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## About This Game

Aliya Elasra is an archaeologist, exploring a strange region of space called the Nebula with her robot sidekick Six, hoping to uncover the secrets of the long-forgotten past. When a roboticist from the University of Iox goes missing, Aliya begins a trail of discoveries that will lead to the very edge of her world - and the ancient secret of Heaven's Vault.

*"One of the most well-realized video game worlds ever, with your curiosity and personality molding your story through the Nebula"*  
- USGamer

*"Heaven's Vault is both ambitious and beautiful. It conjures a world rich with life... I don't hesitate to recommend Heaven's Vault."*  
- Game Informer

*"Heaven's Vault is one of the most enthralling narrative-driven adventure games I've played"* - Wired

Sail an open-world of fast flowing space-rivers, discover lost ruins, explore ancient sites, find artefacts and translate their strange hieroglyphics. Piece together the history of the world and an entire ancient language.

From the creators of massively-branching interactive adventure 80 Days, Heaven's Vault is not your usual linear adventure game. Progress through the game in any order you choose - the game's fully adaptive narrative remembers every choice you make, every discovery and every action you take, influencing what happens next. Meet a diverse cast of characters who remember everything you say, and who's attitude to you will change with how you act. Some are friendly, some are cautious, and some are out to trick you.

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Who will you trust? What will you find? What will you learn? What will you risk? What will you lose?

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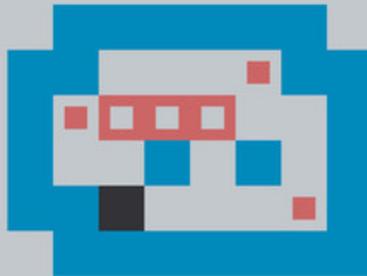
Title: Heaven's Vault  
Genre: Adventure, Indie  
Developer:  
inkle Ltd  
Publisher:  
inkle Ltd  
Release Date: 16 Apr, 2019

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English

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ESC - BACK

R - RESTART





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Oh man where do I even begin?

Short Review:

Good game but not for everyone. Game is built to grind and can be repetative.

Pretty much one of the oldest clicker games out there.

Maybe get on sale (>50%)

9.5/10

Long Review

So I see many of negative reviews and I do agree with many of them, but I will have to totally recommend this little piece of gem as I grab it as soon as I saw it.

I first played this game maybe 8 or 9 years ago, don't even remember how I even got my hands on it and I totally loved it, made my day everyday seeing my colony grow and fight with the believable surroundings that you can pretty much live it as if it was real. Yes, you may probably get this game for free somewhere out there (just like many games in steam) but I just wanted to own this little gem in my library and also a way to support the devs that make my(as well as many's) childhood a little bit brighter. I mean 2\$ that cost less than a cup of coffee. You have no obligation to buy this game so please don't whine about it for it being not free, no one's forcing you to buy the game.

Yes, to point out many reviews out there, that this game is indeed repetitive and is a grinding game. I mean which grinding game is not repetitive? If you don't like to grind then by all means dont get this game, no need to fill the reviews with all the negatives its not fair for the game since you guys are just stating the obvious.

To put it in a polite way, clicker game, is better suited term than a grinding game. This maybe infact one of the oldest clicker games out there. Note that I spent over 16 hours in the game and that contribute to around 6000 days in the in-game time. Say I click around 30 - 60 clicks (combining fights and whatnot) I spend the time clicking around 270,000 times!! I am not a fan of the clicker genre but man this game is fun and also frustating at times. I sometimes think this is one of those games that are made to make chidrends shut up.

So all in all, its a pretty decent game with hand-drawn animations and keep in mind this is a pretty darn old game. As I mentioned, this is not a game for everyone, especially those that don't like games being repetitive. Grab it while on sale or even at full price I would say it is worth it.

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9.5/10. Pair of headphones and an Xbox One controller...this purchase was the best decision I have made in WEEKS. The music gave me chills, the visuals are not too distracting while also being quite fun to "kinda" look at while you're playing. This game is my favorite in 2015 so far!. Great HumbleBundle monthly debut. The game is a mix of Super Meatboy and Downwell so if you like those type of platformers you will love this game. Nice work developers and keep up the good work.. Great game! Similiar to Samarost 3. Loved it! :). Waste of money. Not needed.

