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## PRiO Download Install



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## About This Game

PRiO is a visually-striking, yet challenging platformer about manipulating the environment around you.

To complete a stage, you must light up all the blocks in a level. The only problem is that not every block is active at the same time. You must toggle between Red, Yellow, and Blue blocks to navigate each level without getting shot by turrets, impaled on spikes, or falling to your death.



## Key Features

- 50 Action-Packed Levels
- Endless Mode
- A Fully Functional Level editor
- Striking Visuals

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- A Gorgeous Original Soundtrack
  - Full Controller Support
  - Color-Blind Friendly

## Campaign

PRiO comes with 50 exciting levels to keep you busy for hours upon hours. This game is built around a simple concept of toggling the environment in order to navigate. In the beginning, it may seem easy enough to handle, but as the levels go by, you'll quickly realize the challenge that confronts you.

## Endless Mode

In addition to a plethora of challenging levels, this game also comes with an Endless Mode. Race against a rising floor of deadly spikes by endlessly climbing higher and higher in a randomly generated level. You can never *beat* endless mode, but you can rack up a nice highscore by lighting up blocks in your frantic escape from an inevitable death!

## The Level Editor

Yes, you read that correctly! You could be the proud owner of a fully functional level editor to create your own masterpiece. Save and load levels for later! Not only that, but you can even copy the level-code to your clipboard and paste it somewhere for your friends to copy and paste into their own editor. No file transfers necessary!

## Visuals

PRiO was meant to be a visually pleasing experience. While the gameplay itself is challenging, your eyes will have a wonderful time letting in all the beautiful lighting effects and particles.

## Soundtrack

The absolutely gorgeous soundtrack for this game was created by Erik Danielson at <http://erikcld.bandcamp.com>

## Color-Blind Friendly

Because PRiO is about the three primary colors, it comes with a color-blind option for those who need it.



*PRiO is currently only available on Windows.*

*Please note:* The game is completely functional using a keyboard and mouse, however it's highly recommended that you use a Gamepad to play PRiO.

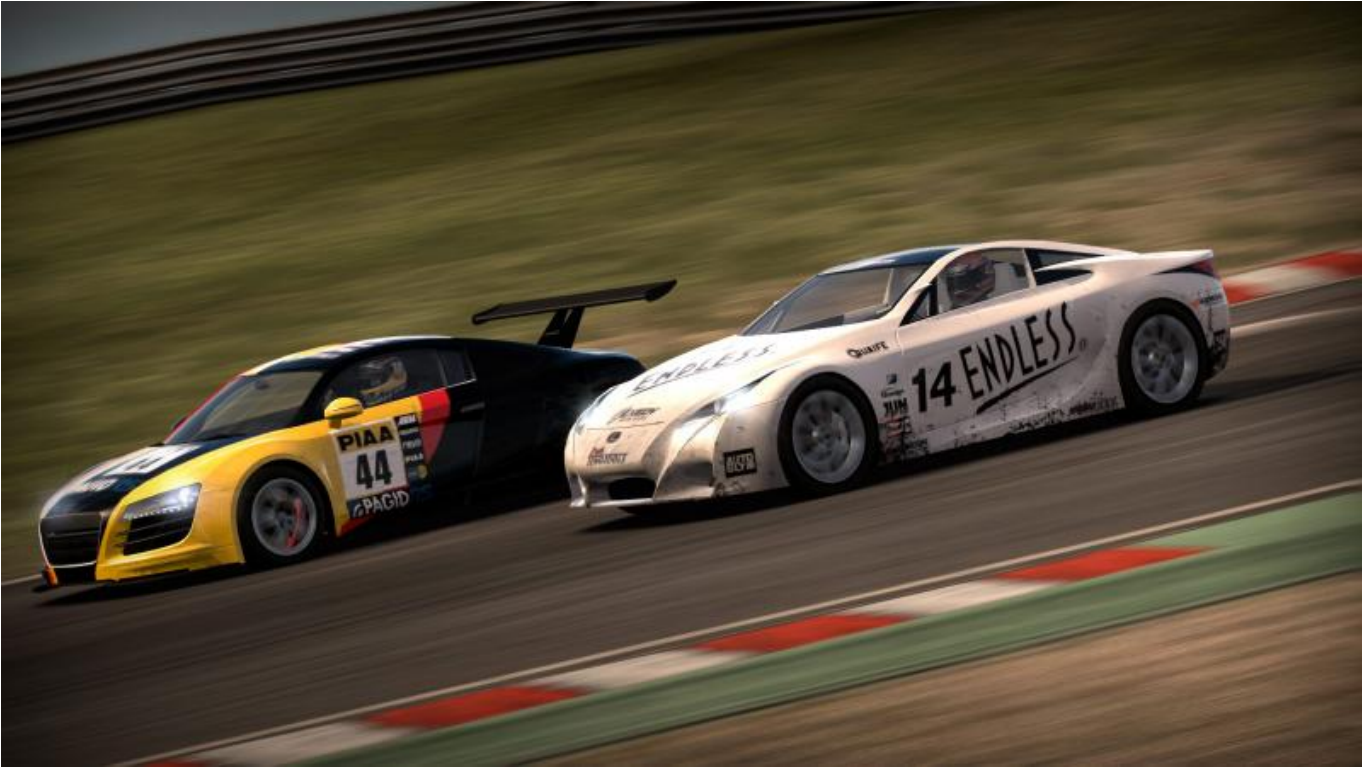
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Title: PRiO  
Genre: Action, Adventure, Indie  
Developer:  
DanielDavisGames  
Publisher:  
DanielDavisGames  
Release Date: 18 Mar, 2016

