Thank you for playing 7Groves!

7Groves is a game in which you explore surreal and beautiful forests. It's a labour of love and started life as a graphics demo that was meant to have 3d worlds look like 2 paintings. I hope you enjoy wandering about in these pretty forests as much as I enjoyed making them!

A note on graphics

You may notice that 7Groves has a painterly, surrealist look. You may also notice that there are no graphics settings. The two are intimately related. For rendering, this game relies on shaders and fullscreen post processing that is very resolution sensitive. For this reason, the game will run as close to 1080p as it can, per standard. Should you have really powerful hardware, you can try running the game at a target of 1440p. The comma key toggles between these modes. For 1080p rendering you'll need an Nvidia 1060 or better. For 1440, I recommend something along the lines of 2060 or better. Apple users should aim at a 5300m or M1 Pro or better.

Controls:

- Mouse + WASD as usual

- F toggles fullscreen/windowed

- Period key toggles FPS counter

- Comma key toggles low (app. 1080) and high (app. 1440) resolution

- Escape key quits the game

- Print Screen or C will make a screenshot in the game's folder

- I shows the inventory

- Y inverts the mouse vertically, for those weirdos out here who roll like that ;)