would have liked to have moved in the direction I was pointing the controller rather than the direction I was facing. Otherwise you can't run and shoot to the side.
2. There is no save feature I could find, so you have to play through one session which can take a couple of hours
3. Replay is pretty limited as the play is a bit linear
4. Am I supposed to kill all the poor arachnids? seems a bit cruel:)
5. A bit too easy for my liking
6. Music could be a bit loud and obscure the dialog
7. Half the time you are shooting a sphere and getting any fine control can be frustrating.

. 2/10

A bit of a lame empty "open world" with not much to do. Lame combat too.. Decent alien planet feel. Half the game is getting from point A to point B. This is the part you're wandering around looking at stuff, which in my opinion is the better half of the game. The next part is guiding a ball around, which can get tiresome. Took around 1.7 hours to beat. Controls didn't make me sick at all. Not a bad game, just not much to it. With all the games out now it's hard to recommend at this price.. This game will make you sick faster than sticking your finger down your throat.

I spent endless minutes walking around (mostly with my eyes closed) trying to figure out what I was supposed to do.

Sorry guys, I require at least a modicum of fun within the first 15 minutes or I'm out.. 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 are looking for something other-worldly and mysterious, this might be a great option. Some of the puzzles are a little tedious, but this is a pretty decent adventure game. I really enjoyed the aesthetic of the game. I really felt like I was stranded on some ancient alien world. This is mostly a puzzle/exploring game, so if you are looking for anything deeper than that gameplay-wise, you might look elsewhere, but for under \$10, this is a steal. Give it a try, if you don't like it, return it.. 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.

This game is very underrated. The complaints have all been fixed in the current version. There's a fascinating world to explore on the planet that's massive in size. It also has one of the best mobility controls in any game.. Don't buy this until they add a save game feature.. Still one of the best VR adventure game. So underrated. It has the best 1:1 locomotion system i've seen so far. Free roaming and great visuals, looks like Salvador Dali's art. It has been a very emotional game to me, gave me goosebumps at point. I really reccomend it.. This game will make you sick faster than sticking your finger down your throat.

I spent endless minutes walking around (mostly with my eyes closed) trying to figure out what I was supposed to do.

Sorry guys, I require at least a modicum of fun within the first 15 minutes or I'm out.. I'm a big fan of Astral Domine. As one who does not get motion sickness I was disappointed when the Vive was first released to encounter so many experiences with teleporting. Didn't come this far to go back to the original Myst style of movement. Astral Domine was one of the first games to give me what I wanted, full freedom of movement. The graphics are really good, the puzzles, simple but interesting and the world created is rich with atmosphere. I just wish it were longer.. Nice graphic and very interesting concept. Very restrictive free movements and lacks true room scale. Defintely meant to be played sitting down because just few minutes of it makes you queasy.. 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 realy 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.

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