
Celestial Breach Download Setup Exe



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About This Game

Celestial Breach is a Short Solo/Online Coop arcade flight game in a Sci-Fi setting, Focused on Cooperation versus NPC.

It contains a lots of the old school arcade flight sim components, while being refreshing by focusing on cooperation and adding more exotic weapons, abilities, and Gameplay mechanics.

The Game is set in an "arcade" type game mode, where you restart from the first level each time. With enough Gameplay diversity to make every game session different and interesting.

Short Gameplay Summary:

*At the start of the game each player choose an airplane class and a secondary weapon in the lobby. Then They have 3-4 Objectives to complete in order to progress to the next level **Only two levels**. During Combat they can upgrade their aircraft and choose new exotic abilities/weapons from an in game upgrade menu. When all the missions are completed they can eventually progress to the next level together. If all the players die at the same time, the Game is over and must be restarted from the first Level*

Current State of the features in the game:

- Multiplayer: Host and connect via a Server List, no need for port forwarding or firewall rules, possibility to join and

invite via Steam friends, and to limit to LAN or friends only.

- Airplane classes: Four Classes of Aircraft With each their own flight characteristics and unique secondary weapons.
- Secondary weapons: 11 Unique weapons, Ranging from Railgun to cluster missiles.
- Upgrade Menu: Base Stats upgrades + Secondary weapons upgrades done (armor, speed, shield, locking speed, range, ...).
- Special Abilities: 5 done, Speed boost, teleportation, flare charge, distract charge, healing beam.
- Enemies: 7 enemies type, From the small fighter aircraft to the Ground missile launcher.
- Objectives: Currently two objective types: "destroy all targets", "protect allied targets", with variation such as Big space ship boss and altitude restrictions.
- Levels: Only two for now, a "Winter" Level, and a "Canyon" Level. The Canyon level has altitude restrictions, to challenge players to fly into the canyons :)
- Controller Support: Full controller support You can do everything with a standard controller. "Flight Stick" support is planned after the early access launch.

Emphasis on TeamPlay and Cooperation

The gameplay has great emphasis on teamplay and Cooperation with your friends, by using some special mechanics:

- When someone kills an enemy, everyone gets the reward (credits to use upgrades on your ship).
- All Players Sees everyone's health and shield status at all time, if someone is dead, everyone see it's remaining respawn time.
- The Game is lost When everyone is respawning at the same time.
- At each death the respawn time increase a little bit. the respawn time is the same/shared with all players.
- The countermeasures of your ship can deflect any missile, so you can protect a friend by dropping flares near him.
- Two new abilities have been added recently, that allows you to heal your teammates and to drop flares on them.

Title: Celestial Breach
Genre: Action, Indie
Developer:
Dark Nebulae
Publisher:
Dark Nebulae
Release Date: 13 Oct, 2017

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Minimum:

