Jonah's Path Free Download [portable Edition]

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About This Game

A Virtual reality (HTC Vive) experience which transposes the character at the first glance in a rich deep underwater environment. The environment then shifts and trans-cedes in the second half in a more ambiguous low gravity planet surface type, the experience has it's roots in the Jonah and the whale biblical story and in the depths of Europa Jupiter's moon.

Title: Jonah's Path
Genre: Free to Play, Indie
Developer:
Ionut Lucian Achiricioaei
Publisher:
Ionut Lucian Achiricioaei
Release Date: 10 Jul, 2016

 a09c17d780

Minimum:

OS: Windows

Processor: I7 Quad Core

Memory: 8 GB RAM

Graphics: Nvidia GTX 980

Storage: 1 GB available space

English

Jonah's Path

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It's worth the run through. More of an 'experience' then a game. My criticism would be having to start it from Steam instead of SteamVR, having to use the spacebar to begin, and the distance between you and the window. Just seemed like I was so far back.. not a game, just core engine GPU possibilities. 9/11 will destroy tower again. A 5 minute free Screen Saver?. Neat trip under the sea. Get it for free.. beatiful, just beatiful, short, but beatiful. It's interesting, has nice graphics, and the framerate is smooth, but...

- For vive, It's non-intuitive to get the real VR part functioning. You have to (1) start the game with SteamVR disabled, or (2) go under the game's properties and disable the "Use Desktop Game Theatre while SteamVR is active" for it. For the "About This Game" description, It'd help to add this tip.

- It's VR tagged, but doesn't show in Steams VR category in your stream library.

- The pacing is really slow. For parts of it, your vessel is just inching along at a snail's pace without there being anything interesting to see or hear.

- It's a little short, and glitches/freezes up at the end. I assume credits would have rolled there instead of abruptly ending.

. Meh. You don't get to even look around. All you are doing is basically watching a very pretty screen saver that eventually kicks you out. Don't get me wrong, its cool but at the same time it is to slow and you cant even control where you are looking. Wasn't really worth the download in my opinion.. you'll be brought back to the beginning if you alt+tab...meh experience though...

I really, really, really hate to give a thumbs down to a VR title, but I can't even get this game to run on my Vive--20++ minutes of fiddling with starting this-then-that and vice versa with no success. I can't understand how a title which was supposedly written for the Vive can be so difficult to run.. its aweard game. fail game! dont play it!. I recommend but barely. It was difficult to get it started. It just shuts down immediately after starting. I managed by closing SteamVR and starting the game from the desktop. That started SteamVR automatically and the game showed in headset (HTC Vive), same fix that Halleluyah found too.

The ending is quite abrupt... if that was the ending, I got kicked to the SteamVR hub but since the game was still running on the desktop, I assume it is an ending and not a crash.

Overall it's quite pretty although it could do with finer texture for the rocks and less rigid animations for some of the creatures. The ligthing is a bit odd too: it looks like there is a spotlight in front of the submarine but there are no god rays from the particulates in the water; the neon light in the submarine does light anything; and the inside submarine gets really bright at times for no apparent reason (maybe the moon, except that some times the moon is visible but the ship is still dark). It's worth the run through. More of an 'experience' then a game. My criticism would be having to start it from Steam instead of SteamVR, having to use the spacebar to begin, and the distance between you and the window. Just seemed like I was so far back.. A very cool experience, that needs proper Oculus support! - Just saying devloper guy ;). A 5 minute free Screen Saver?

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