

Spirit Download] [Torrent]



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About This Game

Shape an empty island into a wacky ecosystem. Spirit is a simple and casual ecosystem game where you start with an empty island. New random inhabitants will seek refuge on your island over time, both animals, plants and other elements. It's in your power to zap them, or grant them amnesty in your world. As you give and take power from various species, they will thrive or wither away. But take care to keep a balance of creatures, plants and minerals, or your fragile world will soon fall apart.

Adventure Mode:

Play through 9 missions, and unlock new creatures, plants and minerals for the Free Mode.

Key Features:

- * Give animals/plants/minerals energy, and their species will multiply and reproduce more over time
- * Take energy from animals/plants/minerals and their species will die and/or stop reproducing
- * New animals/plants/minerals occasionally appear near your island, and can be incorporated into your ecosystem
- * Animals have different diets, and need food to survive

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- * Land randomly grows over time, creating and expanding islands
 - * Day/night, random weather and disasters that affect spawning and animal behaviors
 - * Adventure Mode gives short challenges, and unlocks new creatures, plants and minerals
 - * Free Mode lets you choose what objects to start with, from creatures, plants and minerals unlocked
 - * Animal poop

The Food Chain

At the heart of Spirit is the food chain, which you must carefully balance. An example island may start off as a simple landmass with bushes and a few birds. The Spirit can energize and grow the objects you desire, and the game world learns and evolves from your actions. Creating more bushes and energizing them will grow more berries, which again supports more birds. Energizing- and allowing the birds to multiply will create a colorful display, but tipping the balance too much will leave all the bushes picked dry, and eventually the birds starving. As new inhabitants seek amnesty on your islands, you have to make tough decisions as to i.e. what kind of carnivore population your handful of birds can sustain, or if you have to seek out alternate food sources or more space first.

The objective in Free Mode is simply to create a thriving island, which under your guidance can become huge and vibrant, while left untended will soon wither and become an empty lump of land. In Adventure Mode, each mission has a more specific objective, with unique wacky experiences.

Title: Spirit
Genre: Casual, Indie
Developer:
Nylund Games
Publisher:
Nylund Games
Release Date: 5 Jan, 2017

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Minimum:

OS: Windows 7

Processor: 2.4ghz i7

Memory: 2 GB RAM

Graphics: Intel HD Graphics (i7) card


Storage: 1300 MB available space

English

AdvertCity Beta 8.5.8264.45079

Financial Status Technology Influence

Funds: 0.000000 XDG



Reputation	
Domestic Edible Deliveries	1.00
The Narcotics Cooperative	0.10
Desperate Designers	0.50
Posters Of Interest Inc	0.90
LoudmouthFrog Ltd	0.10
QMUSICQ	0.00
FriendFACE	0.30
Secure Storage Syndicate	1.00
Personbox PLC	0.40
The Construct	0.10
Happy Banking Corp	0.20
Blimpy Bros	0.10
50 Shades of Hats	0.00
The Transhumanic League	0.00
Fullbright	0.00

Log

Okay! Welcome to Advert City and Congratulations!
 You have been pre-approved for a SUPER LOW INTEREST LOAN From Happy Banking Corp!
 Please enter cyberspace (Press TAB) and navigate to the bank homepage to accept a loan.





This was a game that really caught my attention and I had high hopes for. A nice break from a near endless amount of VR wave shooters, and poor excuses for games aka "experiences".

Its an oddball world, with different elements, you dont know what to expect from one scene to the next. This should have been a breathe of fresh air for me, and if not for the bugs, it would have made an appearance on my personal top 20 VR games.

But bugs are lurking around every corner. If the game was in EA I could at least have gone in with my eyes open and just hold out hope they would get patched eventually. And its not like I am trying to summon devs back from the dead on an ancient game, this is a 2018 full release title and my thread on my bugs made nearly a week ago <https://steamcommunity.com/app/776040/discussions/1/1696044439574055049> has gone unanswered. Not even a vague "we will look into it".

It pains me to rate it down, as this is the type of game that I would want to encourage. But when the bugs get so bad I cannot progress (character appears to have no controls (ie hands), can pass through solid objects, cannot interact with items or enemies in the world), I feel I should warn others. *My system is more than capable of running the game and my setup doesnt encounter these problems in other games.

I made the mistake of giving it time as it was newly released when I purchased it 4 weeks ago, my refund request was denied. Despite game breaking bugs and no support, Steam CS doesnt believe this warrants a refund!

