
Dawn Of The Celestialpod Crack English



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About This Game



Gameplay

At the core of Celestialpod is a unique physics based tentacle system that allows you to swing, pull, and grab your way through rigorous challenges. Every ship poses new tests where you'll need to master the use of your tentacles in order to stand a chance. The robots will do anything they can to keep harvesting the Starfish, and will constantly invent new enemies to prevent you from rescuing them. Overcome the hostile environments inside the ships of the robotic fleet and destroy them from the inside out!

Features

- Challenging physics based gameplay
- 10 unique ships with specialized tools to kill you
- 1 Boss created in your image

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- Upgrade system which empowers your squid
 - Custom 2D-tentacle system
 - Highly destructible environment
 - Unique 2D art style, with parallaxing depth

The Story

Starting out as a Starfish yourself, one day a robotic fleet appears above your planet. In mere seconds they descend, capturing every Starfish on the surface. While you're locked in one of the cages another Starfish somehow manages to escape and frees you. The two of you make it outside, but the defense system of the ship notices and takes aim. Your savior sees the danger and, in an act of self-sacrifice, pushes you out of the way just in time. As they perish, the Starfish leaves you their remaining power. The influx of Starfish energy changes your very DNA, turning you into a Squid-like creature. With their sacrifice fresh in your mind you charge towards the fleet, determined to save the rest of the Starfish! // Defeat robotic enemies reminiscent of forgotten species and discover the chilling reality of what could befall your friends.

A Little About How This Started

Dawn of the Celestialpod started development in early September 2017 as part of a Student Capstone project. Over the next couple of months we built out and expanded upon the original concept. At the end of the semester we presented to the campus faculty and game studio cohort in an effort to move on to Senior Production. We're here because we made it through that challenge, and over the past couple months have expanded upon the game immensely. We've gotten the game to the point where we are comfortable releasing it to Steam, and can't wait for everyone to play it!

Title: Dawn of the Celestialpod
Genre: Action, Adventure, Indie, Strategy
Developer:
GWAMM LLC
Publisher:
GWAMM LLC
Release Date: 12 Jun, 2018

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English



CHOICE

Cool Off

Take Boat

Skip Rocks

Howl at Moon





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A true life simulator! Can't wait for Emily is Away 3! :DDD. Lack of contents
Lack of weapons
Lack of players to play with
No controller direction free movement supported
High price
Most of all, it is bland and boring

. awesome game! very funny!. Neat Idea still in alpha, Hope all the bugs get fixed. Combat and gather should be 2 sep. buttons: when in battle you will get errors about the tree is not old like you are trying to gather. I can not recommend the game in its current state.. Under Leaves is a delightful hidden-object game with an aesthetic ripped straight from a children's book. The scenes are usually fairly easy to play through, and if you get stuck, you can access hints after completing a sliding block puzzle. The audio in the game, ambient music combined with sounds of wildlife, helps to provide a relaxing atmosphere. Overall, the game is not particularly difficult or complex, but it doesn't really need to be. It's just a good time.. This is an decent visual novel for its price (free), but there are plenty of much better stories out there. Our protagonist is a moody and largely unlikeable child who is brought around to a blue-haired Manic Pixie Dream Girl who is quite probably the spirit of the sea. Their friendship is more sacharine than moving, and there is very little conflict to take interest in. The music isn't particularly memorable, and the comedy tends to fall flat. A few moments are worth a chuckle, but on the whole, it feels cheesy and uninspired. Unless you really like escapist stories, you probably won't enjoy Voices from the Sea much.. A incredibly captivating and Unique sound.. Good,

Need more upgrade options, for example:

level system to every class.

level 1 soldier can be totally different with a level 50 soldier, except damage, also including attack range, radius of damage, rate of fire increases.

and new active skills √ passive skills √ perks in the way with level up.

Also need a loot system of weapons and equipments.

-

Also adding an option selection that can let player choose to let the alien corpses and their blood remaining on the ground, not just disappeared.

-

add a windowed mode and resolution options.

add 2 x speed button as an option that can choose; introducing the conception of armor(instead of just hitpoints).

Soda Dungeon is probably the idle game I have most enjoyed out of all the idle games I have played. I am really enjoying the art and sound design and would recommend any idle game fan try it out.