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So this is basically a ripoff of the Hobo Simulator app game on Iphone. It's a clicker, nothing new, nothing fun, just play hobo instead.. I played this game back when i didnt have online...Those were the days.

It was really good back then simply because of two reasons...the rainy weather and the music...the music is beast in my opinion ...other than that nothing special..i bought so i can hear the music again.. Tis an interesting game and fun while being a challenge. It does have a minor issue with the initial loading page but that can be fixed by actually starting a freeform map and then exiting back to the main menu again.. I love the history of chernobyl and it can be a great way to discover more about it but, 360 camera doesn't work at all in vr every developers should note that and when it's a 360 picture same, and this software is 3V4 videos and photos.

Photogrammetry zone are not so bad but windows don't show correctly outside.

But the worst thing is on top of the antennas, i was dreaming about watching the entire zone on top of this huge thing and you put a view with fog everywhere so you can't see all the beauty of the zone you just watch fog.. Definitely well made parkour game, its fun and fast paced but apparently it only has 16 developer levels which can be beaten in less than 30 minutes. Game is still in development so Im sure they will add more levels soon, anyway I recommend getting this game.

### **The Space Birthday Update: The Daily Challenge:**



*This post is about a feature of the free Space Birthday Update, out now! See [this post](#) for the details.*

As of tomorrow, Heat Signature has a Daily Challenge! Each day there's a special character with 3 missions that are the same for all players, and leaderboards to see how you did compared to your friends. Compared to other games, Heat Signature's daily challenge is quicker to play: it only takes about 15 minutes. And we're doing a few other things differently too:

### **The Daily Shop. 1 Day to go!!!:**

Tomorrow play the demo for Lorn!!! **Chapter 3:**

It was done! The third chapter of the graphic novel is now officially available in STEAM!

The update includes a continuation of the story of the adventures of pirates on the island, five new achievements, new posters in the gallery and new characters in the Extra section.

Due to the nature of the engine, the old save may not work.

Also, with great pleasure we inform - one more our game is ready - Black Jack story - a card game in which you have to take part in the tournament and defeat all its participants.

[http://store.steampowered.com/app/831060/Black\\_Jack\\_Story](http://store.steampowered.com/app/831060/Black_Jack_Story). **Long-awaited access to early access!:**

That's the day of release of this crazy game, or rather it will be, but there are turns! We have been preparing for this day, have already prepared a few updates to not pour all the first day of the release of this great game. We are waiting for your return, my dear! Each of your thoughts is important to us (in fact, your thoughts are very important to us, they will focus on the future of the project, as a result of the game will look). On the day of the game release and early access release, this game will not be the one that will be released today, and the one that we did, with you! Remember, every thought can grow into something more! I hope you enjoy the first version of the game.

**Output is planned at 19:00 new York, USA**

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Sincerely, The Developers Of "Not My Day"! **2017 Road Map and Update news:**

Happy new year everyone! I have some big plans for this game in 2017 but first I'd like to say I'm sorry the newest update being delayed for so long I'll go into greater detail below but if you'd like to skip that and view the road map thats just fine.

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So whats up with the update?

Welp it was orginally planned for thanks giving but that didnt happen sadly. Part of it was waiting for a new update to the unity engine and the other part was my fault. Up until thanks giving I had spent most of my time working on a new level but sadly I did not take into account the amount of a performance hit the level would give players and it could not be saved so it was scraped and a new level has been in the works since. I was also going to release a patch to fix all the crashing issues but I've had to wait for unity to release a patch. I tried to fix the issue on my own without the patch but that just created more issues. I've also had not taken into account time I spent on school and with family, which was my mistake, I'm sorry about that but im only one 16 year old sometimes its difficult but I will always do my best. However as of now most of that is fixed and a new update will be out soon featuring

- a new level
  - Volumetic Lighting
  - added features to the level editor
  - bug fixes
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Road Map

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1. Release the new level
  2. Slowly add features to the level editor and get the workshop ready by march
  3. Improve AI and Graphics gradually
  4. Create the foundation for multiplayer and release the beta by may
  5. release early access multiplayer by april
  6. Finish all single player levels by the end of the year should total to 10 to 20 depending on the scale I focus on
  7. Take single player out of early access by the end of the year

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