Crystal Rift Download By Apunkagames

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About This Game

A grid-based dungeon-crawler, in classic first person perspective.

Crystal Rift is an inspired by classic dungeon games such as Dungeon Master and Eye of the Beholder with grid-based movement, it has been developed primarily for **Virtual Reality headsets**, but is also a great experience for those without headsets.

It's an experiential horror challenge game that takes the player through a series of increasingly mysterious locations. Crystal Rift has 26 levels, with unique styles and settings, to provide many hours of gameplay. The player slowly uncovers the narrative and story through exploration, discovering dark secrets and following the path of those who have come before.

Use the In Game Dungeon Editor to build entirely new adventures and challenges for other players to solve.

- Classic dungeon crawling experience with grid-based movement, monsters, hidden rooms, pressure plates, trapdoors, fireballs, challenges, tactics and more.
- Designed for Virtual Reality First, this leads to a rich immersive 3D environment with details you can lean into and see, this also presents perfectly in 2D.
- A unique and compelling story told through the environment, text and speech

- Optional Scare level, Off, Normal or Extreme
- Optional Difficulty levels including hardcore perms-death
- 26 Levels with many hours of gameplay.
- An ingame Editor, you can create, edit and share maps built inside the game, no external tools required.

WARNING: Crystal Rift is an intense (but awesome) experience in VR, it takes time to get your VR Legs, please take baby steps if you are sensitive to locomotion in VR play in very short sessions and perhaps try cages, sitting down and a controller if you are still effected, the second you feel a bit of nausea please stop and take a break

Title: Crystal Rift
Genre: Adventure, Indie
Developer:
Psytec Games Ltd
Publisher:
Psytec Games Ltd
Release Date: 30 Mar, 2016

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Minimum:

OS: Windows 7+

Processor: Dual Core 2.33 GHz Intel or 3.0 GHz AMD

Memory: 2 GB RAM

Graphics: Geforce GTX 8800, AMD Radeon 4850 or Intel HD Graphics 5200 or better (1GB graphics memory or more. Shader Model 3.0 needs to be supported). Minimum supported resolutions 1280×720 and 1024×768.