. Rough around the edges, but worth a look at its cheap price.

You wake up in a dark cabin in the middle of the woods with the classic gaming trope, amnesia. You don't know who you are and your only clue to what's going on is a picture of a man hanging on the wall. It soon becomes apparent that something bad has happened in this world. Demons run amok, and once happy locations are now the homes of vicious monsters.

The presentation is top notch, with fantastic pixel art and a moody score that really sells a feeling of unease and suspense. Something as simple as a house off in the distance is foreboding and creepy.

As for the game itself, it's a hybrid of point and click adventure games with turn based combat. The puzzles in each area are just clever enough to be fun to solve, but aren't too taxing. The combat is extremely simple. Attacking is always the go to action, no spells or nothing. The only wrinkle is a bar that moves back and forth along the bottom. Click at the right time and you will do maximum possible damage. Click outside the middle and you might do 75% damage or miss altogether. It works in the beginning of the game.

The aforementioned rough edges come into play as the game goes on. You can use money acquired from battles to purchase new weapons, armor, and healing, as well as a few other things. Because the battling is so simple, and every single battle is scripted, each one is designed with a very specific course of action in mind, and upgrading armor, which gives you more health, is an absolute necessity. You need to hunt for specific animals in order to make armor, and hunting is a simple timing minigame not unlike battling where you just have to wait for a cursor to line up with spots along a line. Click at the right time, and you catch the animal or fish you're going after.

While battles do yield money, grinding for cash is required because battles don't give enough. The minigame for hunting grows old very quickly, and the RNG based nature of it makes seeking specific animals a chore. Maybe you'll get the one you need right away. Maybe it'll take you multiple trips. It is very aggravating, to say the least. And by the end the battle system drags. It's fun for a bit, but the simple fact is that every single battle boils down to timing your button press properly and hoping your health outlasts the enemy's. Which, if you're keeping pace with armor, it will.

This is an incredibly ambitious title, propped up by a great presentation and a good enough narrative that evokes the likes of Lovecraft. And that's to say nothing of its atmosphere, which is genuinely unnerving for a good while, particularly in an early sequence involving a plantation house. The problem is that the budget and mechanics don't reflect the lofty goals of the developers. I'd absolutely love to see a sequel where the developers turn it into a proper horror RPG, which is a sub genre that is sadly under explored. As it is, there are quite a few frustrations to be had, but it's still worth a shot for its cheap price if you're looking for something spooky to play.. I remember playing this when I was a lad. I could never finish it with my kid fingers, so I redownloaded it for a PS1 emulator and finally beat it about two years ago. Unfortunately, I got the worst possible ending. So here I am, back again, playing this game for the third time in my life, and hopefully I'll get the good ending. Wish me luck!

Oh, and nostalgia aside, this is a great platformer, requiring a lot of thought, timing, patience and the ability to refrain from punching a hole in your PC screen. All round great game, a solid 10/10 from me.

A good thing to note is that you will absolutely need your sound on to communicate with the other Mudokons, a detail, but relatively important none the less.

EDIT: There's an HD remake of this game called New 'n Tasty and it looks even better than the original. They are replacing the screen by screen gameplay with a more modern scrolling style. Check it out before buying this just in case you prefer it. I bought both.. It's a frikkin trailer of a game you have to pay money to play "DLC" wooooooooooooooooo my A\$\$.. the game looks nice, but i was unable to find a queue. Ive seen this played by Pewdiepie and Markiplier and thought it would be a good play. Hell no! On my 4th jumpscare encounter I left the game and refunded my money back. I'm not easily startled or scared of any horror game out there either so that's saying something. *jokingly

It was a fun game though. But the hiding mechanic was pretty terrible. Couldn't really focus much when the characters breathing is like overwhelmingly and obnoxiously taking over the whole game. That was a bit annoying. I enjoyed the suspense.. It's a

little, addicting game.

The matches are fun and the bots are quite good. The physics feel real enough even if the ball is too sensitive sometimes, but the thrill in close matches is awesome. At the moment there are three game modes, Normal Match, TT League and Arcade.

The setting is funny and expedient/ sufficient.

Can't wait for a potential multiplayer.

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