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About This Game

After living for generations as persecuted refugees, the Letarri people set their sights on a far-off planet as a promising new home. But when the interstellar mission to colonize the new world goes terribly awry, the fate of their people falls into the hands of a lone adventurer. Now it's up to you to unravel the mystery of what happened. Can you save them and their mission, or is it already too late?

Prominence is a first-person, point-and-click adventure game for the PC filled with puzzle-solving goodness, compelling character arcs, and an engaging story of hope and humanity in the best traditions of good science-fiction.

Key Features

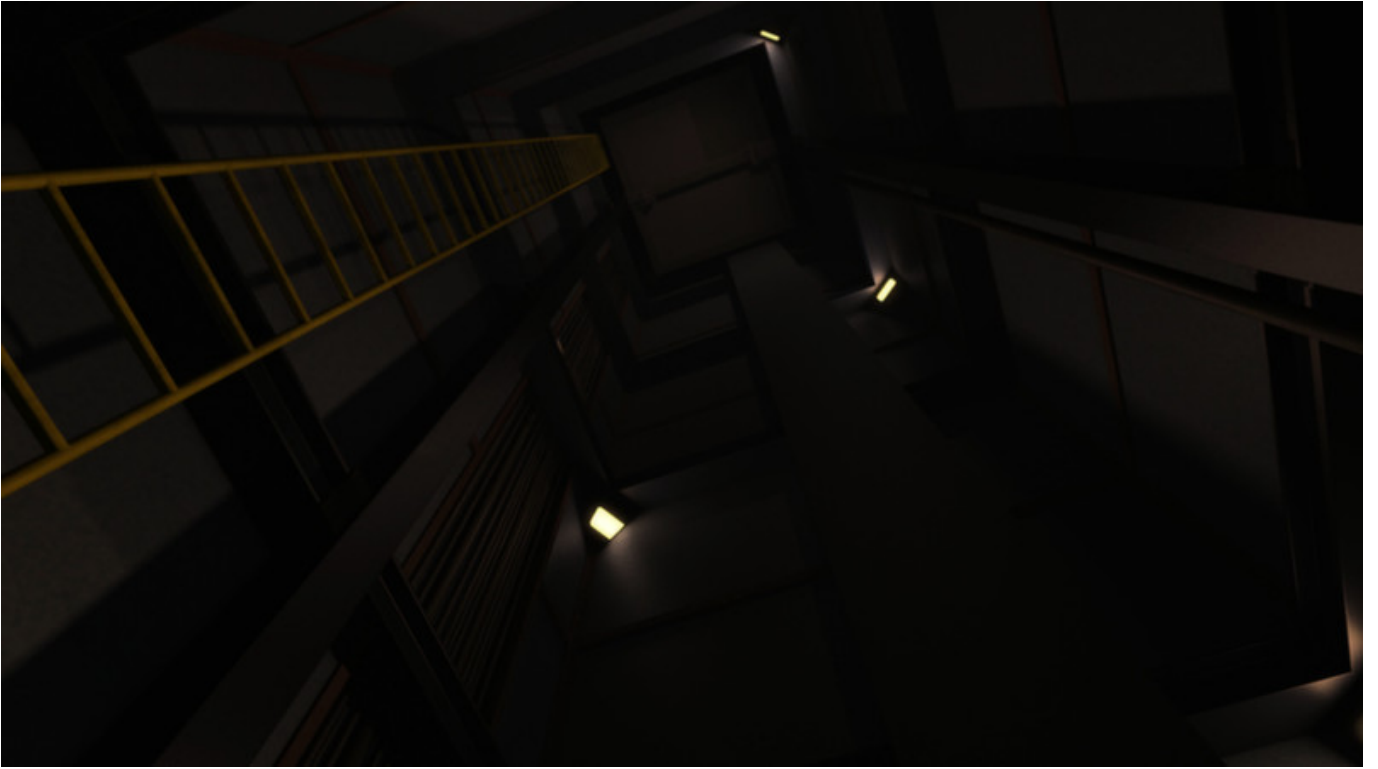
- Solve a dynamic mix of challenging, yet logical, puzzles that tie directly into the story.
- Discover clues and reconstruct the events of the mission through emails, audio recordings, environmental clues, and a damaged central computer in need of repairs.
- Hack computer subsystems via a text-based interface.
- Acquire and use additional skills and abilities as you progress through the adventure.

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- Become immersed in the world through fully rendered HD environments with animated movement and effects.
 - Access holographic data archives to explore a wealth of backstory, environmental details, mission information, crewmember records, and more.
 - Experience an original soundtrack with over 40 minutes of music.

Title: Prominence
Genre: Adventure, Casual, Indie
Developer:
Digital Media Workshop
Publisher:
Digital Media Workshop
Release Date: 6 Nov, 2015

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English,German







I've played Prominence twice and enjoyed it both times. This is a solitary exploration, mystery adventure. What I think I liked most about this game was the immersion of the story-telling and puzzles in this game. You wake up alone on a space ship with limited power and resources. Every challenge and puzzle stems from that reality. The story comes from discovering logs, emails and messages between the crew. You learn what happened on the ship by gleaning it from what transpired, not from magic messages seemingly left with the foresight that someone would be coming later. This gives the game a more realistic and suspenseful experience. There are two endings so the player gets to choose their fate.

Mechanics are strictly mouse driven, you don't need to switch back and forth between your mouse and WASD controls. We also get manual saves! I always like that better than playing looking for that autosave signal.

I recommend this game for adventurers who enjoy sci-fi exploration games with little handholding and a good dose of challenge.

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