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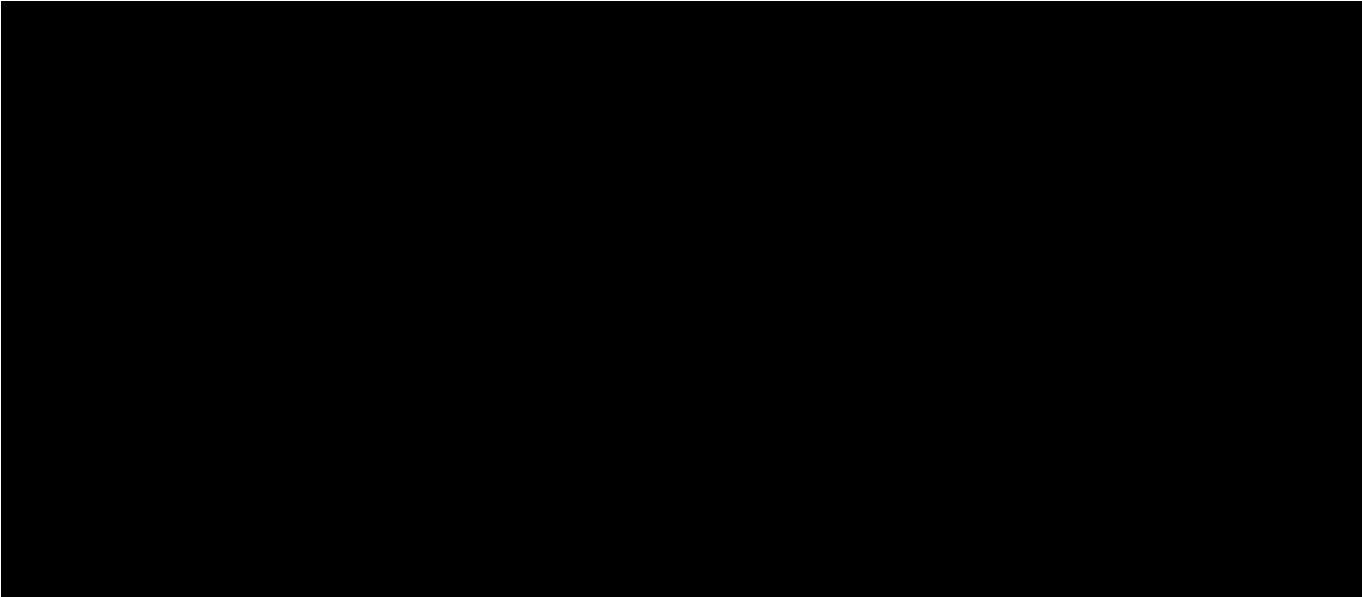
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## About This Game

*The Gallery* is a puzzle/exploration game series built for virtual reality and inspired by the mystery of dark 80's fantasy adventure films.

ENTER THE GALLERY

# The Gallery - Episode 1: Call of the Starseed ™

A strange message left by your mischievous twin sister, Elsie, will draw you into a mysterious journey filled with bizarre characters, a sinister presence and awe inspiring adventure. Along the way, you will be assisted by a helpful yet unhinged Professor who may harbor ulterior motives of his own. Your search for Elsie will lead you to a cosmic machine that wields incredible power and it will test your will against the forces of a shadowy figure who resides within it.

FOLLOW THE CALL

- Become the hero and experience a deeply immersive adventure inspired by the dark 80's fantasy films we know and love.

- Enjoy groundbreaking gameplay designed specifically for VR with a full-room scale support experience, 1:1 hand tracking, and made for VR interactions that will have you moving, sitting, standing. crouching and crawling.

- Challenge your wit and curiosity solving puzzles and diving into detailed worlds; looking in, under, over and around every nook and cranny.

- Traverse through mysterious environments with comfort and ease, using Cloudhead's dynamically scaling BLINK locomotion system.

- Cutting edge positional audio and spellbinding soundtrack by award winning composer Jeremy Soule.

Title: The Gallery - Episode 1: Call of the Starseed
Genre: Adventure, Casual, Indie
Developer:
Cloudhead Games ltd.
Publisher:
Cloudhead Games ltd.
Franchise:
The Gallery
Release Date: 5 Apr, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel Core i5-4590

**Memory:** 8 GB RAM

**Graphics:** Geforce GTX 970 OR AMD Radeon R9 290

**DirectX:** Version 11

**Additional Notes:** includes native Rift support


English

丞相、ついにやり遂げましたぞ……！

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Call of the Starseed continues to blow me away - one of *the* most immersive narrative experiences you can possibly find. Staggering achievement.. The whole experience is literally going through a beach and a sewer. After that the story has barely started to begin and they just roll the end credits. The fact that this was one of the first VR games also shows as the movement is a bit clunky at best.