DirectX: Version 11

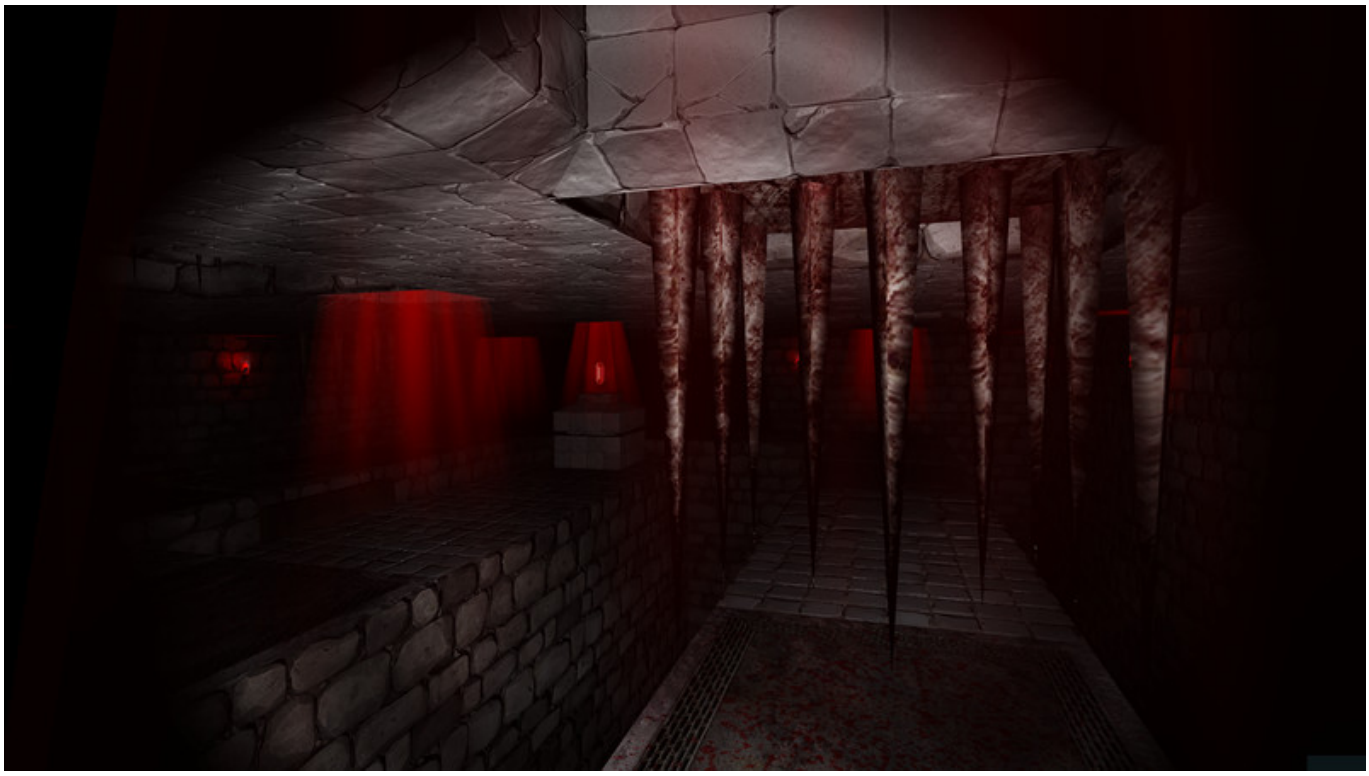
Storage: 5 GB available space

Sound Card: Direct X Compatible

Additional Notes: This is for 2D standard version, VR version higher req as per Oculus standards

English

60.1 FPS



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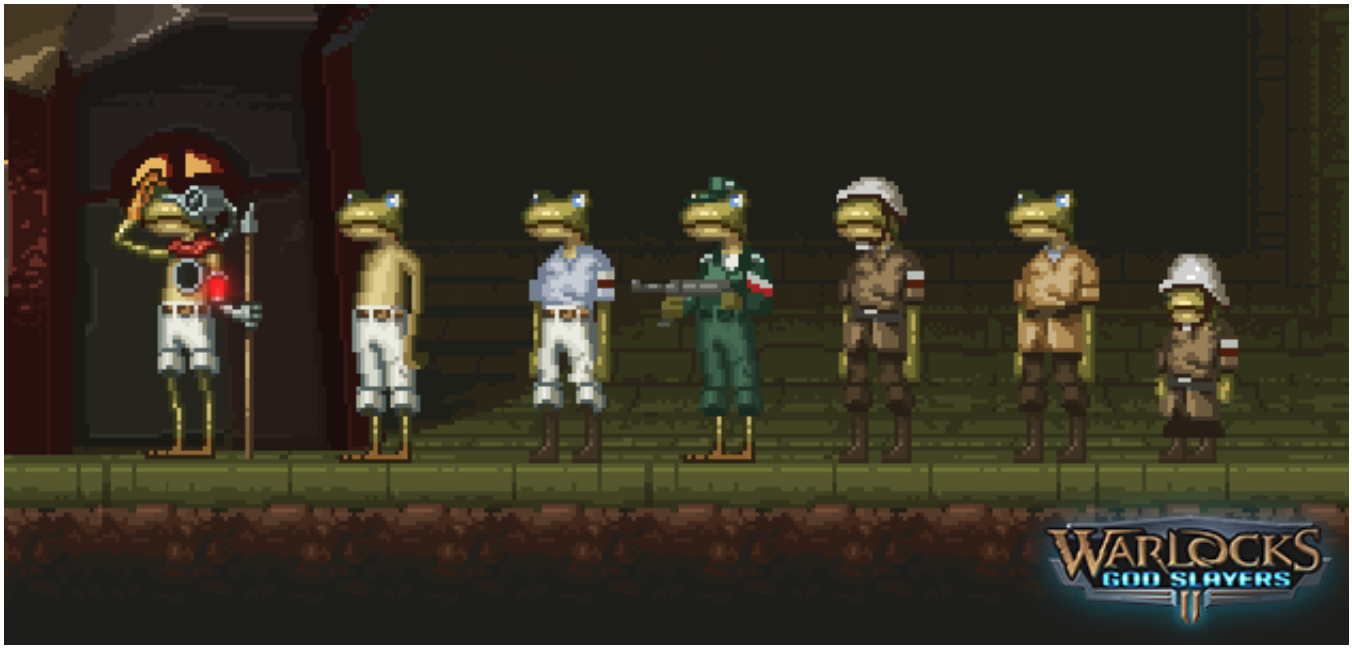
5\/10
I started off loving this game, but then I got to the later levels and fell foul of all the bugs, one of which bars progress to the end of the game (DEVS: the four keys in the mine level don't open the gate out of the level!).
This game should never have been released in this state. Don't buy it until someone posts on here that it is finished.

