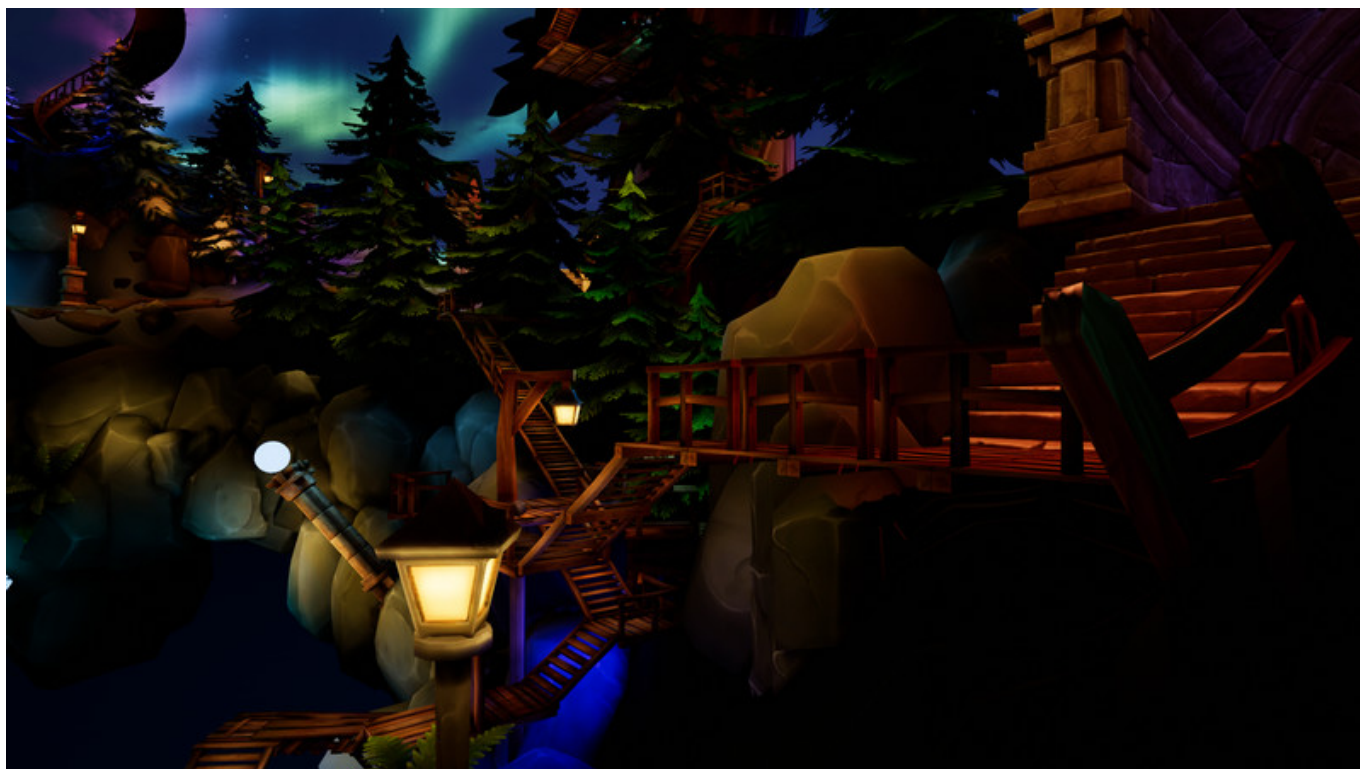


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MYSTIC VR Torrent Download [FULL]



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## About This Game

MYSTIC VR is a puzzle adventure that finds you in a magical world which is trapped in eternal night. Find the clues and solve the puzzles to open the doors and activate the crystal spheres to bring back the dawn in this calming, family-friendly experience. Built from the ground-up for VR, this experience features teleportation locomotion and room scale with full motion-controller support.

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Title: MYSTIC VR  
Genre: Adventure  
Developer:  
Null Activity  
Publisher:  
Null Activity  
Release Date: 21 Jul, 2017

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English







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I love the Great Visuals! I also love that it's a safe environment for the little ones to explore (after I've unlocked the puzzles for them) or for me to show off VR to non-gamer friends! I also like that there's so many directions you can go, which allows for more exploring. Other than walking around, taking in the stunning artistry, and solving the occasional puzzle, there's nothing else to the game.

I'm not going to lie, the puzzles were not always easy as some others have said. I'm a non-traditional gamer in that I don't have time to game all the time so they weren't always intuitive for me and I "solved" quite a bit of them just by dumb luck/trial and error.

It would be awesome if you could make the next version that allows you to collect stuff, or mine for jewels, or interact with cute little creatures (like Gnomes & Goblins), or if there was a kid version that made the puzzles SO EASY that they were fail-safe for a 3 yr old, that would be awesome.

Overall, great work, Devs!! I'm happy to have purchased this game from you and if you ever have DLC, I'll buy that, too! Keep it up!! Wonderful enjoyable game to play; peaceful and happy. The most enjoyable part for me was exploring the beautiful fantasy world; multiple seasons, trees, caves, pools of water, all in a nice little package. The puzzles are solvable just by looking around and enjoying your surroundings. About 30-min of good gameplay.. Good for feeling an immersive presence in a fairy tale environment. Very neat and colourful graphics. However, the puzzles are crazy. No hints, tutorials or clues. No idea how to move forward in the game. Difficult for a child to figure out the steps.. Pros:

- Beautifully done, the style reminds me a bit of Fable.
- Smooth controls, a few interactive objects.
- You'll spend a lot of time just looking around enjoying detail and placement of things.
- All puzzles have clues, you just have to find them.

Cons:

- A bit short once you figure out what to look for.
- Puzzle mechanics are pretty much the same.
- No story on why you are there other than the beginning and final credits (could easily scatter notes across level for a bit of musing).
- I had an issue with the saving system, but not sure if that's just me or if others run across it (discussion section for details).

Overall, if you are looking for a puzzle game that's a bit more polished than what you'd normally find in the VR game selection on Steam, pick it up.

. My video review. Summary at 6:30:

<https://youtu.be/YB9h8ByBqsM>

[It's a beautiful, simple experience. Find the correctly colored orbs and symbols, then input them into the correct panel to continue exploring.](#)

[I enjoyed it, but I wish for just a tiny more to do. Like getting secondary achievements for collecting diamonds, or hidden objects to be found.](#)

[All in all, it's well made. And perfect for kids or people new to VR.. It's a myst clone where you memorize colors and shapes and input them onto panels some meters away. It has terrible VR implementation, the locomotion is legitimately awful \(it's extremely easy to teleport into walls, and the worldspace CONSTANTLY rotates when teleporting\), and the puzzles themselves are essentially just raw, uninteresting tedium consisting exclusively of memorizing a pattern and reproducing it further away.](#)

[Those puzzles are in fact so easy to get that I accidentally brute-forced several of them just by pressing random buttons while initially figuring out how the puzzles worked, which felt like accidental sequence breaking. Most of the challenge if you could call it that comes from memorizing abstract shapes and having to remember them while awkwardly waddling across the level to a distant room.](#)

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Put simply, this is not a good game. It's baby's first VR development, it's way overpriced, and while I cannot really prove this as of now, it feels like the whole thing is made of store-bought assets, given that the game is only somewhat artistically cohesive and the level itself feels like a jumbled mess of various assets hastily thrown together.

Very much like most VR content on Steam, this should be a free game in itch.io. It's too short and too badly designed to deserve to be on the storefront, especially with how the assets seem to mostly just be bought premade.





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