Written by Takayuki Tokuda (short) and Zer0. (Art Direction) Arranged by Tokuda (short) and Spinnortality (Art Direction) 0 (zer0:pc) and Tokuda (short:pc) are represented by their work on Spinnortality on PC. Spinnaternity: "We met in the art school in downtown Kanda." Spinnortality: "Among the soundtracks being released from indie game companies, the one whose main character is actually the own game.. What? You mean the cuttlefish character

is a player character? What game? Spinnortality. It's so creative to use it as a character. We can't even remember its name. It's kind of a comedy. What's the title of the game? There is a song named Pigeon and a song named Stroke: The Pigeon and the Stroke." Spinnortality: "Isn't it hard to believe that the game has been running on for five years? Actually, it's the creators' first time of making games. This one's our first game where we're the major role players." Spinnortality: "The original game was made on a portable game system. But this is a full scale PC game!" "Yes. There was a printer to print out all the physical goods. You can't buy them anymore." Spinnortality: "This time, we're making a huge version of the original game using the Steam platform. All of the original songs can be listened to in the game. Be sure to try it out!" Do you want to buy this music? Go to Spinnortality

Soundtrack and Extras. "This is a list of all the songs I wrote while making this game." After you press the "Buy" button, you will receive a code for Spinniability by which you can gift the songs for free. "The entire project is still running. But it's not longer possible to accept the investment by the time we open it in the next month." "You can buy all the songs just by clicking on the Buy button." "The best example of it is the game's music. Five years of project." "The first copy sold is. The following copies will be sold randomly." "Yes. I think we're the only company which owns this kind of game title." Do you want to own it? Go to Sp

Features Key:

Full Simulated 4k Ultra High Definition VR Interface
Use all your existing 3D graphics card
Possibility of using 3D Headset and Mouse or Touch (depending on your graphics card) to interact with your game
Supports a wide range of game resolutions
Bluetooth Game Controller Support
Multi player Game play
Playback of any video using your Webcam
Any Audio source supported: including your Computer/PC, iPod/iPad, Xbox, PS4, or AVCHD, etc. - all from your Webcam
Hypervisor, multi language engine, Netbook Access, Tablet support

HD and VR sound emulation
Auto calibration tool for certain devices

Sim 4K VR MediaPlayer Game size:

Sim 4K VR MediaPlayer Game Free Version:

- Windows 7, 8, 10
- 1 GB RAM and Free Hard drive Space

Mini Premium Version:

- Windows 10
- 3GB RAM and Free Hard drive Space
- Option of subscription for purchase of Premium features