
Orb Flo FULL



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About This Game

Orb Flo is a puzzle game comprised of a set of prisms and receptacles. A puzzle is considered solved whenever the orbs flow through all receptacles. Flow can be altered by toggling a prism on or off.

The game has three different modes: practice, time-trial, and endurance. In time-trial mode, you are ranked based on how quickly you solve ten puzzles. In endurance mode, you are ranked by how many puzzles you can solve using a set number of lives. A life is deducted if you use up too many moves to solve a puzzle.

Title: Orb Flo
Genre: Casual, Indie
Developer:
Parrott Studios
Publisher:
Parrott Studios
Release Date: 5 Oct, 2017

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Minimum:

OS: Microsoft Windows XP/Vista/7/8/8.1/10 (64-bit)

Processor: Intel Core 2 Duo, 3.0GHz or AMD Athlon 64 X2 6400+, 3.2GHz

Memory: 4 GB RAM

Graphics: nVIDIA GeForce GTX 260, 512 MB or ATI Radeon HD 5670, 512 MB (Does not support Intel Integrated Graphics Cards)

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 2 GB available space

English







EXCLUSIVE BLACK VERSIONS OF RIMS

I am totally in love with this game... Its very very peaceful... great to relax... It looks beautiful and u never have the feeling u get annoyed or bored... Its really a great way to calm urself after a stressful day... and the beautiful music is just perfect for the mood.. I bought this on the Black Friday sale for \$3.49. I didn't think I would like it, but because of the Steam Refund policy I thought I might as well take a chance as I have got nothing to lose (other than time). The graphics looked outdated and not suitable for VR and I just didn't see the point from looking at the store page video. It looked like some old Atari game that has long since been surpassed by superior moden gameplay elements.

I was very wrong. This game is fun. Simple, but fun. When you see that beaming, all-seeing light coming towards you, you get this automatic sense of dread. Especially after the first few levels, where you're almost at the top and don't want to be sent back to the beginning. Each level passed, brings more difficulty and more careful planning out ahead to avoid the almost omniprescent Koth.

I don't think the game is perfect. My main gripe is that something more should happen when Koth catches you, other than a quick restart at the beginning. Don't get me wrong, it's nice to quickly restart a game and makes sense for the leaderboard purposes .. but I'm thinking just a quick animation of vaporizing while the clock stops during this animation. Just something extra to make the pain of being caught more immersive.

I also wonder what this game would be like with higher end graphics. Versus trying to teleport quickly, having to crouch down behind objects and quickly run to another safe spot. That would be an amazing game.

Rating 6/10 nice simple fun, it's feels great landing in the top 10 of the leaderboards, which sadly, I never did :(I got this for  00a35.09 in the sale, brilliant game, makes a nice change from all the guns in other games.

I cant understand all the negative reviews. Yes there are a couple of things I would like to see in the game like more grafix options and such but for the money I think it is well worth a buy. I really wish there were more VR games like this that take gaming in a different direction instead of violence and shooting all the time.

Im loving it and I will use it to showcase VR to others who come to my house.. DevochkaQuest's presentation is fantastic, with childish art and low-key music, and a lot of very cute animation. The puzzles are very simple, and usually just require you to click on everything clickable.

The description says the game is short, and that might actually be an understatement. The whole game can be completed in under 10 minutes.

Also, despite its minuscule runtime the experience is very buggy and unpolished. There isn't even a title screen, and settings are adjusted via an external utility.

Overall, I still feel DevochkaQuest (or GirlQuest) is a wonderful little gem of a game - a piece of childhood nostalgia and New Year magic.. I bought this skin which only a female character can wear. The game turned all characters on my base into males. I found that out after scrolling through hundreds of personel looking for a female to play as.

Epic. Loads of fun trying to beat other people's times and making new tracks, will be playing this for a while!. Used to play this game a lot on the PS2

It's a shame it's only in Chinese/VJapanese. I'll keep it in the hope we get an English version.. if you've played all the Aveyond games and wanted more, this is the "more". Just an extra fun to play side story where the hero is hilariously evil.. OK, it's not 6 hours. It's 90 minutes. It has great potential but just falls off a cliff because it clearly ran out of budget or writer's interest by then.

I can't possibly recommend this. It could have been great, if it was finished. But it's not and as it stands, there are dozens of better VNs out there to spend your money on. Thumbs down.

I must play 3 times to get all the achievement :(Great skin but the only thing I don't like is her hair. It looks like a deformed pumpkin; it's just a big spot of orange.. A really solid traditional vertical STG from Qute with an incredible soundtrack by Yousuke Yasui. Includes "Original" and "Advanced" modes with multiple difficulties for both. Definitely worth picking up. Wonder pack includes JUDGEMENT SILVERSWORD, which is also neat as heck so go for it. A short gameplay - <https://www.youtube.com/watch?v=too2H2SzEs>

Game is ok to play, nothing special imo, i had a weird case where music would just cut off and didn't play again. The camera and the controls could be improved imo.