New features here!:



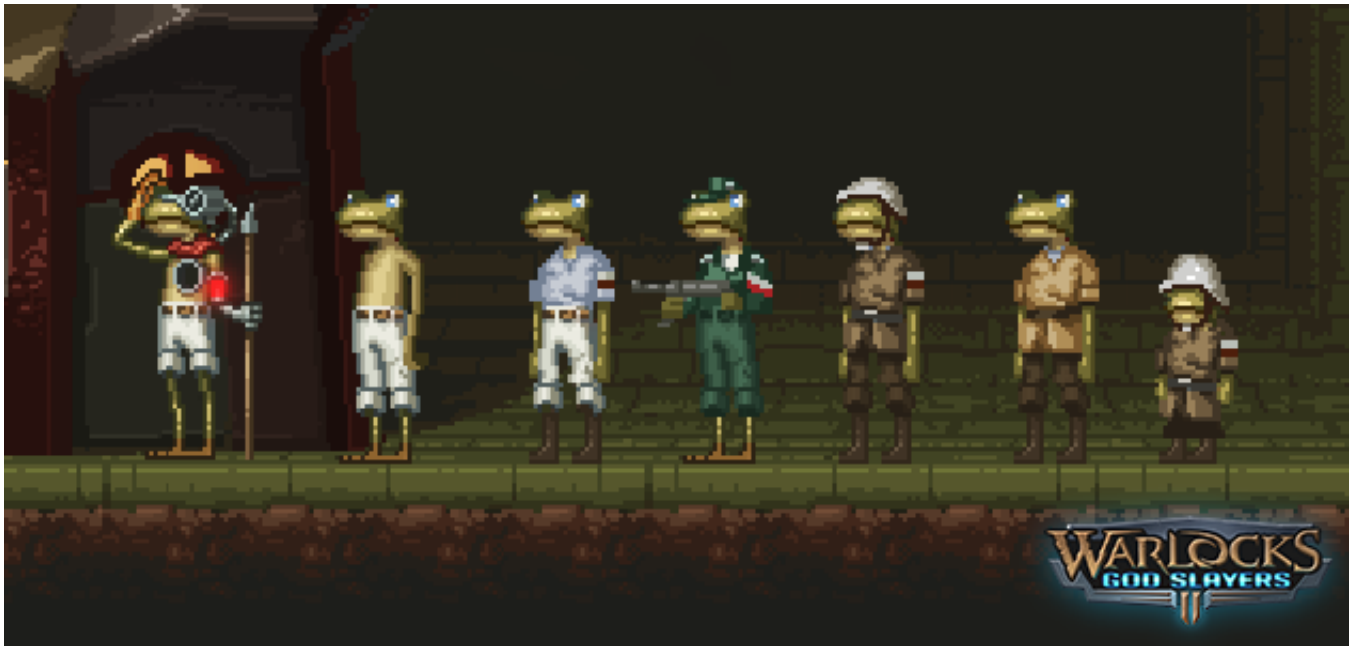
We are still working hard before the release. As the date is coming up, we would like to brag a little about new features :)

IN-GAME QUEST JOURNAL.. **Devlog: Sewers, a second world's area**:

Hello Travelers!

We wanted to give you a quick update of what we're working on currently. As we prepare for the upcoming Gamescom we're also implementing the second world of **Warlocks 2: God Slayers**, the world withered by war, the one where Warlocks built their HQ in.

Here are some mockups of the underground part of that world - **The Sewers**:



And can you guess who those guys are?

For the newest updates on the game's development outside of this community you can also follow us on **Facebook** [facebook.com] or **Twitter**.

Remember to add our game to your Steam Wishlist if you haven't already!

