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About This Game

Astrela Starlight is an adventure game where the player can explore, interact with various NPCs, complete quests, mine and refine materials, then build new spacecraft and space stations.

Command the Astrela

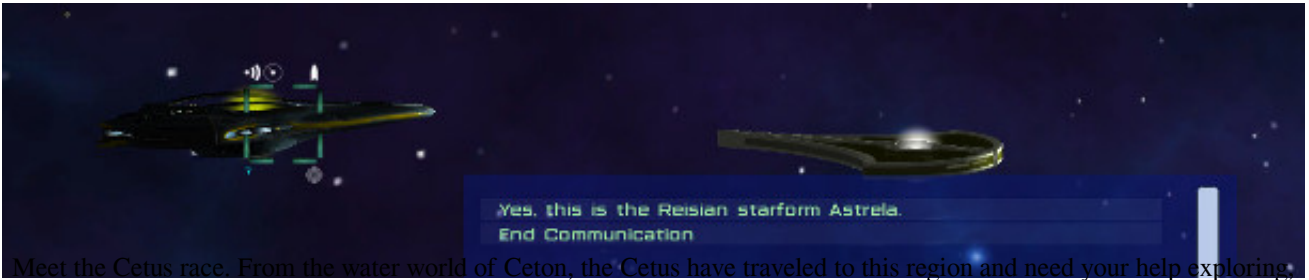


You have been given command of the Astrela and sent to the Lysian region of our galaxy. Four different races have already settled here along the path of an advanced race that disappeared long ago. As a member of the Risian, only your advanced capabilities and spacecraft will be able to solve the mystery of the lost race, and help the new races complete their quests.

Salvage the Tserilecx

The Tserilecx is an advanced Risian ship used for hauling resources and constructing space stations. Salvage the Tserilecx and start building an empire.

Converse with NPCs throughout the Lystran Region



Meet the Cetus race. From the water world of Ceton, the Cetus have traveled to this region and need your help exploring, mining resources, and building a star dock. Converse with many NPCs, learn new information, and complete quests.

Mine Resources



Mining is one of the basic activities through out the game. Explore to discover planets, moons, and other celestial phenomenon to mine more advanced metals, gases, and other useful compounds.

Trade Resources and Technologies



Trade with NPCs and stations for rare resources and ship's systems

Manage Ship's Systems

Equip systems, manage your reactors, and transfer power between systems for extreme speed, defense, or fire power.



Title: Astrela Starlight
Genre: Adventure, Indie, RPG, Simulation, Early Access
Developer:
Master Plan Multimedia LLC
Publisher:
Master Plan Multimedia LLC
Release Date: 22 Aug, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or greater, 64 bit

Processor: 2.2ghz or greater

Memory: 4 GB RAM

Graphics: Intel HD 4600 equivalent or greater

DirectX: Version 11

Storage: 2 GB available space

English

RANK :7/11

SPEED : 0

NO. OF LAP : 1





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Good:

1. Story. Despite some rough translations, the plot overall is easy to understand and interesting to follow along.
2. Music. BGM in this game is AMAZING. Probably one of the best out there. Good BGM makes gameplay experience so much more enjoyable.
3. Price. Only 12 USD, you cant complain much with this price tag. This game is not meant to be compared to triple A games.

Bad:

1. Graphics and Optimization. Seriously, this game has so much potential of becoming a beautiful game, but they failed. Even with a decently good PC, sometimes I struggled to get decent frame rates.
2. Translation. I would admit I laughed a few times to some really dumb translation mistakes. I mean, how hard could it be?. ayy, thats pretty gud.... Loving this SO much. I've been a long time Harvest Moon fan (AnWL, Animal Parade, FoMt, and Homeland being my faves :)) but there were always certain elements I felt like imitators (Rune Factory, Stardew, Story of Seasons titles) were lacking, however, this somehow manages to fill those gaps, even in such early stages! This game takes the best of certain aspects of the HM series and integrates them very well. The little fun guys are so cute and remind me of the quirky and carefree nature of the sprites, would love to see something similar to a Harvest Goddess implemented which some sort of side story like the collection of notes in Magical Melody. Also looking forward to the rivals in this game, character interaction was something I felt stardew lacked. I also like the set up of the farm itself :) very Friends of Mineral Town and I like that. Only complaint is that there isn't enough support for this game <3 I look forward to updates in the future so much!. Nice free Weapons dlc. A fun game in the 'grid-based puzzler' genre (a bit similar to boulderdash/sokoban/supaplex/chip's challenge). Unlike most of the games in this genre, all the puzzles are on a single screen, but there is still plenty of complexity. Some of the levels are pretty tough, but it never feels unfair.. I was able to get past the resolution issues and floating characters,etc....was actually enjoying the game....until I got to that sneaking scene for the train yard.

It has to be the dumbest, most frustrating thing I've ever played in my gaming career. Whoever decided to put that in the game\designed it needs to GTFO the gaming industry. I can't believe frogwares is still in business with this like this.

This is one of the very few trashy games I've played that made me want to hit something.

I was recommended to play this game and I have to say this is among the best of text-based genre. The story is breathtaking and engaging with satisfying romance. The saga is wonderful and believable enhanced by brilliant writing.

Although there are several flaws that are hard to ignore (spoiler alert).

