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The Gallery - Episode 1: Call Of The Starseed Full Crack [Ativador]



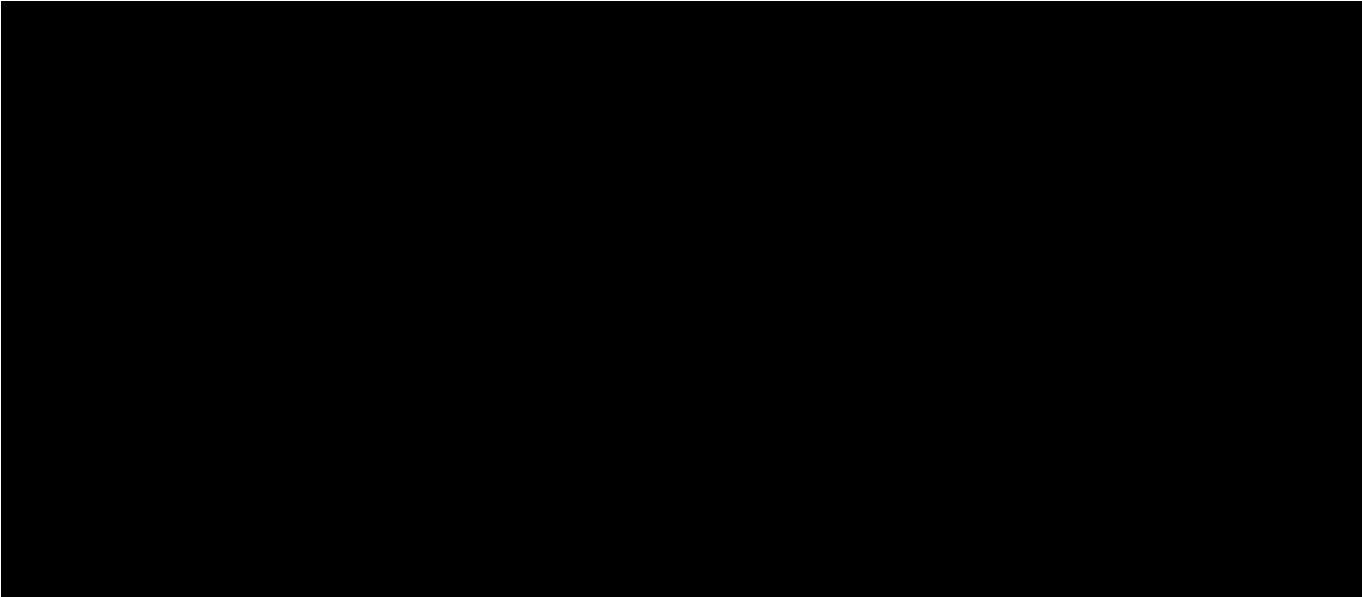
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## About This Game

*The Gallery* is a puzzle/exploration game series built for virtual reality and inspired by the mystery of dark 80's fantasy adventure films.

ENTER THE GALLERY

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## **The Gallery - Episode 1: Call of the Starseed™**

A strange message left by your mischievous twin sister, Elsie, will draw you into a mysterious journey filled with bizarre characters, a sinister presence and awe inspiring adventure. Along the way, you will be assisted by a helpful yet unhinged Professor who may harbor ulterior motives of his own. Your search for Elsie will lead you to a cosmic machine that wields incredible power and it will test your will against the forces of a shadowy figure who resides within it.

### **FOLLOW THE CALL**

- Become the hero and experience a deeply immersive adventure inspired by the dark 80's fantasy films we know and love.
- Enjoy groundbreaking gameplay designed specifically for VR with a full-room scale support experience, 1:1 hand tracking, and made for VR interactions that will have you moving, sitting, standing, crouching and crawling.
- Challenge your wit and curiosity solving puzzles and diving into detailed worlds; looking in, under, over and around every nook and cranny.
- Traverse through mysterious environments with comfort and ease, using Cloudhead's dynamically scaling BLINK locomotion system.
- Cutting edge positional audio and spellbinding soundtrack by award winning composer Jeremy Soule.