Other than that the game is good, was expecting more "Wipeout" of it but it's ok. Hardcore DLC is more easy.. Controller website not working, getting a refund unfortunately.. Totally unacceptable cash grab, campaign is locked into a timed energy bar ... and you guessed it , wait or pay to continue. Disgusting practice after people have bought the game. I don't very often get refunds but I did with this. Also a real shame because I love Legendary games. lud83d\ude23. It's something for those who like fantasy novels that are light-hearted right up until they aren't. If you liked The Stanley Parable, you might like this.

To start with the positives:

I'm someone who enjoys psychological evaluations done in games, and in this game, your magical powers are based upon personality profiling. Be indirect and gracious, and you come up a water-elementalist. Be hotheaded and brash, and you're a fire-elementalist. Etc.

The story, when it starts to actually unfold, displays a good deal of time spent world-building to make it distinct from generic fantasyville, although even with that said, I always wind up hungry for more world building. It's a fantasy world of peacefully coexisting humans, elves, orcs, dwarves, and gnomes plunked down "because it's fantasy"... and I'd really like to hear some more about how these races are meaningfully integrated into the world. But I guess the JRPG-like church conspiracy backstory will have to do...

Also, this game actually tells you what choices up what stats, and when stat checks occur, so that you know *when and why you fail at a task*. Why don't more of these games do that?!

But as someone who enjoys this kind of fiction, I can't help but have gripes...

The writing style is decently clever, but unfortunately, the author tries a little too hard to be more clever than they actually are. Suspension-of-Disbelief-shattering anachronistic references mar otherwise serious moments in the narrative, undercutting the drama and ability to relate to the characters, which is the lifeblood of a story like this. In the balancing act of taking itself too seriously versus taking nothing seriously, this game is in the "laughs at its own jokes" territory. You get a "Watchu talkin' bout?" as part of a serious narrative. This also applies to how everything is described sexually - your would-be knight friend is referenced as always wanting to play with her sword, or smack things with her sword... HER sword in this case, because the character's gender is determined by your own choices, but the text was obviously not written to take account of this fact. Likewise, you must be a real horn-dog. At least, that's what the text assumes, because even the tiniest bit of innuendo is always presumed in its most sexual light.

The game also suffers from a bit of the problem of "Everyone is Protagasexual": if you play as a gay character, it magically means that every character becomes gay the instant they consider you, even if every other relationship is straight. If you're playing as a lesbian, the game comments on how the girls all wanted to flirt with you, while your magic lesbian awareness field keeps straight men from ever trying to ask you out. (And vice-versa if a gay man.) For a world that occasionally tries to be the 14th century (said directly in the text) with occasionally realistic depictions of medieval life, it's also surprisingly casual about homosexuality even while it says that young women who cannot produce children aren't valued. Must be the effect of all the elves they live with! Any character that you're supposed to have anything remotely like an attraction to will have their gender set by your preference (no bisexual players!) decided at the start of the game, and every single one of them tends to be described with passages about how you're instantly enchanted by their looks, in spite of the actual description of their appearance, short of eye and hair color, being quite scant. Also, one of your romantic options is a furry catboy\girl. Plus anyone remotely magical changes eye colors constantly, even within the same paragraph, and your character gets a grey hair stripe like Rogue from X-Men. (Even though you never set your own hair color to start with.) Maybe it's for the best there wasn't more description, or we'd be dealing with a bad Harry Potter fanfic...

It also asks you to make most of your choices that determine what sort of character you are, and how you view other entities like, say, the church, before you even know a thing about what the local religion even is. This practically begs you to just insert your own opinion of your own locally dominant real-life religion, when, you know, the fact that this religion is not any real-world religion, and doesn't operate on the same principles might have SOME impact on how you react to it...

Also, as is always the flaw of these sorts of stories, there's basically one path forward up until the very end, and all that changes are your stats. Stats are used pass\fail, but different builds basically use different stats to accomplish the same thing. (I.E. Talk someone down rather than force them to relent with force.) This ultimately runs into the same problem other games like Versus has (or for that matter, BioWare games with good\evil meters), where once you pick one stat, you might as well min\max it, because each time you pick it, that stat gets better (and its opposing stat gets worse), and makes it more likely to succeed next time, as well. This turns the story not into deciding what you would do in the moment so much as guessing which choice powers up your build. At least, unlike Versus, this game does have checks without choices, where you just need to have a certain amount of "vigilant" to succeed, that actually give the choice of a build some sense that you missed out on some things. These are usually inconsequential, because they can't really meaningfully punish players for a choice when they would later punish the opposite choice, since there isn't the sort of inventory or health system of a real RPG, but it's still at least a token effort that gives some sense of meaning to choices. Other choices give you "renown", which is basically just "right answer score" - you can't really fail most of the game's choices, so you just get renown when you pick the right answer for your build, and the game progresses, regardless.

And while this may be part of the "not as clever as they think they are" gripe, the story as a whole is just WAY too meta to really get entirely into. It starts off pretending to be a swashbuckling tale of heroism, and your character is an Action Survivor that gets carried over the finish line in spite of their abilities by their companions at every turn. M Night Shyamalan may as well have guest written the ending.

So... bottom line, expect less Errol Flynn and more Hideo Kojima. Fun for those who enjoy getting their chain yanked.. Ridiculously overpowered race, never gonna play against them again, it just ruins the game. Incredibly short game, but a fun and vivid experience.

I would recommend the product if it were free.

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