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English







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Very good game, really cleverly done. Starts easy but gets fiendishly hard towards the end.. waiting for the next one .nice to go through a story without any stress of getting stuck or killed. I REALLY LOL'D AT THE PART WITH THE SMALL♥♥♥♥♥AND THAT POLITICS HAT!  
REALLY FUNNY STUFF GUYS, HAVE YOU EVER CONSIDERED DOING STANDUP? I AM EMAILING COMEDY TV SHOW NETFLIX TO GET YOU A SERIES RAELLY SOON CAUSE MORE PEOPLE NEED TO SOEE YOU R WORK!

I AM ONLY 14 YEARS OLD BUT YOU ARE MY HAROESSS!. I love the spitefire and i hope to find more WWII planes soon. The best part of Zup! games. I have embarked upon a game which has so many problems, thus I have no other choice but to write a bad review. First lets start with the games controls. When prompted to the main screen I cannot click with my mouse, can't use a controller and can't even use the up,down,left, right arrow keys to navigate through the options. So how do I even start the game? After a period of testing keys on my keyboard I finally found the ones which were programmed to work. W to move up and S to move down,WTF. To even make it worse the "enter" key wasnt even the "key press" required to select the options on the screen, It was spacebar. Now I don't care how someone designs their games controls, but how is the player supposed to know what you designed them to be if they aren't the ordinary?

Moving on, my 2nd pet peeve is the games story. Without reading the games store page how am I supposed to know what I am venturing for, looking to accomplish. The obstacles aren't that of fun, the "enemies" when interacting with the main player is broken and the game overall is just a sad compilation of rushed tomfoolery.. MY FAVORITE GAME, I REALLY ANJOYED THE 2065 HOURS SPENT ON THE GAME. IT WAS CLEARLY WORTH IT.

THE BEST GAME I EVER PLAYED AT.. Cant say it was worth 80 pence (Tip) Dont buy :)  
Spend your Spends on a CSGO Skin :P

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Very fun, not that expensive, and the profits go to a good cause! It does give me some motion sickness so I can't play it for too long but my arms get tired after awhile anyways, I never realized how much of a workout moving around in a wheelchair was until I played this game!. No inverted controls for the camera. Sorry, but at this point in time 3D games should have that option since there's a lot of people who can't really enjoy the game without it. Also there's the WB licencing wich is pretty shady.. Good Game..

If you like a shooting game so its game for you mate.. :3

Its have some cons (ofc) .. but that not really make that game be that awful anyways .. good game ..

Have fun worth the \$\$\$. Basically Starscape is somewhat fun, and I played through it a long time before I got it on steam, then I played half through and the past days I finished it. The game has nice mechanics, but it is repetitive. The story could be interesting, but somehow isn't really in the end.

There are only 2 things which really bother me about it.

1: The resolution is limited to 800x600, which brings a lot of problems on newer hardware, and that resolution even bothered me way back then.

2: There are achievements for finishing the game on Easy, Normal and Hard. As opposed to common sense, finishing hard does not give the other 2 achievements as well, so you'd need 3 playthroughs to get all achievements, which is ridiculous.

If someone has endgame saves for easy and normal, please take a look at the discussion section of this game, it'd be cool to have those 3 saves here so the achievements could be achieved properly.

So yeah, with those flaws and after all this time it's just not worth 10\20 anymore. If it's ever on sale again you might consider grabbing it if the points above don't put you off.. amazing game, idk gave me 4 hours of fun for the low price, also got a little lost after the main stuff was done and it was just me asking for side quests from the shop owners and what im supposed to do afterward, but overall funny story, 4th wall broken, fun game, and amazing rpg :). RWBY got dark after Vol 3. either way its good!. In my ongoing effort to write a Steam review for every game in my library (500+ titles)... it's time for Superflight.

Superflight is a really simple, challenging game. Basically you fly around procedurally-generated landscapes, floating in the sky, trying to rack up as many points as possible by flying as close to the terrain as possible and performing various tricks. Basically, if you've ever played a flight simulator game and just had fun flying around as recklessly as possible... this is your game.



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