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Title: The Gallery - Episode 1: Call of the Starseed

Genre: Adventure, Casual, Indie

Developer:

Cloudhead Games Ltd.

Publisher:

Cloudhead Games Ltd.

Franchise:

The Gallery

Release Date: 5 Apr, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel Core i5-4590

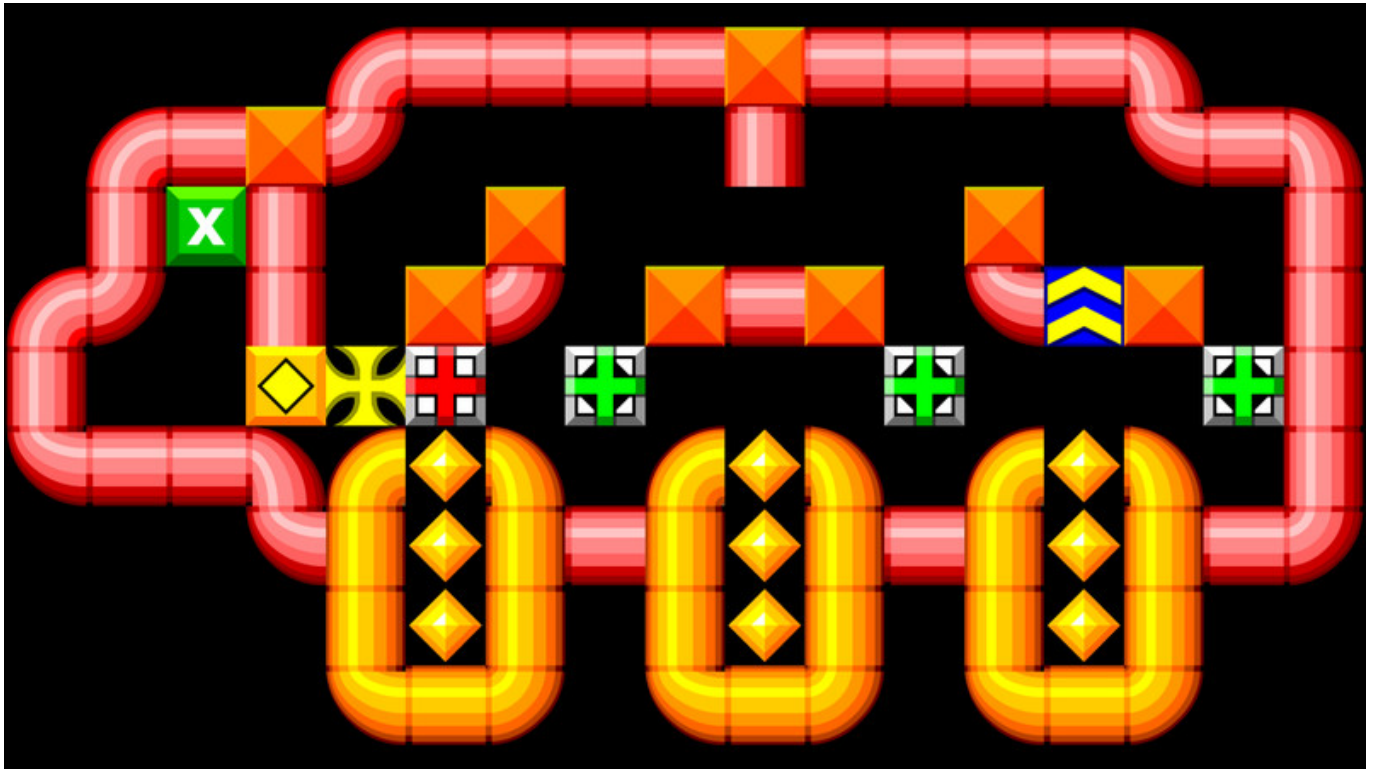
**Memory:** 8 GB RAM

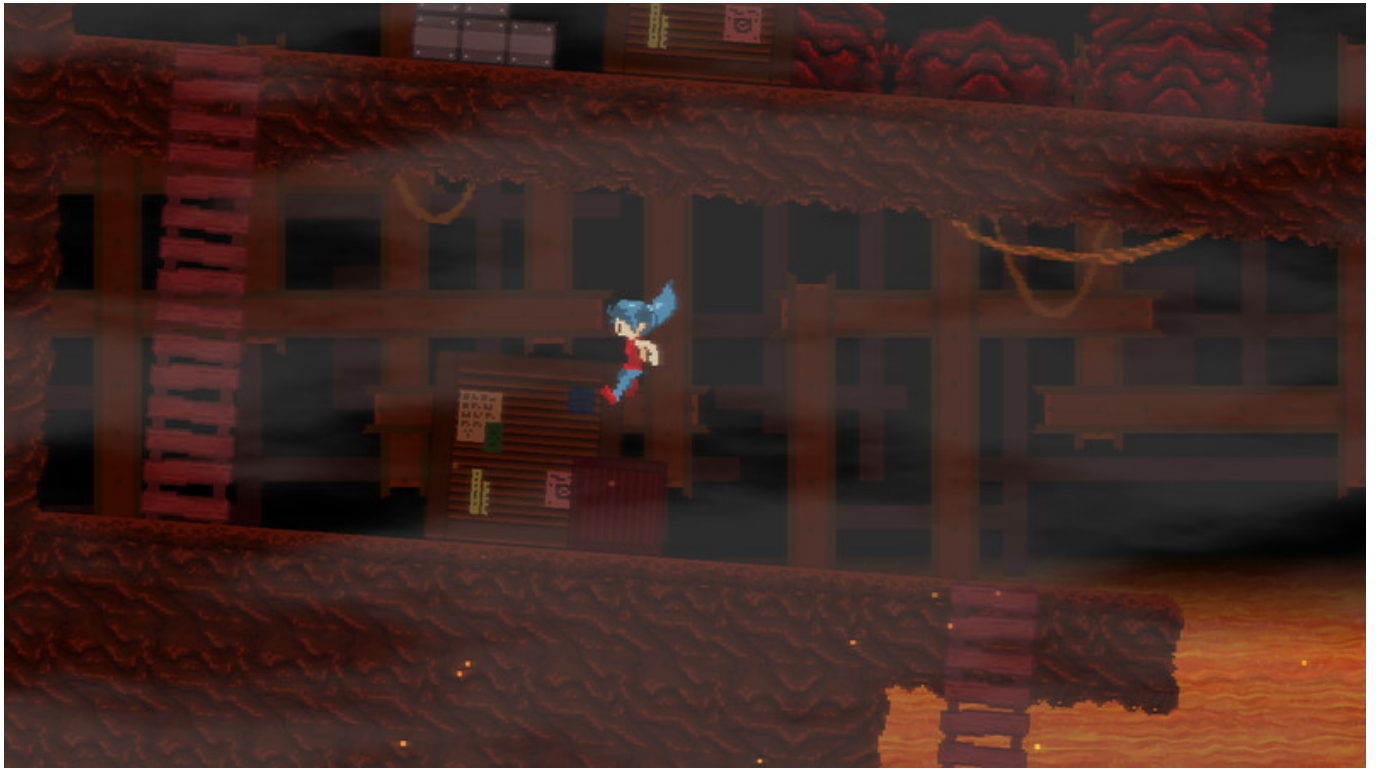
**Graphics:** Geforce GTX 970 OR AMD Radeon R9 290

