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About This Game

"It's an experience that anybody can appreciate and one that offers hope for video games' potential to stir the soul." - TIME

"Flower represents an important moment in the development of interactivity and art." - The Smithsonian American Art Museum

"An experience that is unique and enthralling." - Wired

"Flower is a remarkable and exquisitely crafted piece of work that transcends the medium effortlessly." - The Telegraph

Part of the first permanent video game collection at the Smithsonian, experience award-winning Flower, now available on PC.

Flower lets you take control of the wind as you explore and navigate beautiful, lush environments. Journey through varied landscapes at your own pace, interacting with and changing the environment as you go, and find balance and harmony in your surroundings.

This is an interactive escape that takes you on an emotional journey like no other game you've ever experienced.

Key Features:

- Simple Gameplay Controls – Controlling the game is as simple as guiding the wind in the direction you want to go.
- Lush and Interactive Environments – Vast grassy fields, blowing in the breeze, create a lush, immersive environment.

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- Immersive and Emotional – Accessible to gamers and non-gamers alike, the game takes players on an incredibly personal and emotional experience.

Title: Flower
Genre: Adventure, Casual
Developer:
thatgamecompany
Publisher:
Annapurna Interactive
Release Date: 14 Feb, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1 64-bit

Processor: Intel Core i3-2125 or AMD A8-5600K

Memory: 4 GB RAM

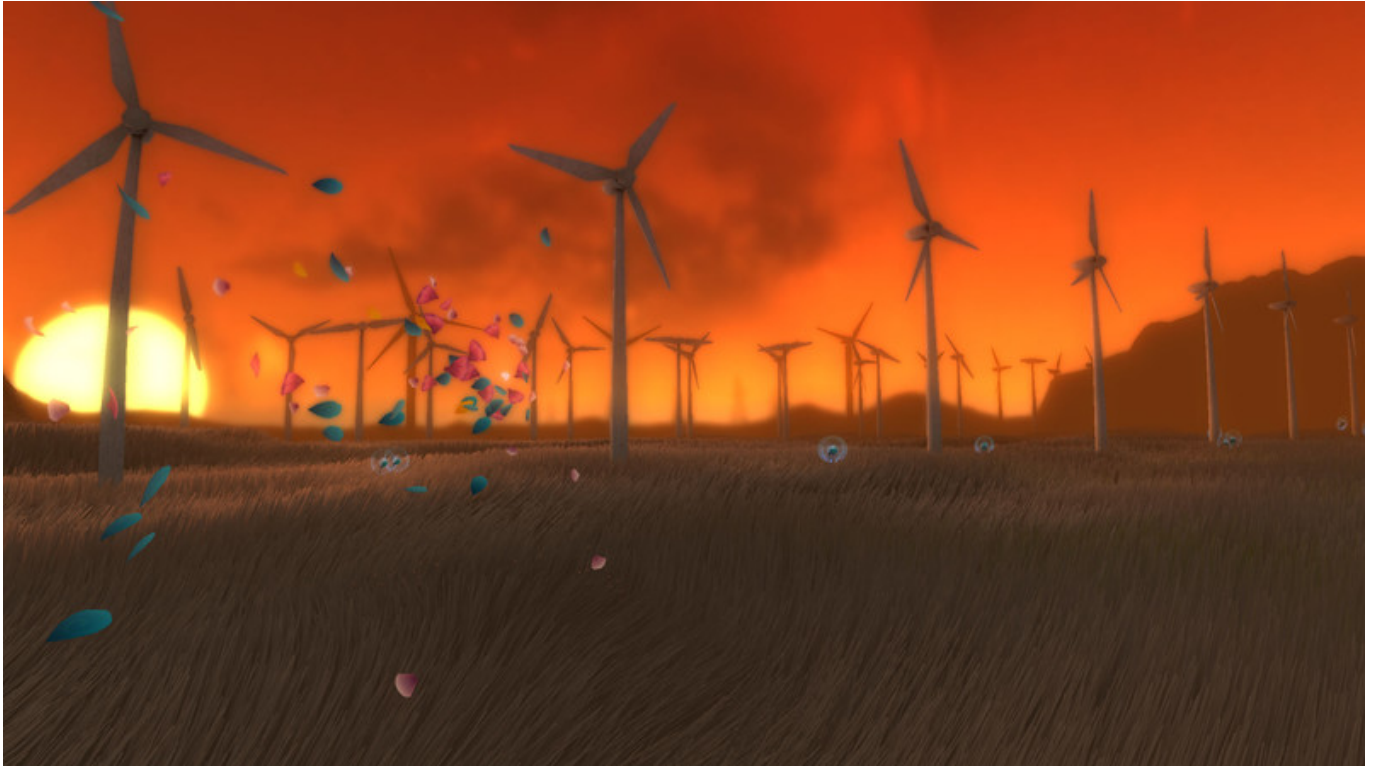
Graphics: Intel Iris Pro 580 or GeForce GTX 650 or AMD Radeon R7

