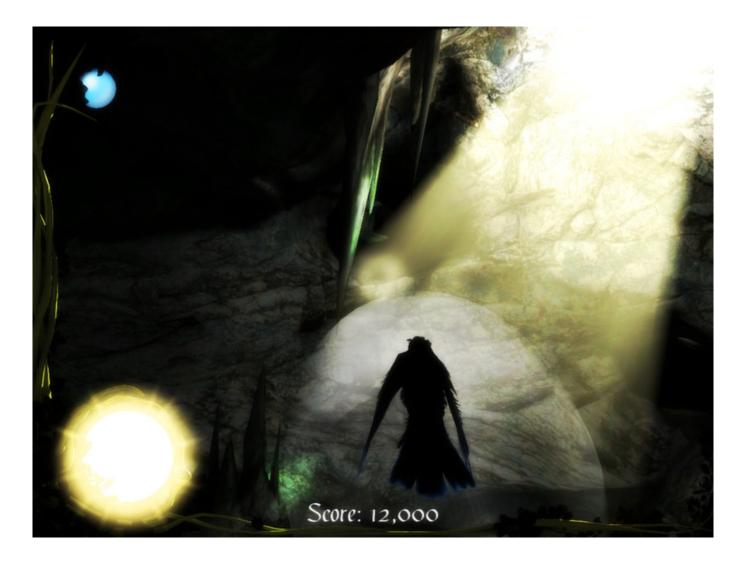
Crow Free Download [License]



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About This Game

Crow is the critically acclaimed, story-driven action-adventure developed by Sunside. Combining unique exploration, combat, and game mechanics, Crow takes the player on an exciting journey to faraway lands where an ancient battle is unfolding. Your choices will forever alter the course of this world. Will you Curse your foes or Spare them and risk the consequences?

Now available with new high resolution graphics and advanced rendering features tuned for the PC. Keyboard and mouse controls are tuned for the PC platform.

★★★Beautiful New Graphics Effects Designed For the PC
 ★★★Remastered Soundtrack
 ★★Editors Choice (Game of the Week) on the Mac App Store

Featuring:

• Sweeping musical score - DRM free music tracks included with purchase!

- Immersive story line
- Meaningful player choice

Here's what reviewers have said about Crow

- ★ "It's rare to find such a compelling mix of 3D graphics, story and action-adventure gameplay" Apple Editor's Choice
- ★ "Crow is a game that beckons you to take a flight through the dark side in an adventure that lets you choose your own path." PC Magazine
 - ★ "Crow could be the greatest iPhone game I've ever played." Kotaku Gaming App of the Day
 - ★ "Crow's world is definitely one of the most compelling I've visited" iFanzine 4/5

Follow us!

http://twitter.com/SunsideGames http://www.facebook.com/sunsidegames http://www.sunsidegames.com Title: Crow

Genre: Action, Adventure, Indie

Developer: Sunside Games Publisher: Sunside Games

Release Date: 6 Oct, 2014

b4d347fde0

English







First Look: https://www.youtube.com/watch?v=LdyOT6-D5kw

Review to come!

I really liked this game, very atmospheric. I haven't gotten very far in the game proper but it's already worth it! The music and style, combined with the original concepts, make this a game to seriously consider!. The initial trailer (which has been removed) showed gameplay that does not seem to exist in the game. Total crap.. At least the splash screen looks cool.

This is a game where you play as a crow. As the only game with this feature, there is some reason to play it.

This game is worth about three dollers. It's a little different, and a little fun.. Very nice art and music. The gameplay, however, is barely there. There are two modes. First one is "exploration" of tiny maps by flying over them, looking for gems, story pies and level entrances. Second one is a clunky rail shooter, except without shooting: you avoid projectiles and other dangers (never sure where to go or even what might hit you), and once in a blue moon get to cast one of two spells. Both moving and casting (done with gestures) feels very unresponsive: it's an experience of dragging a spoon through thick jelly, not flying on bird's wings. This game belongs on tablets, where controlling a bird and casting spells with you finger rather than a mouse, might add an additional level of "wow". On PC it's a waste of time and money... - Simplistic (e.g. bad) phone port

- I guess it would more fun on tablet as a casual game (20 min in and I am already bored)
- Sound issues (muted parts during "story-telling")
- MANY loading screens
- Loading screen freezing

...I was really hoping for something different.... This game was absolutely charming, ignore the spoiled haters.

It has a lot of problems....mediocre graphics, no sound controls, only resolution changing for graphics, bit awkward controls, and "meh" in terms of story.

But the music was cool and so was the flying around....even if it was a bit on rails it felt good playing it.

It earned its 5 bucks from me, I recommend checking it out or sending it to a friend as a stocking stuffer esque game. If you have a young kid it would make a great game to play with them.

