Dawn Of The Celestialpod Download For Pc [key Serial]

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About This Game
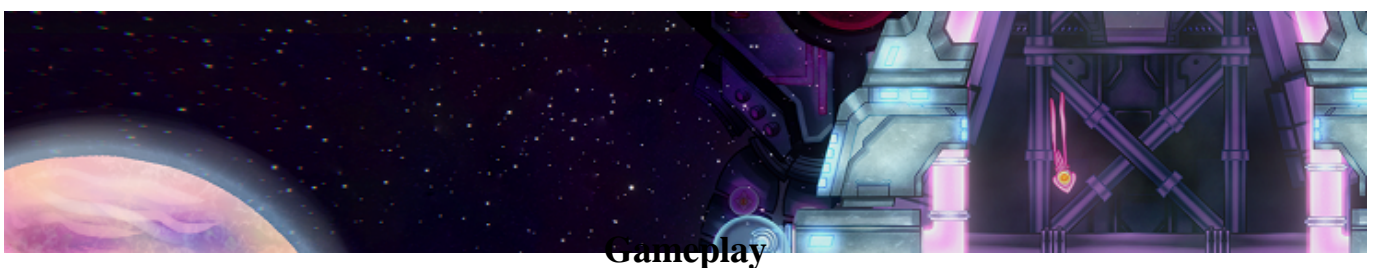
Gameplay

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

- 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

Ripstone
⏲ 42:53

Move 1	Nc3
Move 2	e4
Move 3	a4
Move 4	g4
Move 5	g5

Computer
44:49 ⏲

Move 1	Na6
Move 2	Rb8
Move 3	Nc5
Move 4	d6
Move 5	Nxe4

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Nepenthe is an unique RPG with lots of personality and charm. The characters are all interesting with creative designs that fully embrace the hand-drawn aesthetic. The dialogue is always is humorous and the battle system is a joy to play. This is a game for fans of other alternative-RPG gems like Undertale, Space Funeral and Off.. This is exactly what it says, an experience. It has many flaws and will make you quite ill by the final rooms. BUT the level of detail and clear effort shine here. The VR really gives you that "being there" feel. Wall fixtures and beakers in the sink make you want to pick them up, I nearly let go of my controller to grab one. Trying to read the labels on pill jars, the stains on the sofa bed were...noticed. Strange machines on the walls with dials and strange elobrate pipes. It'll leave you wanting more.. A fun game to play with friends, but a little hard to control at first.. As a game very enjoyable, but I can't really recommend you to use money to this because of the constant crashes and FPS drops.

I have a relatively good computer and still even with lowest graphics the FPS just randomly drops in 1-7 FPS making the game unplayable, and if I take control of soda machine or fire hydrant right after exiting the last thing I controlled, the game crashes.. Edit: Now That I've Beaten It Faster Than Expected Edition

Disclaimer - Get this when it's on a good sale.

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VALA is a slick dual-stick shooter that comes as advertised, and the goofy we're-idiot-college-roommates humor works fine on the side considering all your gametime is almost solely invested in murdering entire small countries worth of llamas. Really the sort of thing I haven't played since Smash TV back when most people reading this review weren't even born or were busy filling diapers.

I have no doubt this would be amazing couch co-op for we're-idiot-college-roommates, but for god's sake I got this on Steam and it'd be really swell if I could give the creators more of my paycheck and tax return money by shilling out gift copies for friends who will never play this with me anyway if it had online multiplayer. Just saying.

TL;DR - I didn't mean to go past 2 hours of played time so I could refund it but here we are.

Still one of my favorites.... F*ck off Randy. Oh no, is russia!!. This game is the worst game I've ever played.

There isn't anything realistic in this FPS game.

You walk real fast and then you just find yourself dead because of a flying hacker.

I played for a few minutes and saw that all the players there are hackers.

After you respawn in an unknown place, you can be hit, means some1 is just camping and when you respawn he kills you (unlike other FPS games, that you are invincible for 3 seconds).

The graphics - yea they are bad.

There's an annoying part that you don't have bullets like other FPS games, you have magazines.

So, if you reload a weapon it doesn't matter if you had 20 bullets left or 0.

You die real fast, you can't do a thing, just be a sheep for slaughtering.

Oh and there aren't any animations of shooting or walking, you just see a man holding a gun that moves (you don't see him walking, you just see him moving) and when someone shoots you can't know it, bullets just come from his body.

Avoid this game please.

Editing: The develpoers are nice, I hope they will really fix this uncompleted "game".. very nice little indie game.. I think this game has the potential to be really awesome but in its current state, it feels like its missing "nuts and bolts". Its fun going out and doing the "hunts" and getting random stuff but the "stuff" you obtain is ultra simplistic. We are essentially grinding to get hunger\/health and some bombs.

I will give it a thumbs up because I have faith they will tweak the game over time.

Two biggest things that need tweaking:

1.) The maps need more "meat and potatoes"... Maybe random humonoid patrols or random events... Something to make the world a little bit more alive. It feels like a walk\/run simulator just like every other survival game I have played. It is as if the word "survival" in a game means you need very long travel times.

2.) Itemization... The character can equip 4 items... Primary\/secondary weapon.... A shield... and a "potion" which is like a trinket that grants one benefit such as resistance or more health.... This is way to basic. More slots and more variety for both "trinkets" and weapons is needed.

Overall, the game concept is there but the implementation of how and why is super simplistic.

7\/10 Rating in its current state with massive potential to be a lot better with some patches.

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