OS: Windows 7 64 bit

Processor: Dual Core CPU @2.5 Ghz or faster

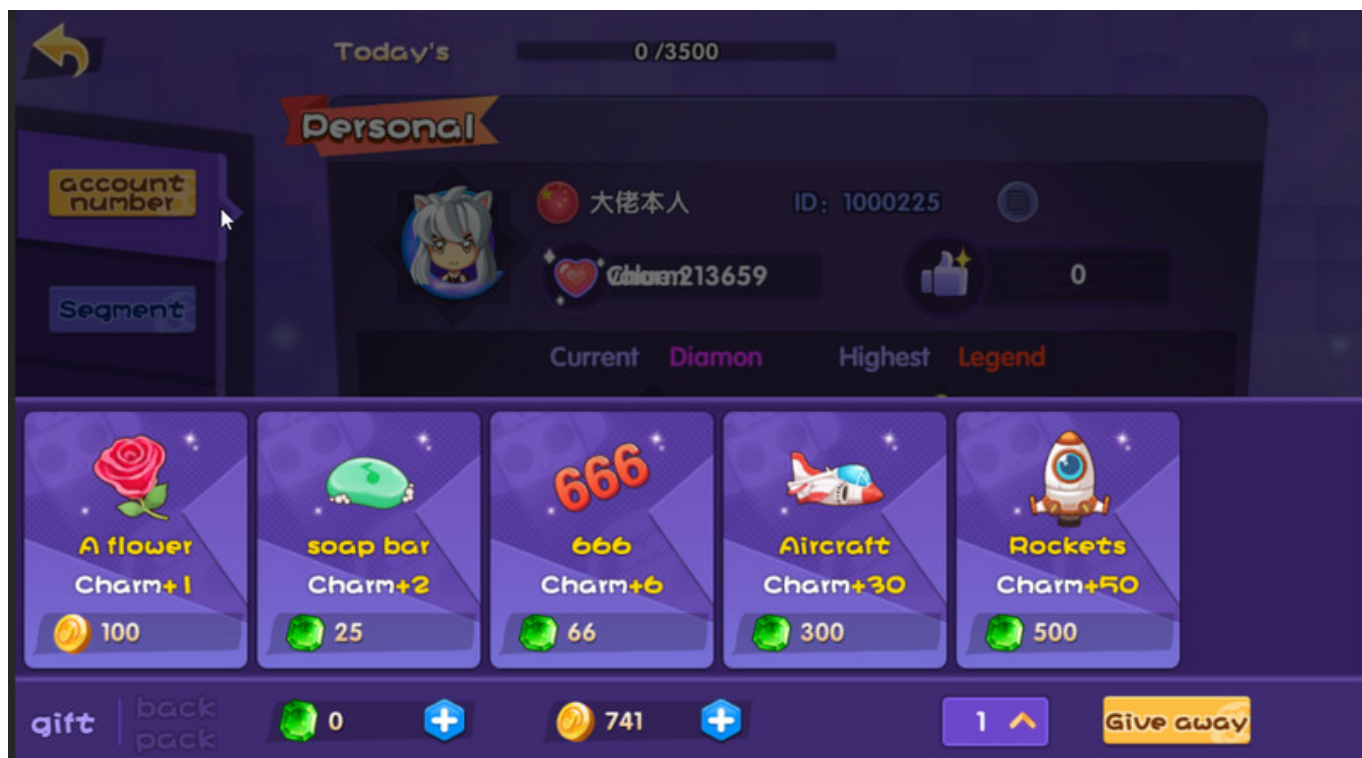
Memory: 6 GB RAM

Graphics: Desktop Nvidia GTX 750 Ti or faster

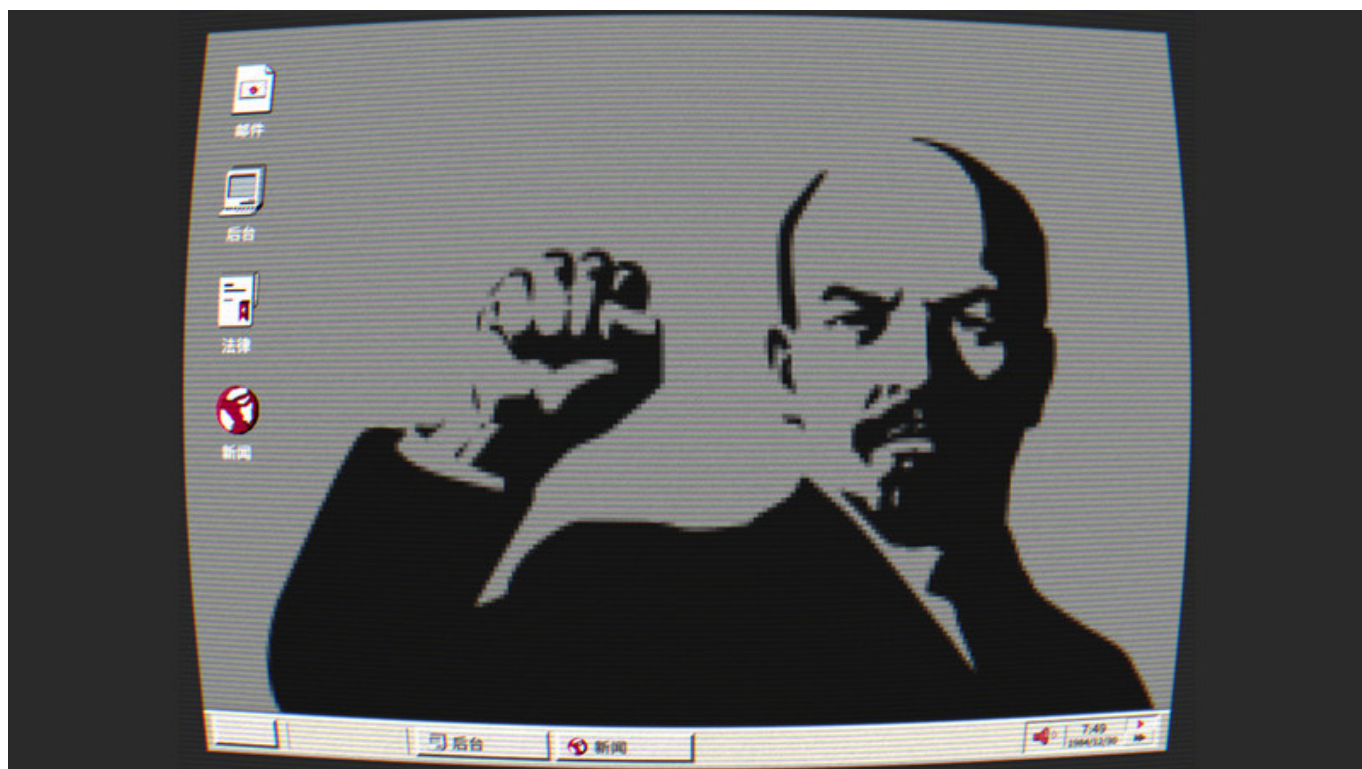
DirectX: Version 11

Storage: 10 GB available space

English







Initially, the DLC wasn't available to use, but an update was pushed out so it now shows up in the main game.