If you can't spend a couple dollars and enjoy the flight...then you are too young to appreciate unique experiences and oddball games. You would be better off handing EA 60 bucks for 4 maps. =P. Cool if you wanna kill time and you have absolutely nothing to do, but otherwise it's a game on rails with no real choices, pretty boring A-B stuff, wouldnt pay money a second time.. So what's the game about? You're a crow, naturally, flying around, collecting V discovering things while upgrading your abilities until you're ready to take on "bosses"... then you decide if you're a good crow or EEEEEEEEEEVIL crow by cursing the beaten boss!

Crow ain't too bad and a welcome change of pace after a few hours into Alien: Isolation, to say the least!

It is originally a Mobile game that got ported to PC and I'd say the porting to PC ain't too shabby. For a mobile game, its fun and it has decent music to keep you engaged in the game. The downside is... that game is very short and once you do finish it, no replay value at all.

All in all, I usually stay away from Mobile ports but I'd say this one is actually a decent game to give a shot someday! The soundtrack alone is worth the purchase since it is included freely with the game!

PROS:

- +Soundtrack is good and freely included with the game.
- +Soothing gameplay.
- +Interesting story for a mobile game!
- +Atmospheric visuals.

CONS:

- -Game designed as a mobile game so the controls aren't always very responsive.
- -Very short and no replay value at all.
- -Besides screen resolution, no other options to fiddle around the settings (might change later).

RECOMMENDATION:

If you seek a "soothing" gameplay when playing other stressful games, Crow is your medecine! Just, don't expect this game to last for long since once you're done with the game, its over! The devs mentioned about future controller support and achievements implementation so for those who care, there... you have it!

RATING:

7.5 \ \ 10

This game won't change your \u2665\u

I knew from the start up that it's going to be a small game, but for what recources the creators of this game had it is a pretty goot game.

When I noticed you attack and shield with "kinda" motion controls I first thought: "Oh I'm so gonna rage about the controls in this." but it actually turned out that the motion controls were really well made! (Well ok there was one or 2 times the attacks didn't go were I wanted them to but it wasn't much of a deal.

Basically it's a small and short game that got executed pretty well.

Definitley worth picking up when you search for a small good game.. Crows before hoes. THE BEST GAME EVER!!! and yea lol i found this game cause its to do with a crow ffs. Its super fun and todally my game if u know what i mean (read edgy S**t about Suncrow in my profile if u wunna know). The crow kills and protects things from evil, thats Suncrows job too! they should call it like SUNCROW THE GAME xD but no one but my family and friends know about suncrow.

. It wasn't very good.. https:\/\/www.youtube.com\/watch?v=luNxrPQVmXw

Crow fascinatingly entertained me for the 2 houres I spend in it. It has great graphics and although it's a mobile port, the models are great (although unavoidably low-poly except the crow) and the textures decent (they even have bumpmaps on them which shade greatly with the lighting in the game).

The gameplay is well optimized and the performance incredible. There is just a sliiight delay on the movement when swiping with the mouse (which is also probably present on the mobile version) but it's nothing that keeps the game from being enjoyed. The fights are engaging and although repetitive they do pose meaningful combat to the story.

It has some flaws though, such as randomly freezing, where it doesn't really freeze but the crow just keeps on going without anything being able to be done (like pressing the spacebar). Eventually pressing escape blackens the screen and you have to quit the process in taskmanager.

Other than that, there is absolutely nothing I can't recommend with crow. Maybe a little explanation would be helpful at the start as you're just put in the middle of the game with no background whatsoever, but after quickly understanding the story and what you are able to choose for in-game and the consequences that come with it Crow will simply fill your time with great a great experience that is better than many PC games that weren't even ported.. Wow... Just wow.

I was debating with this game for a long time. I still don't know exactly if it was worth it.

Pros:

It has a great story to it and the gameplay is simplistic, but not in a bad way. It really hooks you and make you want to play more. The game is extremely responsive and it's obvious that it was given its time in development before it was released to the public. The soundtrack really is beautiful and comes with the game's purchase along with development and marketing images.

Cons:

EXTREMELY SHORT! It is not worth the \$5 price tag because of this. Get it on sale! There is only 4 levels and even with the challenge modes it with only take about an hour to finish the entire thing, I REALLY, REALY, REALLY want there to be more to this game! It has so much potential!. so.. it was developed for a mobile phone, that is not that bad in this case http:///www.youtube.com/watch?v=rEvssydCJ58&feature=youtu.be

what I liked + the story

- + graphics for that years (raw textures)
- _+ I like crows (people use to say they live for 300 years, but the truth is they reach 75 years old and kinda mysterious creatures)

what I disliked - the fighting style and controls (you can see in the video-I didnt realize I have to swipe on monitor) (now that I found that is a mobile game thats understandable)

- a mobile game port
- first I said why crystals, shouldnt be souls that catches the crow ? -but mobile game = crystals -that destroy the originality of the game

I wanted to "Yes" it, but the fighting is too strange for a pc game, I'll play it again and try to have some fun (not with the crystals) with the quotations.