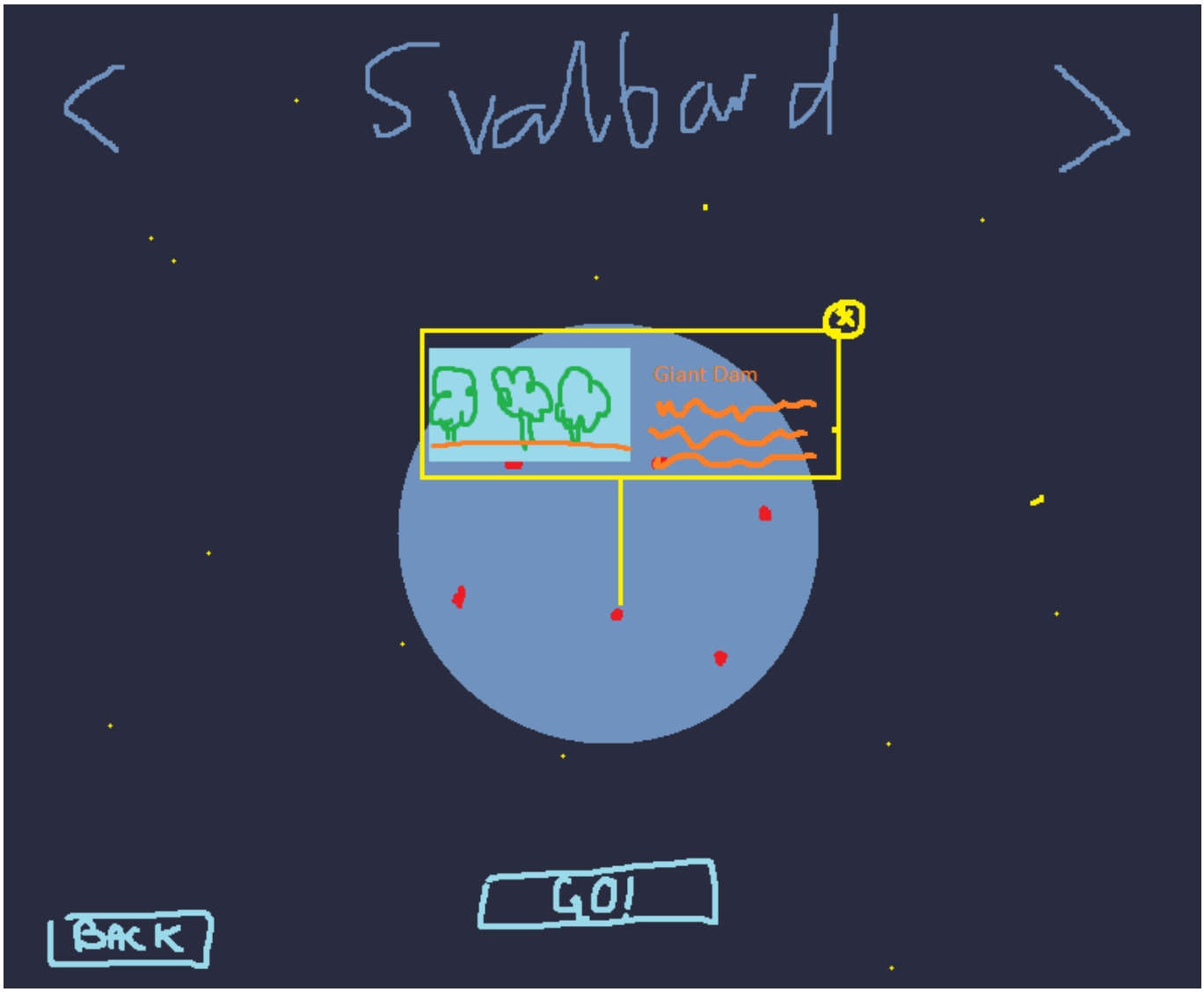
Frozen District Team. **Devlog: Planets Screen**:

Hello Travelers!

We've finally finished the work on location selection screen for Warlocks 2: God Slayers!

Below you can see the final result:
https://www.youtube.com/watch?v=em-zR1i-rPQ
We thought that even though the game is done in 2D, this screen could really benefit from using 3D for the planet and its clouds.
On each planet you have various locations that you can access from this screen, though boss rooms can only be reached from a different location.

Here's the first sketch of the screen:



This is the mockup based on that sketch:

And you can see the final in-game result in the video above.

What do you think?

_____

If you like what you're seeing add the game the your Steam Wishlist to stay updated

For the newest updates on the game's development outside of this community you can also follow us on Facebook [facebook.com], Youtube or Twitter.

Frozen District Team. **Devlog: Crazy new Warlock - Cormag, the Goat Rider**:

Hello Travelers!

We're working on a crazy new concept for a Warlock that is a goat warrior riding on a dwarf-centaur hybrid.
Welcome **Cormag, the Goat Rider** to the roster!

Which version do you prefer?

Would you like to learn more about his skills?

Frozen District Team. Warlocks 2: God Slayers **We have the release date! 18th July!**:

Hello Travelers!