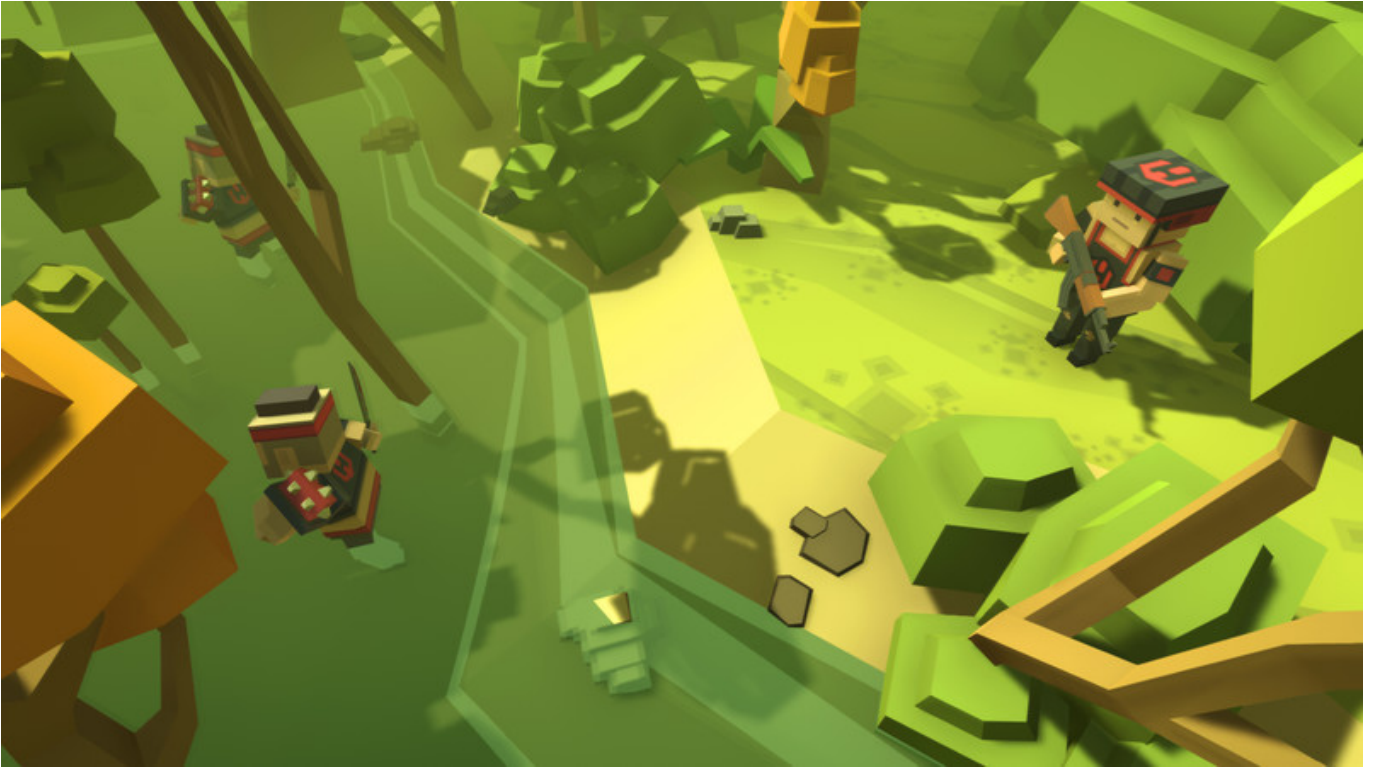
**DirectX:** Version 11

**Additional Notes:** includes native Rift support

English







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Call of the Starseed continues to blow me away - one of *\*the\** most immersive narrative experiences you can possibly find. Staggering achievement.. The whole experience is literally going through a beach and a sewer. After that the story has barely started to begin and they just roll the end credits. The fact that this was one of the first VR games also shows as the movement is a bit clunky at best.