Thanks.. 10V10 would fly again

Abducted updates, 50% off sale:

The latest Abducted beta for both Mac and PC is currently at version 1.09b and can be gotten on sale here:

http://store.steampowered.com/app/299580/Abducted/

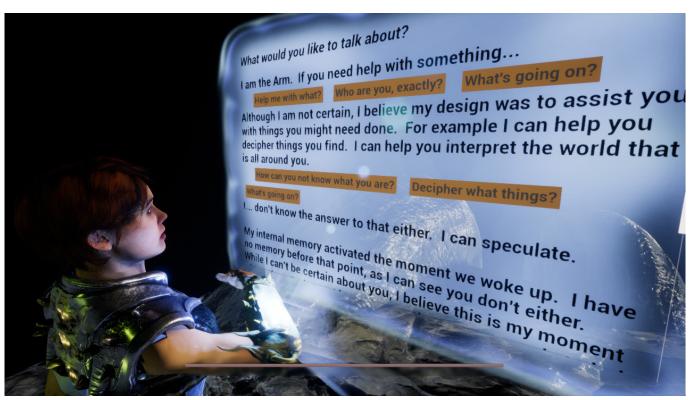
If you haven't seen what's going on with the game lately please do. All of our current development effort is going into Abducted, it's running on the latest Unreal 4 code (4.17.2) and has been getting a ton of great updates and new features. In many ways its surpassed the old version of the game that was running on a different engine, and even though its not finished yet there's a lot of game here to see and play.



I encourage you to at least check out the slew of recent updates and support the game right now. The goal is to create a great, new adventure game that will surprise you and take you in unexpected directions. And we promise to do it with a great engine and even greater technology running at its core.



Thanks for taking a look and supporting us if you do. As always, have fun!



. Crow now with High Fidelity sounds!:

Crow has been updated with newly remastered, high fidelity sounds and sound effects! Almost everything is retooled to be CD quality or higher (48khz) as well as further refinements to the soundscape of the game.

In addition our next game Abducted is available on Steam Early Access. Head on over and check it out, it's on sale till August 4th!. Abducted Coming to Steam Early Access next month!:

Abducted on Early Access

Enjoy Sunside's next adventure game! Abducted is a game in which you play an ordinary person thrust into extraordinary circumstances. Abducted by aliens and taken thousands of light years from home, you have one ultimate goal: Escape. But you have so many unanswered questions... How did you get here? What is this place? Who took you and why?

There are lots of updates to come, check it out.. Abducted Unreal 4 test footage:



Abducted in Unreal test footage

Abducted is coming to Unreal 4 and today I'd like to share with you some of the WIP gameplay footage. This doesn't just improve on the game, it gives Abducted new capabilities and potential.

The new control scheme will be a true 3rd person experience, like many PC games and there will still be hints of the old camera system (where it will take control to show you the scene more broadly). Abilities are being redesigned and rethought based on the feedback of players who have tried the beta. Elements of the story that weren't possible to produce in the old engine will now be possible in Unreal 4.

This change will also allow us to make a Mac version for the first time. And there will be a VR experience version of the game, compatible with Vive, Gear VR and others.

Get Abducted on Steam! On sale through March 6!. Balance on Greenlight:

Sunside Games is working on its next game, Balance. Help us get on Greenlight! This game is an amazing action puzzler using Unreal 4 and advanced physics.

http://steamcommunity.com/sharedfiles/filedetails/?id=845368017. Special deal for the next week;

Hey everyone! We have a special deal for 1 week- anyone who purchases Crow or Abducted starting today for the next week will get the other one for free! And right now Abducted on Early Access is 10% off, so that's your best way to go!

Just send proof of your purchase to crow@sunsidegames.com for purchasing either game and you'll receive a Steam Key for the other title. Thanks and have fun!. **Progress on Abducted (our other game)**:

Both Crow and Abducted are on sale this week and Abducted has been getting a ton of great updates as it moves into the Unreal engine. Check out the new gameplay and improvements in these development videos:

Gameplay Intro

New Blaster

New Shield

Other development videos are on the channel. If you haven't bought Abducted but are curious to give it a try, now is a good time to pick it up with the sale before it switches to the Unreal engine. Right now its at a bargain of a price!



. Free Demo now available:

The Free Demo of Crow is now available, give that a whirl! Tell your friends, then tell their mommas, then have all their mommas tell their friends!

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