The DLC contains a series of about 10 small events (~1 minute each) where Neptune talks to the player and the player can make some choices in the dialog. Most of the choices just change the dialog for a few lines, then the event ends, with the exception of the last event, which contains a CG for the correct choice. Note that while the store description indicates players will be asked questions about Neptune (her favourite food etc.), this doesn't happen. It's just some dialog choices like you see in the screenshots.

The translation is ok, but there are some errors that could have been fixed, especially considering the length.

Neptune is not my favourite and this DLC is exclusively for Neptune fans. If there was a middle option for this, I'd pick it. In the future, if the translation gets cleaned up, I may change to a positive review.. Far from perfect. The framerate is all over the place and some of the systems are a bit broken. I don't care a bit for the militia system or the constantly respawning enemy patrols. The lack of ammo and weapons due to really low drop rate is silly. However all of these things can be tinkered with quite easily in the games json files and immediately the game becomes a lot more enjoyable. In my case i increases the drop rate of ammo and weapons and decreased milita training time along with the milita strength.

All in all it is still a pretty basic turn-based action game. There is nothing special about it however if you enjoy the genre then it is well worth a try if you can pick it up for a cheap price. I have only played a bit of the older Jagged Alliance games though so look elsewhere for comparisons to those.. The dlc chapter was really well done overall and the flair was way better than that of the main story... it was short though (like an hour at max) and it really is not worth \$20.. however if you get it on sale (75% off) it might be actually something you want to buy if you somehow liked the basegame

No additional achievements. This is a very good Amtrak loco that DTG ever stepped their game on with the design. The sounds are amazing and it has its own horn and bell which is not recycled but the engine sounds are good too assemuung they fit well with this loco. This beast will speed up quickly depending on the consist and if the speed limit allows. And if it is going to be used countrywide then I would expect some workshop scenarios for the other routes as well.

PROS:

- Good horn and bell sounds
- Realistic physics
- Two different liveries (Phase III and Phase V)
- Superliner stock for other routes but not made for Sliver Meteor that is involved with Miami to WPB
- Good interior
- In cab signals for Northeast Corridor routes

9/10. What the heck am I even doing. This is spoiler free!

So I have had this game since the English localisation was released. I just finished the last few accomplishments so I feel fully prepared to review :)

I was excited when the english localization became available.

I adore this game. Not only is the story engaging, the art and music are good too. Both the light and dark of the characters is thoughtfully revealed.

The sexual content is done well and all of them stay true to that particular story line.

I recommend to just sitting back and enjoying the ride on this one.. A fun and pleasant point-and-click experience if you like the genre and enjoy British fart humor (which I do...). Suitable difficulty and mostly logical puzzles (obviously in a twisted way...). A few glitches, but nothing that disturbed gameplay.

. Calling this a "throwback" is misleading and even dishonest on Capcom's part, as it only contains maps from Resident Evil 6 and Revelations 1. 80% of the raid mode maps are already pulled from RE6 content... this is no more of a throwback than any

other map already in the game.

The 4 maps recycled here aren't even particularly fun or enjoyable. In fact, I regard them as being among the worst raid maps in the entire package. There's really no reason to buy, as it fails to provide quality or even nostalgia.. Picked up FROG X BIRD as I have played some of the other games by the same developer and I have to say they have improved since their last release. I recommend this game to any group of people who want to sit down and have some Intense Local Battles with super awesome stylized backgrounds and characters.. This "game" is absolutely horrible.

It pretty much just contains a bunch of strange questions with mediocre translation over a few ugly background pictures and one repeating soundtrack.

I have no clue what the developers even thought when they made this...

Before I opine on the nitty-gritty of this game, I think an important fact worth mentioning upfront is that this game was developed by around 45 people based in the city of Bordeaux, located at the southwestern region of France known for its wine. Hopefully it would be known for Asobo Studios soon too.

On to the review!

I told myself I wanted to buy this game the first time I saw its gameplay, which was during E3 2018. Fast forward almost a year later, bought it and came away astoundingly impressed. Three points below justifying it.

