
Spark Of Light FULL



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About This Game



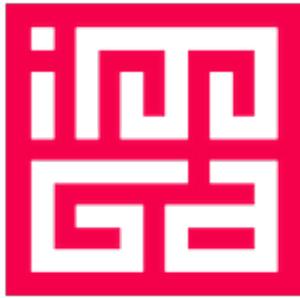
Enter a beautiful dreamscape and bring back the light!

The award winning mobile VR game, finally available on Steam! Help Nerow bring back the light to his magical world, by solving compelling environment puzzles. Search for hidden fireflies that guide Nerow through the darkness and help him solve the mysteries of the stolen light. Together with Nerow you will go on a magical journey to rescue the Sun-bug and restore the natural balance!

Spark of Light features:

- A 'Virtual Dreamscape' which acts like an interactive dollhouse

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- Discovery and puzzling in a 360° view
 - Engaging, non-violent gameplay for all ages
 - 5 compelling levels, each with their own unique atmosphere



Title: Spark of Light
Genre: Adventure, Casual, Indie
Developer:
Pillow's Willow
Publisher:
Pillow's Willow
Release Date: 21 Mar, 2019

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Minimum:

OS: Windows 7 SP1, Windows 8.1 or later, Windows 10

Processor: Intel Core i5-4590/AMD FX 8350 equivalent or better

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 970, AMD Radeon R9 290 equivalent or better

Storage: 2 GB available space

English







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Nice innovative fairy tale puzzle in VR with beautiful graphics and music. No motion sickness thanks to roomscale gaming without artificial locomotion. Several hours of interesting gameplay.

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Some bug in 3rd level: 1st bee stay near the bells house after putting the spark. After restarting the game this bug didn't happen again, so I finished that level.

8V10.. +

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8V10.. A cute, well-polished game. Takes 1.5-2 hours to complete. Not much content, but the quality is very high. It's a work of art; The type of experience I like to support. There's a demo, so you have no excuse to not try it.

The puzzles are easy. So, not very taxing, but it's fun to watch things play out. The gist of it is this: you move lightbugs around to activate things. The character moves on his own. You just remove the obstructions. It's just fun and a joy to be in this tiny world. It's like a diorama that surrounds you. Because there's stuff behind you, I did have some trouble with tracking (I don't have 3 sensors), but I worked around it by always having a side visible.

I was a little turned off by the baby babble of the main character, but the charm of this world won me over. Also, at first, I didn't realize you need to watch the lightbug to advance to the next level. Great game. Hope to see more.. A cute, well-polished game. Takes 1.5-2 hours to complete. Not much content, but the quality is very high. It's a work of art; The type of experience I like to support. There's a demo, so you have no excuse to not try it.

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