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**Update note:**

The newest update concentrates on the stability and performance on older hardware and systems. The game should now run much better on them. We have also added a few minor graphical tweaks and features to make our game look better ;). **Time Carnage VR is on sale!:**

Time Carnage VR receives its biggest sale yet with 60% off!

Additionally Don't Knock Twice is discounted at 60% and you'll receive a further 20% off the purchase of the Don't Knock Twice and Time Carnage VR Bundle!

[https://store.steampowered.com/bundle/7047/Dont\\_Knock\\_Twice\\_and\\_Time\\_Carnage\\_VR\\_Bundle](https://store.steampowered.com/bundle/7047/Dont_Knock_Twice_and_Time_Carnage_VR_Bundle)

This update also brings some minor bug fixes and optimisation throughout the game.

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Wales Interactive Team. **What if YOU controlled the news? Our next game on Steam!:**



**What if YOU controlled the News?. Worms W.M.D - Classic & New Weapons Trailer! And Epic Deals!:**





Are you ready to unleash over 80 weapons in Worms W.M.D?. **Improved Flee & More!**:  
Oh man, whatta' recent roll!

#### ADDITIONS. **Update - Version 1.1:**

Dear Windscape friends,

first of all, THANK YOU so very much! for purchasing my game. This has been a tremendous ride for me since release and you guys send me hundreds of great suggestions and awesome feedback, and I hope I can squeeze everything into the game over the time to come.

If you check the forums, you will find a few links transparently showing what I am working on at this stage. I really feel that you and I together can make this game become what we all feel it should be.

Today I am also releasing the first update addressing the first issues encountered as well as improving parts of the current content based on your feedback so far.

<http://steamcommunity.com/app/363950/discussions/0/343785574535727673/>

Have fun and please stay tuned for future updates,

Dennis. **Quickfix Update 2.3.1 - Bug fixes and general improvements:**

Hello hackers. And agents.

We just rolled a quickfix with some bug fixes and improvements.

Thank you for your support and patience. We will constantly listen to your feedback and without our dedication and diligence we would not be here now.

Right, let's go into the patch notes now:

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Bug Fixes. **Patch #8 - New stuff:**

Hey all,

Got a nice new patch for you to enjoy.

- Herbalist's Hut - is a house and a business. Produces medicines
- New horses
- The player can now suffer from hunger, tiredness, and cold. The player can now also benefit from buffs associated with warmth, eating, and sleeping
- The player can now eat food by dropping it into the Consume slot in their Equipment window
- The player can now suffer from illnesses, and be cured with medicine
- You can turn off hunger and energy for your player in the in-game settings menu if you do not want to deal with these. However your character will still suffer from coldness and illnesses brought on by a low immune system. But these will be easier to manage without worrying about sleep and food.
- New post-processing effects
- Slightly quicker loading and saving
- New buttons next to cart inventories that allow you to fully unload it, or instantly load it with production goods
- New fog
- Scarecrow upgrade for farms
- Double chance of people dying in fire
- Selection keys - you can now assign a selected object to numbers 1 - 9 on your keyboard. With something selected hold CTRL and then press a number to save that selection. Once set, pressing the number will recall that selection
- Reduced the slight delay when clicking buildings, carts, etc
- You can now move your own carts around by selecting them and then right clicking where you want them to go
- Certain upgrades will now stop certain production events from occurring
- Fixed bug that meant graves were not spawning correctly and thus graveyards would be empty
- Fixed bug that caused needless save game bloat
- Fixed bug that prevented the making of love when your primary house is a basic house
- Fixed various other small bugs
- Various tweaks and general improvements

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- Optimisations

Please do let me know if you encounter any issues.

Cheers,

Stardog.. **Neverliria Update v1.04:**

Hello! Neverliria updated to version 1.04. Changes list below.

- 1) Added description of all buildings in the construction menu.
- 2) Tutorial bug fixed.
- 3) Other small issues fixed.
- 4) Small balance improvements.

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