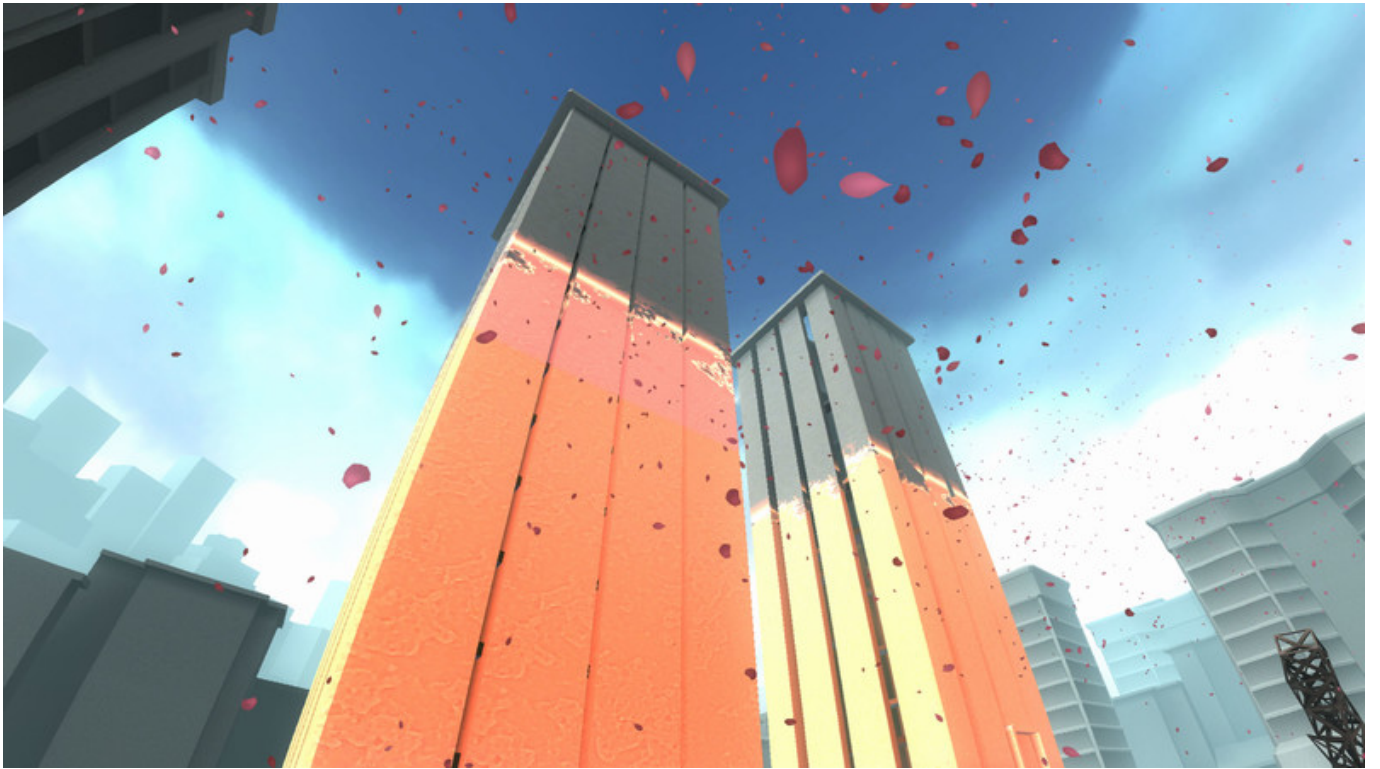
DirectX: Version 11

Additional Notes: Must support AVX Instruction Set.

English,French,Italian,German,Arabic,Dutch,Japanese,Polish,Russian,Simplified Chinese,Swedish,Thai,Traditional Chinese,Turkish







Yes, it looks a bit dull on the steam page however this, to me, is hands-down one of the best games I've ever played. The game has a unique way of storytelling and it is 100% a-ma-zing. The story is emotional, insightful and is an actual story... a rare quality in recent releases. It's not expensive and it is well worth the money. A huge thank you and a round of applause to the developers for pouring their hearts into this game, you can see how much effort was put in.