One is the main villain. He's just so stereotyped like other villains in superhero movies. Since he is your father, I had expected more interactions with him and more depth to his character, like turning him around by high persuasion skill or appealing to his fatherly love for you, but no, he's just a stereotyped ambitious short-sighted villain. It was a huge disappointment to me. Second is I felt that some characters are just inserted into the story to "add flavors" to romance arcs, but they are just so unlikable with no redeeming qualities, like a rich man's son who literally shoots you then tries to steal your aero and the manipulative female fatale who sabotages and murders to overtake your nation. Even though they did spice up the story quite a bit, I can't help but feel they should be replaced with more interesting and less stereotyped characters.. Fun!

I had been looking at golf games on and off for a while now. I wasn't looking for the perfect golf simulator. I wanted a golf game that was FUN. Tee Time Golf IS fun! It's a little like a VR version of Golden Tee Golf, with a slightly more cartoony feel. There are a handful of courses in-game, then quite a few more player-built custom courses accessible in the menu.

It's golf, it's fun, it's only \$10. Buy it and enjoy.. I wanted to like this, but only in the fullness of a couple of days playing it did I realize I didn't. In fact it infuriated me in the end. First of all it's linear as heck. I beat the british decisively in every battle, got congratulated and then told in the next mission I would be fighting over the same terrain I just won over like 3 or 4 times. That got annoying. I captured Tobrok and then was told I had failed to capture it because, nope, the game doesn't care what you actually do it just goes in the same order roughly as history. Then the last straw was I played a mission and took every cap zone across the whole map (and Tobrok again), except one insignificant spot of random desert, and I lost. Now I wasn't about to spend another 2 hours or so replaying that whole mission again. Save scumming apparently is the only way to play this game if you don't want to risk wasting your time. It just pisses me off. Scenario design, or actually the basic game structure is simply not realistic... but it was fun at first until the game\u2665\u2665\u2665\u2665\u2665\u2665\u2665me off by being stupid.. i dont because it will not dowload the pack i got for 5 doller. *Japanese School Life* is an education game in VN format.

90% of the game is learning about japanese customs and holidays, only 10% is meaningful character interaction. It's a real shame because character sprites are beautifully animated and voice acting was spot on. This isn't a dating game, your choice of girl will only add extra dialogue and a slightly different ending. This game is also very short and one route will take ~2 hours.

This game aims for a very spesific audience: those that want to learn more about Japan or are planning to visit Japan in near future. For those people I can give a recommendation. For visual novel fans, no, there is no deep story here.

Space Pilgrim Academy: Reunion Soon on Steam!:

https://store.steampowered.com/app/1020590/Space_Pilgrim_Academy_Reunion/. **Game Development - How to get started!:**



We've started creating a series of youtube videos about how to get started making your own games, if that's something you've been thinking about doing!

You can check the first one out here:

<https://www.youtube.com/watch?v=fZOxpdbsAo>

And our channel is here if you want to subscribe for future videos!

<http://www.youtube.com/wearebossa>

Much love,
Bossa Studios 🤖. **Update regarding release date:**

Hi everyone,

As many of you know we had set the planned release date for We Were Here Too this summer. With the end of summer drawing near we have decided to delay our planned release for We Were Here Too and its' first chapter. We are now aiming for a release this November with closed beta tests finishing in October.

We feel this delay is necessary to provide everyone with an unforgettable experience that is above and beyond what the original game offered!

So sit tight for a little longer. We hope you'll understand and be sure to add We Were Here Too to your wishlist if you haven't done so already! We will continue posting weekly updates about We Were Here Too and the development of the game.

Total Mayhem Games

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[Total Mayhem Games Homepage & Development Blog](http://www.totalmayhemgames.com)[www.totalmayhemgames.com]. **Updated! AI changes and a new Warhound variant!:**

Another Warhound variant has been added to Adeptus Titanicus: Dominus, combining a Vulcan Mega-Bolter with the new Turbo Laser Destructor for a mid-tier Scout Titan that packs a decent punch without the pricey points cost of the more powerful variants. The new Warhound TLIVM variant is available for immediate deployment in your single- and multi-player games.

This update also brings a much-needed overhaul of the AI. It selects targets more intelligently, resulting in fewer wasted turns, and it will now use Overwatch. Combined with the new scenarios released in last week's update, we hope veteran Legates will get a fresh challenge.. **Dark and Light 7/5 Update - Patch Notes:**

Greetings Adventurers!

We hope that everyone who celebrated had a great holiday, and everyone who didn't is having a great week! We have another small patch this week that will be going live Friday,7/6, at around 1AM PDT. You can check out the full patch notes below.

- Fixed a bug where summoning pools were becoming invisible in Single Player
- Adjusted Shapeshifting so Adventurers aren't able to use Shapeshift Runes before unlocking them in the Knowledge tree.

. World's Dawn is now available to play!:

The day is here — the complete version of World's Dawn is now available on Steam!

I want to extend one final thank you (who I am I kidding, I'll probably say it again...) to everyone who has followed this game from the very beginning. I've received so much love, support, and enthusiastic feedback over the years and World's Dawn could not have been possible without all of it. I truly hope you all enjoy the final product =)

If you have a few minutes to spare, please consider leaving a review or a comment right here in the community. I'll do my best to read and respond to everything!

One final note... I'm working on sending out codes to all Kickstarter backers, so look for those within the next hour or so. Thanks for your patience!

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