**Terran Galactic News**:

Heathen is happy to announce Terran's Sector K72 patch is scheduled to release to beta build in the last week of March. While we still have plenty of work to be done the massive undertaking that kicked off in November of 2016 is to a point where we need your feedback to insure the best possible results.



If your not sure how to 'opt-in' to the beta build check this link from Steam out, no password needed of course. Beta is available to everyone who owns the game.

Sector K72 is a massive change from the current live build and includes a change of engine, serialization (how we read and write stuff to disk), asset loading (how we sort stuff in memory) as well as a slew of new gameplay features; its basically a whole new kit and with a lot more to offer.
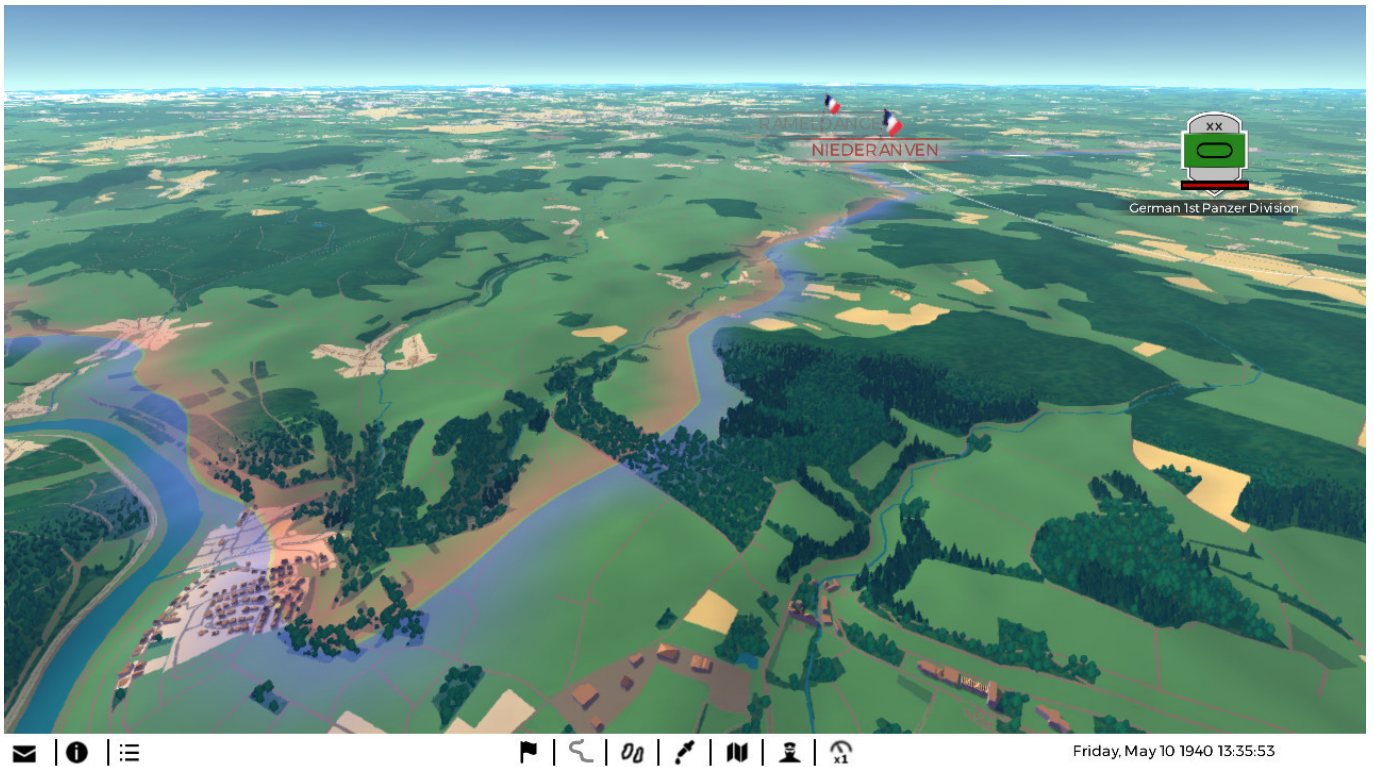
Terran Tester. **Beta patch 535**:

Patch 535 is available for PC, Mac and Linux now on the beta branch. Don't know how to access beta? Read this.



