



Download >>> <http://bit.ly/2NFObkR>

## About This Game

Photonic Distress (or PD for short) is a blend of First/Third Person puzzler/platformer with a unique twist. You wake up in an internal representation of your conscience where your goal is to collect 100 memory fragments throughout increasingly complicated and increasing in size levels, or dreams. But there is a catch! These levels are not illuminated. You have a Photon gun that you can use to light your way up as you go through these levels. Initially this is only in form of colorful balls, or photons, that you shoot from your gun, and they light up a certain area. As you collect fragments, the upgrades will become available for you, such as a flashlight attachment, a scan grenade - that shows an outline of the world around you and highlights points of interest, and others. Once you collect 100 fragments the final room will open where you can go to end the game.

To provide maximum replayability, level generation is based of a Pseudo Random Number Generator. The seed you choose or randomly generate when starting a new game will dictate how your levels look, what they are made of, how many fragments you will find in each level and etc. This means that you can complete the game on various difficulties for the same seed, or various seeds for the same difficulty and every time it will look different.

PD features 4 difficulties: Easy, Medium, Hard and Impossible. Based on your chosen difficulty your gameplay may be quite relaxing as you quickly go through levels or very challenging. The tiles that make up your level have a difficulty rating from 1 to 10. On easy, the difficulty rating increases every 10 levels, on impossible - every 2 level. As the difficulty keeps increasing you will find that the levels will be made up with tiles that are increasingly trickier. We have to admit higher level tiles give even the calmest of us an urge to smash something. Levels also gradually increase in size - more so with chosen difficulty.

There is also an assortment of various barricades, traps and pickups that will also spawn for you.

Most of the music ingame was composed specifically for PD, by a very talented friend of ours, Toteki. However you are

---

welcome to turn it off through settings and put some of your own chillout (or adrenaline pumped) music in the background.  
Overall we aim to provide a mystique filled ambiance with just the right challenge level for you to spend your time.

PD was made by a very small team. We are as indie as it gets. it's our first game and we sincerely hope it is worth your time and money.

---

Title: Photonic Distress  
Genre: Action, Adventure, Casual, Indie  
Developer:  
GRIP420  
Publisher:  
GRIP420 Germany UG (haftungsbeschraenkt)  
Release Date: 3 Aug, 2018

b4d347fde0

**Minimum:**

**OS:** Windows 7 or Newer

**Processor:** 3.0 GHz Quad Core

**Memory:** 8 GB RAM

**Graphics:** NVIDIA GTX 770 or better, AMD 7970 or better

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 11 GB available space

English







---

I got on sale so gave it a shot. I found parts of it annoying. Like the constant sniffing you hear from the player...why do that? The need to hold and twirl levels locks the character in a stance and throws off your direction at times too and with needing to move fast past a barrier, that direction is important. The darkness is overwhelming and you end up in like a tunnel vision most times. Hard on the head. Being stubborn I kept going until I reached the end.

On the plus side:

Cut scenes were good,

Idea and concept good,

I liked the upgrade system,

For those who don't mind the dark vision there is replayability at different levels.

If you get on sale, worth giving it a shot IMO. Not on sale you need to be someone who is patient and can put up with the constant level do-overs that will happen with the limited control of the jumping mechanism. Maybe if the darkness was a little less like the start of dawn, would not affect vision so badly.. reminds me a bit to Portal. Not that creative and innovative, but at least creative an innovative enough to get this feeling.

Story confuses me a bit. Some more background story, would be nice. But i definilty can recommend it.

7/10





---

[Tengutana crack 32 bit](#)  
[True Bliss download for mobile](#)  
[Children of Morta crack download free pc](#)  
[Origami Flight Torrent Download \[portable edition\]](#)  
[Metal Reaper Online - Special Reinforce Package Ativador download \[Ativador\]](#)  
[Arcane Units Pack Xforce keygen](#)  
[Destroyer: Invasion download for mobile](#)  
[Total Extreme Wrestling 2013 Download\] \[serial number\]](#)  
[Rocksmith 2014 Edition Remastered Interpol - PDA Ativador download \[PC\]](#)  
[Dying Light: The Following \[cheat\]](#)