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## About This Game

### Imagine...

You live in your own small world that has everything you need – cozy home, backyard with a rocking chair, beautiful garden, and your own amusement park with music and unlimited amounts of fireworks to launch. You even have a Ferris wheel to touch the stars! Nothing stands between you and this secluded paradise, only an unsettling feeling in the back of your mind that something is going wrong. At some point, it all dramatically changes and now you have to find out what this world really conceals...

### Features:

You are about to get on a journey around small planet-like worlds as if you were in the Little Prince's world. However, these ones are filled with monsters that are striving to kill you, deadly traps and riddles, which require you to be quick-witted and attentive.

Plunge into the quaint and atmospheric world of a dark tale and reach it's core to find out what hides in the haze.

The indie-platformer World of One has many levels and puzzles with multiple solutions, big boss fights, hostile creatures and 4 different endings, which depends on the actions you take throughout the course of the game. Only your determination will help you complete your journey and find the truth about yourself.

Beware, World of One will challenge your mind and skills. Moreover, completion of the game unlocks the "New game+" mode, which gives you only 3 lives. Will you accept this challenge?

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*this game has full controller support*



**CHECK IT OUT IN  
BIG PICTURE**

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Title: World of One  
Genre: Action, Adventure, Indie  
Developer:  
Grimwood Team  
Publisher:  
Grimwood Team  
Release Date: 8 Jun, 2017

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**Minimum:**

**OS:** Windows 7 or Newer

**Processor:** 1,7 GHz Dual core

**Memory:** 2 GB RAM

**Graphics:** NVIDIA 8600GT or equal

**Storage:** 2 GB available space

**Additional Notes:** Gamepad or Controller Recommended

English,Russian,French,German,Simplified Chinese

# Memories

Choose the memory you want to see.

And the wave took it

Caught by a shark

Dry Waters

20 years of loneliness

Unexpected Shipwreck

Interrupted fishing

The prince is the beggar

Yemanjá's Festival

After his son's death at sea, during a fishing season which he wasn't able to go, one of the oldest fishermen in the village lost faith in the Queen of Seas.

Exit





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Used to play online the HL mod version 10 years ago.

This is the graphical evolution.

10V10. Amazing game so far. Been waiting for this for years, and now it's here.

Good port with great performance. Apparently there's a lack of HOTAS support, but I use a controller anyway - despite playing simulators like DCS.

Why?

Because Ace Combat is an arcade game, not a hardcore sim. If you have no regular controllers, I understand your bitterness, but honestly, if you drop 300 dollars on a hotas and don't own a 20 dollar controller to play an arcade flight game with, you might want to rethink your priorities.. Boring RPG maker game with attempts at self-aware humor that misses more often than it hits.. Unimaginative. Thought I would play the first one since I'm such a fan of the series but I wouldn't recommend this one to anyone who likes the Nancy Drew games. First of all, someone is straight up murdered in this one which is a little dark. Not only is he murdered, his head spins all the way around and he's pushed down the stairs and he's just a kid so that's a little upsetting. Obviously it's not shown in the game but that's what you're investigating so it's discussed at length. Not to mention the barely touched on drug addiction of one of the kid's classmates which is only mentioned but never resolved--there could have been a better way to do that in a game like this. Maybe an anti-drug message or SOMETHING but they just prove that he's all into steroids (and he's a minor by the by) and then say at the end that he got scholarships so he's REWARDED FOR HIS DRUG USE AS A MINOR. This game is just a little dark and unimpressive. Dark in the sense that it's inappropriate--though I wish it was better executed/more stylized. Generally disappointing because I beat the game in only 3 hours of game play.. this game sadly doesnt work i tried to confir it like it said but it gave me the same error if this game was work the it suppose to i would recamen it but sence it doesnt i wouldnt get it till it gets fixed. Still waiting for English translation and ingame tutorials but the idea is wonderful

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pooooooooooop

fergdsuagvdfxzfhtgdx hgtndrv. I didn't know I had this, Will upvote anyway cause SkS is a good weapon.. This game tricked me I thought it would be some sort of visual novel which I guess it is but its just bad art and text straight from the book. If you have read the story I dont see why you would want to spend money on a poorer version of it.. For this genre of dollar horror it does well. I go with an hour per dollar and this game hits that goal at about an hour. Dont expect the world and you will enjoy it.. on one hand its a simple scrolling shooter game -where you have enemies, upgrades, bosses, etc; but on the other - the very moment you start to play it you see differences - first difference for me was a very useful quick side strafe, the other was a possibility to move forward - overall game's pretty playable for occasional time killing. perhaps the only thing that is not yet done is screen resolution choice.. this is just awesome. + Looks decent  
+ Cheap  
+ Fun

O Grindy

O Multiplayer doesn't invite players to interact with each other.

O Raiding is near impossible due to swarms of bounty hunters combined with respawns.

O Can not steer the steering wheel

- Complicated Multiplayer setup √ No Master server. Requires Port-Forwarding which not everyone is able to do
- Limited Multiplayer Character creation (Can only replace one of the ai players. Can't change my or my ships name, the ai will already have spent all the starting ressources)
- Buggy:
  - Textures of buildings just disappear after a while
  - If you steer into a corner it's near impossible to steer out again
  - Escorts getting stuck everywhere (when you have two escorts they'll literally keep on sailing away from you for hours because one wants to steer left, while the one to the left wants to steer to the right)
- Questionworthy game-balance
  - AI players are very weak and slow (I used a difficulty which would translate to something like "difficult")
  - The game either punishes you by random death or is no challenge at all  
(- my 9-star escort dies to two bounty hunters while being stuck at a reef)
- Little content: Due to the grindy nature of the game you might extend a match to a couple of hours, after which you'll already have seen everything

Admittedly, if the devs had fixed the bugs (to which I found entries dating back a year) and given more care into the ai I would have recommended this game.. OMG - finally! The first true 3D VR RTS since Lazerbait. And this one is multiplayer. This makes me very happy. Only problem is I don't see anyone else playing yet! I've only played against the AI! Graphics and sounds great, no bugs I've noticed yet. Takes maybe 5-10 mins to play a match? I think I've played about 8 so far. Kind of weird that you can only look at the leaderboards by starting a new game. Would be cool if you could grab the map and manipulate it like you can in other VR RTSes. Zoom in and zoom out by grabbing and expanding or contracting, etc. Sometimes I trip over my couch trying to reach a far-away planet.

**\*\*Update\*\*** One other thing that could use work is the multi-player matchup function. I've played maybe 40 games now and still haven't seen another human player. I imagine it's just too early and more players will trickle in, but there's no info or tools I can use to find other players. How many other players are online while I am? How long should I wait for a match? 30 secs? 1 min? The longest I've waited is about 5 mins before giving up.. This map feels like Hitman: Absolution. Small and super Linear. This is not even close to being as good as the other 5 maps.



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