1) Story was captivating, exploring the interactions being the two siblings Amicia & Hugo as they escape from the protagonists with little to no weapon is rewarding. (Amicia is a teenager and Hugo is just a kid.) It elicits that on the edge of your seat feeling, cause you just don't know what's gonna happen next. So you're playing and playing itching to find out. Even though I've so far finished Chapter 1, I'm already sold.

2) Gameplay was mainly stealth based, so more of using brains than muscles, cause you mainly use a slingshot while making the most of your environment to distract your enemies to prevent detection. Puzzles weren't overly difficult, so you won't need to crack your head figuring it out, a balanced mix I would say.

3) This is where it really hits the spot for me, environment + sound. This game pulls you right in the moment you start playing. Oil painting inspired graphics and soundtrack composed specifically for this game takes the immersion to the next level where few developers are able to match. The developers truly done their homework and did their best to simulate medieval France in its dark ages, evident by its grim and hopeless ambience (and hoards of rats) plagued by deadly diseases. You'll just empathize the characters and feel bad for them while wishing for things to turn for the better, even if it's just a modicum of hope. To sum it up, this game is essentially a virtual time machine for me to explore France in its past with all the beauties and riches offered, a truly second to none experience.

These aspects already made it a very good game for me, almost perfect actually. But the developers went beyond that because they nailed a few things that other developers, even AAA ones failed, and these are all PC-specific.

1) This game barely has any bugs or technical issues on PC, it's completely playable since day 1!! I know this shouldn't even be a praise cause it's a given that it should be shipped in a workable condition. But it's fair to say that many games nowadays have encountered FPS rate drops, weird glitches and bugs that ruin the experience or just downright crashing making it completely unplayable. So thank you developers for porting PC the right way!

2) The controls feel extremely smooth and fluid, controllers are not required at all. I've come to appreciate this because I wanna enjoy PC games the native way, with the duo combination of keyboard and mouse instead of anything else. It's good that Steam supports controllers, but I'd much prefer the traditional PC way.

3) No microtransactions that wanna milk maximum money out of you. So you get what you pay, a really well built game that leaves you wanting for more. Well priced at \$45, but I just wish there would be DLCs, would definitely preorder for that. (Fingers crossed!)

All in all, this is \$45 well spent, especially when all you wanna do is turn on your PC and enjoy a great time. This game is enthralling, exciting and gripping. Serves as a lodestar for other PC games to follow if you wanna have 93% of positive comments (it's 93% as of writing this comment).

Asobo Studio, if ever you're reading this comment, thank you so much for what you're doing and pls continue doing it. All 45 of you are thriving and I can't wait to see what you all will have in store next. Be it a new game or upcoming DLCs, I'm down for it.

Anyone that's browsing the comments contemplating whether to purchase, it's a resounding yes from me. Gonna be \$45 you glad you spent.. Just like all my OST reviews, if you love the game and/or the soundtrack, grab the DLC. You get 18 of the BGM tracks from the game plus the song that's my new favourite, "It's Not Ero!", from the ending and "Probe" ("Probe" not listed on the store page) in, unlike Analogue: A Hate Story's OST, random kbps ranging from 250 to 320 with cover art included in each mp3 so you don't have to hunt for it online. Also includes a cover in 1392x1326 .jpg file.

Oh, and "Cake!" really is 21:05. That's not a typo.. this make game more harder, chaotic, stressful.. A 100% asset flip of a Unity Template (Ultimate Survival by Winterbyte), with no credit given. Clearly, this "dev" doesn't know what a template is for. This junk needs to be taken off steam. Hopefully, Jim Sterling will rip this guy a new one.

<https://www.assetstore.unity3d.com/en/#!/content/80368>. The game is good in essence with solid mechanics and interesting start of a story. But it has too many problems:

- It's way too short (I finished in 11 h including lengthy dialogues and loading screens)
 - Loading times are ridiculously long. And you have to start at main menu every time (loading screen to get to it, and another to get into game) and also exit through main menu (again 2 loading screens).
 - The game saves at weird times (at the start of major combat round), there is no excuse for not being able to save single-player game at any time.
 - No strong enemies, just cannon fodder.
 - Battles are scripted, you know exactly where the enemies are gonna pop out during the second try.
 - Story doesn't end, it doesn't even get anywhere
 - There is literally 1 choice in the entire game
 - Guilty of numerous instances of "second HP bar" (Extra enemies appear on battlefield in the middle of battle all the time).
- Done with this company.

[Its not a game. Its an editor \(the thing you used to get 4 Free during wc3 times\)](#)

[And then they charge you 11€ For some cosmetics \(you could Freely implement in wc3 times\).](#)

[I was hoping maybe in years time they Fix "the game" but nope. It's just cosmetics For 11€ I can make in a week time.](#)

[*uck you sincerely.](#)

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