Final ruling: 10/10. you may as well try and catch the wind.. Flower was a huge disappointment to me, considering that I love every single other game created by thatgamecompany. I seem to be the only person who finds the controls of this game incredibly frustrating. I have never player the console version, so it could be a problem with the port. I just feel the controls and camera are extremely clunky, and every time I have to turn around to grab a flower I just missed by a pixel, I get more and more frustrated by a game which is supposed to be calming. Somehow, the soothing music just makes it worse! The fact that I get low FPS in this game even with low quality graphics (even though my PC plays The Witcher 3 on high settings no problem) just adds insult to injury.. Ever since I was very young, I've wanted to play Halo. In the earliest years of the 21st century, Halo was something I could hardly have hoped to play. I don't live in a first world country so I never had the chance to play it on the original Xbox, or even the PC until very later. But when I got it, I loved every single thing about it. The music had intoxicated me as it still does, the setting I felt was precisely what I wanted from fiction, and the gameplay was pretty good too.

Finally in late 2009 I got my wish. I got an Xbox 360. I hadn't considered that Xbox LIVE was too expensive and you could get multiplayer for free on the PS3. I hadn't considered that there was a beautiful catalog of PS2 games that were also available. I had only every considered one thing, and that was Halo 3.

Eh kills aleins and doesnt afraid of anything. What more could you want from a game? Playing Halo, you certainly felt it. I must've gone through the Halo 3 campaign at least twice back to back when I got it. As time went on I got into really into CoD and Gears. I, like many, teared up in Gears 3. The Xbox 360 is now a relic that sits on my shelf as a remnant of my an older, perhaps happier time. It is a time which, now that I have a laptop with a 1060, I am desperately trying to re-live by getting all the remasters and older games I never could play before.

Today I played Flower.

I have realized, I picked the wrong team. Today I regret buying the 360 and not the PS3. This is why people don't talk about, "are videogames art" anymore. That question was settled. With Flower.. Feels good. I like it. A care for depression.

I'm a simple man. I see flower on steam and I buy flower on steam. I suggest you do the same.. It is divine. Just give it to your mum. She will love it. And people will shut up whom are saying playing videogames are always childish and nonsense.. if you want a dreamy surreal experience, check out Flower. This has to be my favorite videogame. Calm, peaceful music, fantastic visuals, and even an unspoken narrative which could be easily translated into a story of empowerment. Nothing more satisfying in the world.. A travesty of a port.

The PS3 original was released ten years ago. It was and still is a classic. Unfortunately, Annapurna dropped the ball with this shoddy conversion plagued with a multitude of issues.

First of all, the technical analysis.

The audio is downright glitchy. The sound effects (like collecting petals) are full of clicks and pops. The elaborate acoustic effects of the PS3 version (like the music being faded and muffled while standing still) have been entirely removed, killing the immersion. Here, the music always plays at full volume. Sometimes the audio doesn't work at all when launching the game.

Also, either the cutscenes introducing each chapter have been removed (maybe because of their lower resolution) or they don't play at all on my machine, I can't tell. All I get is a black screen with the music before the chapter starts. Finally, be aware that this port requires a CPU with AVX instructions, for God knows whatever reasons.

Let's talk about the real issue of this port: the controls.

They all suck. Forget about the mouse and keyboard, this game wasn't designed around these devices. What about the analog stick of the default pad settings? It barely manages to do the job. The ONLY way to appreciate Flower is to play with a Sixaxis (gyroscope) controller, which these days means a DualShock 4. Since the gyro is not supported by XInput, you'll have to use the DS4 through its barebone "native" DInput driver (no Big Picture mode, no DS4Windows, no HidGuardian).

When you finally get the DS4 to work, and if you're familiar with the PS3 version, you quickly realize that the "native" driver doesn't work great either. The gyro sensibility is too high and, worst of all, the analog triggers are recognized as simple digital buttons, which means instant full speed instead of progressive acceleration, making the game tedious at best. And when you turn around, the landscape stays basically upright, while it was banking in the original (Afterburner style).

This port lacks complete polish. To this day, not a single patch has been released and I doubt we will ever see one. I hope Journey will not suffer the same mess, but I have no trust in the publisher. Today, I've just lost 5 bucks.

Flower deserved better on PC. Score: 2/10.

For reference: <https://psnprofiles.com/trophies/69-flower/Ryusennin>. It was once said that video games could never be art. This game is the antithesis to that notion. In many ways this is more than a game- it is an experience that anyone wanting to be moved emotionally can pick up. The vibrant colors combined with a soothing melody can unwind anyone from the most stressful of days.

Words simply do not do this game justice.

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