Manufacturing. **We made a fan group 17Studio**:

Join our group, here you can find the latest news about our projects, discuss them, share interesting photos and videos.

http://steamcommunity.com/groups/17Studio. **Summer break is over**:

Friday, May 10 1940 13:35:53

Now that the DevCom, GamesCom and a small summer break are over, we are back on development full time.
That means we will also pick up our regular development reports and BLOG posts.

Stay tuned!. **Patch Notes 27.7.X.14 (2017/05/18)**:



Hey everyone!

This month, we decided to invest time on necessary backend changes to improve the game's stability and performance. This is an ongoing effort that we think most of you will agree to prioritize over always pumping in new content all the time. That being said, we're not leaving you dry! We added a slightly reworked Cave of a Thousand Treasure as drop in Godlands, and you can meet your new best buddy in your Guild Hall: Friendly Guill, the Guild Guy.

We also allocated a significant amount of time in fixing some legacy bugs and adding a bunch of UI improvements that we hope you will enjoy and give constructive feedback on.

You can discover the changes below, in the Patch Note details:

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**New!**

- **Djinns in Godlands now have a low chance to drop a portal to Cave of a Thousand Treasures!**

- Guill the friendly guild NPC is now ready and eager to serve! Don't be shy, say hello to him. You'll find him in your Guild Hall.

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**Tweaks & Fixes**

- Disconnect Timeout has been lowered from 10 minutes to 2 minutes

- Optimized character list loading time for players with a large amount of items

- Fixed a disconnect issue in the Cave of a Thousand Treasures and re-designed flame trap room

- Lair of Draconis minions needed for progression no longer get stuck in walls

- Character Slot Unlocker and Vault Unlocker items are now only usable in the vault

- Mysterious Crystals, Dragon Eggs and Sumo Masters will now spawn with their own tile to remove obstacles

- After the Hermit God dies, the deep water will turn into normal water after a short while (no more lost loot!)

- Arrow feathers from Bow of Fey Magic should now be purple to be consistent with other bows

- Green Satellite (monster) no longer loses a piece of itself when flying around

- Skins now always display the Skin Class in the item description

- Pet Stones now always display the Family Change warning message in the item description

- Reduced Avatar of the Forgotten King spam, Killer Pillar phase is now only announced by the Avatar itself

- Fixed a few typos in item descriptions and Oryx taunts

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**UI Update**

- Character selection screen now displays how maxed a character is (x/8)

- Character selection screen now displays the current pet of the character

- Character selection screen hover now displays backpack content

- Character selection screen hover now displays stats (also forces numeric text on hp/mp bar)

- Disabled shortening player names (mini map and lock list tool tips)

- Mini map: group tool tip and teleport menu background should now scale correctly with the text

- Mini map: enemies will always render on top

- Quest arrow/portrait now updates immediately

- The experimental "decamenu" is now active by default

- Added experimental toggle option to display how many potions of a certain stat are still needed to max it, applies to both selection screen hover and in game stats panel (only when level 20, disabled by default)

- Added experimental mini-map toggle option for slightly different colors for locked/unlocked players, locked/unlocked guild mates and locked/unlocked white names (disabled by default)

- Added a new cursor and fixed existing ones (thanks to Chvzto!)

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**Cosmetics**

- [Added a new batch of Skins and Pet Stones](imgur.com)[imgur.com]

- Made fixes to the following Skins / Dye Masks: Slime Rogue

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That's it for now! Big thanks to all our testers out there, you know who you are! Please note that we welcome feedback on the UI changes, such as the minimap colors - so don't hesitate to drop a word. As usual if you have questions, remarks or suggestions, fire away!

And don't worry, Muledump will still be usable with the changes, simply add &muleDump=true to the URL parameters.
. **UPDATE: More localization tweaks**:
Today's update includes more small tweaks to Chinese text. If you see further updates without explanation they'll be for the same reason.. **Hot Fix - 1.1.2a - shift sprint issue**:
Fixed an issue where you could only sprint with a controller and not keyboard. Both work now. Thank you for hanging in there.

-Brian. **Concerning Techwars Online 2**:
We (Valve) have identified unacceptable behavior involving multiple Steam accounts controlled by the developer of this game. The developer appears to have used multiple Steam accounts to post positive reviews for their own game. This is a clear violation of our review policy and something we take very seriously.

For these reasons, we are ending our business relationship with Mikhail Pasik and removing this game from sale. If you have previously purchased this game, it will remain accessible in your Steam library.. **Addressing Current Issues and a Letter from the Dev Team**:

We would like to apologize for all the issues that has been happening in the game.
Here are our plans to address the on-going issues.

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