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## About This Game

**Midnight at the Celestial Palace: Chapter I is the first episode in an all new fantasy adventure series by Orrery Games and BlipHaus Design.**

Join Greg, a 37 year old manchild and professional underachiever, as he is whisked away to a magical dreamland hidden beyond the stars. Befriended by the dutiful otter Sir Squiggles, the two embark on a harrowing journey through the whimsical realm of Dreamania in a quest to reach the wondrous Celestial Palace. But from the shadows, a great peril looms...

### FEATURES:

- Interactive songs. It's a Point and Click Musical!
- A fun, humor-rich story sure to delight players of all ages (though your kids probably won't get all the jokes.)
- Entertaining puzzles!
- Gorgeous storybook-like art and animations in a cozy retro style.
- Full voice acting.

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- 3-5 hours of gameplay.
  - An original, totally epic music score.

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Title: Midnight at the Celestial Palace: Chapter I

Genre: Adventure, Indie

Developer:

Orrery Games, Blip Haus Design

Publisher:

Orrery Games

Release Date: 24 Feb, 2017

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**Minimum:**

**OS:** Windows 7, 8, 8.1, or 10

**Processor:** Duo Core @ 1.8Ghz Equivalent or Greater

**Memory:** 2 GB RAM

**Graphics:** Non-Dedicated (shared) video card with at least 512MB Shared VRAM & openGL 2.0 support

**Sound Card:** openAL compatible sound card

**Additional Notes:** Visual Studio 2012 - 32 bit Runtime Required

English, German









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What a nice Scenery Addon!! I just bought this DLC. And Played now. Pretty Smooth and Interesting place. 80% Discount! It's Great!. Not enough in this game to warrant a \$30 price tag. There is barely any depth to the gameplay that is here. Bowshot is decent but less satisfying than The Lab. Visuals are polished but simple to a point where not much amazement can come from a series of cubes. If you are interested, wait for it to go on sale, paying \$30 will leave you dissatisfied.. "This is something that you need to understand,

I've Been a BAD MAN

but I've learned from that

hope the man upstairs will understand that". very fun game hope they make more stages. Runs perfectly. Don't have time to write. NEED-TO-GO-BACK-PLAYING.. Not terrible, but overall just meh. The visual style was alright, though the "camera" tended to jump and wander around a lot (really annoying after each death...). The puzzles and traps tended not to be very fun. You just died and died until you figured it out, but you don't learn anything from any of it. Besides a few very subtle visual cues (but only some of the time), there's no way to avoid the next trap but sheer dumb luck. The platforming was a little lacking, as well, I tended to get hung up on corners and walls, and it was really hard to tell what was or was not going to be a platform or obstacle. Finally, I found the swinging platforms really annoying, and one time I got stuck to one of them (!) so that when I moved it moved me+platform in whatever direction (I couldn't jump off and couldn't die and just had to restart the level).

The best way to sum it up is that I missed two of the "friends" on my first playthrough and I don't find the gameplay compelling enough to try to find them.

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This game is abandoned by the dev and isn't in a good stage of development.

Was a good idea though.. Me and my friends were looking for a game to play together and this game was on sale for \$.17. Multiplayer didn't work which was already a huge disappointment and the game was barely playable. I got my \$.17 back pretty quickly. I felt embarrassed to have this game in my library.. If you like retro arcade shooters buy it, it's cheap and fun.

But be warned, the game is unfair, not difficult, UNFAIR!

There are 4 types of enemies:

- Green - the default shoot'em up kind
- Red - sticks to your horizon and you have to dodge
- Blue - Destroy your horizon
- Swarm - insta kill you if they reach your horizon

The problem is, once a red or blue enemy reaches the horizon (50% of the enemy types) you have 3 ways to clear your mistake

1- die...

2 - clear the wave (reach next stage)

3 - use a bomb

OK I can use a bomb! But you have to fill a bar to get 1 and if you die you lost your bomb or the current progress... So your only way to counter those enemies isn't reliable. The game got nearly impossible on wave 25/26, and when you finally reach wave 27 you'll probably have 1 life without upgrades or a bomb under your sleeve.

If there was a way to shoot to the sides or a more spread weapon this problem would not exist.

Oh, and jumping the spikes during a whole level with the "mirror " upgrade is extremely boring, sometimes I just suicide one of the ships.... It looks good and is rather fun but you will beat it under 1 hour and after that there is no replay value.

There is hats to unlock and secret rooms to find but it doesn't add much to the game.

Even as you play you pick up powerful weapons at random and unlock more thru the game - if not for that mechanic and you would have better weapons from the start the game would be even shorter. This random mechanic is just there to pad the game time and make the game slightly less predictable.. Very boring without friends and isn't updated often by the devs.. I can only imagine how many people got freaked out when the game could tell that they wanted to kill their mother.. Very fun game! So far I have only played single player but it has a Sanctum meets VR feel. A great feeling while duel pistols, shooting at multiple aliens. Looking forward for more time in the game and multiplayer.



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