***UPDATE* 23Apr**

After being denied a refund, I tried fiddling with my setup and trying the game again. Honestly I spent more time trying to get this thing to work than I did play it at this point. And somehow things are getting worse :S

Last week:

<https://steamcommunity.com/sharedfiles/filedetails/?id=1368444537>

Today:

<https://steamcommunity.com/sharedfiles/filedetails/?id=1368444746>

Area I cannot get passed isnt even bothering to load in properly at this point! Its coming up to 2 weeks since I posted my problems without any word at all from the devs. Seriously this isnt refund worthy?!

***UPDATE* 25Apr**

Devs reached out. Gave reason for no response as they were on a break. Said they would look into the issues raised.. A fun game to play with friends. Easy to start, hard to master.. Avoid this piece of crap like the plague. There is nothing redeeming about this game.. TLDR: The camo weapon reskins are weapons that I actually use.

Field Medic MP5M: Used because of faster healing dart recharge rate

Support Specialist Shotgun: Used because of cheap price while saving for Hunting Shotgun and AA12

Commando M4: Used because Commando is versatile enough to use the M4 with the SCARMK17 or FNFAL ACOG in their loadouts

Demolition M32: Used because of Fleshpounds. Awful. Just awful.. Forest of Doom is a gamebook originally released as a paperback in the 80's under the Fighting Fantasy Gamebook series. The game mechanics, text and all of the art from the book itself is intact and laid out very well along with some music to set the mood (which can be turned off).

For those who are not familiar with gamebooks, they are literally a cross between Dungeons & Dragons and Choose Your Own Adventure books. You "play" the game while reading the book and choosing different paths with usually a goal to reach in the end. You roll up stats for your character: Skill, Stamina and Luck and also keep track of your equipment on a character sheet. An automap is also featured and very helpful on subsequent playthroughs, because beating these books on the first try is extremely rare.

Combat is done by rolling dice adding your Skill score and comparing it to the creatures result. Higher score hits. This

is repeated until someone wins. Other factors come into combat as well...items, luck, escaping, multiple enemies etc. The game can be quite difficult in later parts of the game when creatures tend to be a lot tougher but by then the hero is usually quite capable for themselves.

Most books tell a typical D&D like story and sometimes items or quests are involved to resolve a mystery or defeat some evil foe. The books were quite popular in the 80's and have had a recent resurgence, these games originally appeared on tablets and only now are making their way onto Steam.

As a final note, I can't recommend these games enough especially for old school RPG players out there. There's nothing quite like sitting down for the night to unwind and relax and playing\reading these on a big screen TV....along with a nice bonus...achievements! A dream come true for me. Excelsior!. I was honestly looking forward to play this. The game in itself is quite interesting if it weren't for the difficulty and repetitiveness.

Difficulty:

The whole difficulty is the enemy having a better start than you. e.g. You start with 3 basic units and the enemy with 2 basic and 2 advanced units. This may be fun at first but it gets unfair really really quick.

Repetitiveness:

What you see is in the first level is what you get. No new units or enemies, or map based dangers.

. Pulsing arrows. E กระแทกเปิดไม่ได้หลังต้องกดเมาส์ลากอย่างเดียว ซึ่งไม่รู้ว่ามีงานจางใจไม่ใส่มาในเกมหรือบั๊กกันแน่ แต่สิ่งหนึ่งเลยที่ผมอยากแนะนำคือเกมนี้พากย์ไทยทำมาดีมาก แต่เนื้อเรื่องผมว่าเฉยๆเหมือนหนังผีไทยทั่วไปไม่มีอะไรหวือหวาเท่าไร บอกรตรงๆนะครับที่เล่นถึงตอนนี้ติดเนื้อเรื่องอย่างเดี่ยวตัวเกมผมเฉยๆมากน่าจะมึนๆการนำเสนอได้ดีและน่ากลัวกว่านี้ (ถ้ามีผลงานแนวนี้อีกขอโหดๆและน่ากลัวกว่านี้) คะแนน 4/10 เล่นแล้วไม่ปลื้มแต่เนื้อเรื่องและพากย์ไทยยังจัดว่าดี

Makes my mind at peace.. my favorite characters are those tiny dancing mice that can jump up to the stars, they have their homes in the east, and whenever I visit them they give me blue cake and make those incredibly sweet sounds I love it. i didnt see that its only for vive when i bought it so i had a few issues bc i use the rift, but... if you open rift menu ingame and reset your veiw, lay down on the floor with the headset as low as you can get it and then when you get back up in the game you will be able to play, i dont understand it bc its for vive and not rift but yeah, on rift when you do the game it shows you under th platform and like your floating,

besides all that its an awesome vr testing game to get the full feel of your hights fear, 10-10 game for the price. The epitome of a hidden gem. Eloquent, open gameplay in a retro JRPG turn-based shell. What an absolute delight.. Don't look at my hours. I screamed like a little girl on the first level.(I never screamed that long in any other game) I hope I have the balls to finish it this year ...

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