We have a great news for you!
Get excited as we now have a release date for the game!

Warlocks 2: God Slayers is coming out on 18th July on Steam!. **Warlocks 2 at Gamescom**:

Whew!

What a week it was, we went to Cologne to showcase our project at Polish Booth. Got a ton of useful feedback and a few bug reports.

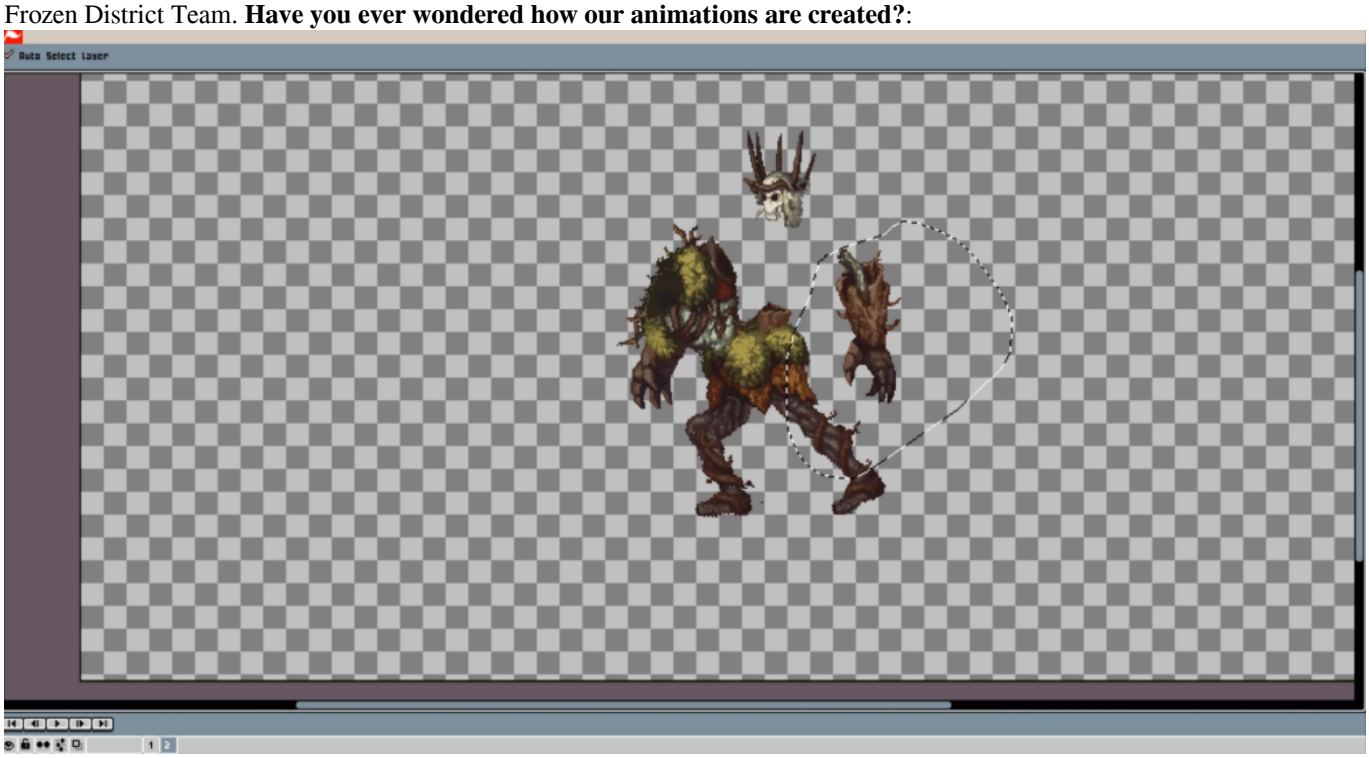
People praised the mix of retro aesthetics with modern gameplay mechanics and polish, but they also liked the light-hearted writing and characters (Score!).

Here are the first short impressions from german media (google translate works pretty well)

http://www.trophies.de/ps4-news/gamescom-2017-warlocks-2-god-slayers-88062.html

http://www.pcmasters.de/news/133710548-warlocks-2-god-slayers-angespielt.html

Frozen District Team. **Have you ever wondered how our animations are created?**:



Wonder no more! Sebastian, our animator, recorded a time-lapse video of the process of animating one of Pan God's attacks - Smash.

Check out the video below:

https://www.youtube.com/watch?v=njE08Tusdvc

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Frozen District Team

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