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Luna: Shattered Hearts: Episode 1 Download] [serial Number]



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## About This Game

Play as the enigmatic Lithien Silvair. Living on the odium, suffering from amnesia, and a fresh arrival in the deepest most dismal spot the map... Luna. Are you deep in the planet's mantle? The land of the dead? or somewhere in-between? There are scant few inhabitants and each is deeply flawed. Is love real? Can you trust anyone?



Check out the *Game Guide & R2 Info* under *Community Hub*

## STORY

Back in the real world people call this place Luna. No one who has never been there could ever really confirm or deny its existence... but the rumors do fly. A cold tomb for the fallen? A penal colony managed by The Order of the Raven? Or worse yet the very gates of Hell!? The perspective of its inhabitants is of a different attitude, and only that of escape. Every last one of them wishes they could get back to something... Only the purest of naturalists could find appreciation in its endless tombs, roaring wind, and cold pebble and flint stones. As Lith enters the scene he enters into a very trying time for Luna. The intelligent Chumbo has been banished. The peaceful native population of Val'Ra have recently gone missing. Could someone closer than the party thinks be responsible?

## FEATURES

- Intense sword and arrow combat. Fight beasts, aliens, and insects
- Compete to earn challenging achievements tied to Rare Drop items
- Touch, gamepad, or mappable keyboard control options
- Experience an advanced love system
- Atmospheric lighting system
- Varied economy with crafting
- Experience a rich story
- Open world exploration

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- Meet a varied cast of unique characters
  - Compelling original [soundtrack](#) by [Phrostyleicious Productions](#)

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Title: Luna: Shattered Hearts: Episode 1  
Genre: Action, Adventure, Casual, Indie, RPG  
Developer:  
Daniel Gill  
Publisher:  
Gillis LLC  
Release Date: 24 Nov, 2014

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English







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luna shattered hearts episode 1

Hard to play without the laser sight, but they made it an end game item unlock.

Other than that though, great game.. There's so much to like about this game. Graphics and sound effects are good but i got really queasy with the 3rd person perspective - you're directly behind the little duck as you fly and that means clipping through terrain at chest height when your duck is near ground level. Yes, you can fly the duck 'remotely' but that's nowhere near as immersive.

There's nothing else i can criticize about this game and it's obviously not an issue for other reviewers but i refunded because of that issue alone.. Had yo buy this for a friend so that he would play it with me, worth it

Dats vevy nice. I played whole game trough and I can say that not worth it. plot isn't even that good.. A gorgeous game that makes little sense and a whole lot of feelings.

If you are the type of person that needs points and numbers and solidity, this isn't the game for you. It's an experience, a sort of indescribable trip you have to be willing to open yourself up for. You won't understand, at least at first, and you certainly aren't going to do anything that might mean 'win'. It is a game, you fight things with a sword, you talk to characters, you beat a timer. But in a way it feels as if those things really aren't what make it, it's something different, and something wonderful.

The tone is incredibly dark, the graphics are incredibly flashy on some settings (Epileptics be warned!), the controls are the only downside as they feel a little too slippery. ATTENTION: it can allways and anytime happen out of the blue that RC lost the connection to steam, and then your work is lost whatsoever. No chance to save, no chance to reconnect. What ever you have done, it is lost.

other than that, its great.

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The Amber Throne is an absolutely lovely game with roots in a bygone era of RPG gaming. At times slightly obtuse, it rewards patience and exploration thoroughly. Something like a simple background object can be an interactable bit of lore with a minor experience reward attached. Rich, seemingly hand-painted art and a dynamic, ambient soundtrack completely destroy expectations of what RPGMaker is capable of.

On the mechanical side, while stats are assigned automatically at level up, the player has a nice variety of choices in regards to which skills to buy with JP, a currency earned upon gaining a level. Nearly all of these skills have an effect on enemies; one might break an armored enemy's defenses and turn him into an "Unarmored Enemy" or a particularly fast enemy into a "Wounded Enemy". This gives battles a more involved feel which is refreshing for a turn based RPG.

While I normally ignore RPGMaker games as a whole, I can say this is worth full price. The game's creator has been highly active in addressing the very few issues the game has and patching them. If you are a fan of the JRPG genre at all, the overall experience of The Amber Throne is for you.. I have been playing craps for +15 years and this game has some really solid look and feel. The chip management and mechanics need work BUT its the framework to what could be an amazing multiplayer casino game is they embrace:

Multiplayer Support In Single Casino Setting

Multiple Table Games

Audio support by distance of players

Full body avatars of players

Allow players to be the dealer to earn their chips back.

I think all of us avid casino players should jump on board with this and support the developer to make it happen.. For the small amount of time I played I know the final product will be amazing, I know this game developer and his two previous games are very successful, he will not fail. I had depression feelings from the game introduction it is a very dark world I do not want to spoil, I like the oldschool aspect of this game and that there is not much hand holding or none at all, you're on your own. This is early access and things will get even better, keep in mind there is not much/many time of gameplay already but If you want to support a good game and good developer you should, he will create something unique and deliver. Waste of money. So smooth, so casual and really easy to learn, and really fun!. I'm honestly really enjoying this game, there always seems to be a lot of people you just cannot please and are negative but this game is honestly really addictive and fun. it's a steep learning curve but well worth it, take all the negative people with a pinch of salt. I highly recommend.. VOID BASTARDS is an okayish FPS-roguelite.

At it's core, VOID BASTARDS is about grinding. You'll be boarding vessel after vessel, always doing the same: Shooting and looting. If you ever wanted a game to put particular focus on that part of Bioshock where you had to search dustbins to find cakes - then VOID BASTARDS should be right up your alley, because you'll be opening a whole lot of suitcases and boxes, collecting tons of spectacles, fingers, coins and whatnot.

The game is marketed as being similar to SYSTEM SHOCK 2, however, it doesn't really offer you the possibility of wildly different playstyles - 99 out of 100 times, you'll be forced to fight. I also don't remember SYSTEM SHOCK 2 being this tedious. VOID BASTARDS is one of those games that can get downright annoying: You'll be swarmed by enemies, hampered by somewhat sluggish controls, and then, to add insult to injury, you'll step into an oil puddle which will cause you to glide uncontrollably through the corridors and right into the security turret's line of fire. It's not as exciting as it sounds - but maybe that's just me. I resent games that take away control from the player. Overall, I felt that my 7 hours with VOID BASTARDS were just as annoying as they were enjoyable.

It doesn't really help that about the half of your arsenal feels useless. You get grenades that behave similarly to those from DOOM 3 (as if they were made of rubber) - ambushing someone with them is way harder than it should be. You get several weapons that damage enemies over time with poison or radiation. Their damage output is so weak, that you'll never use them. You'll be using pistol and shotgun instead.

As far as the art design is concerned, VOID BASTARD is a knock-off through and through - Blue Manchu decided to go for that cellshady Mike Mignola-style that DARKEST DUNGEON made popular a while ago. The story is trying to be satirical but the punchlines are too ham-fisted for their own good.



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If I still could, I'd refund the game. I'm giving it a thumbs up here, because STEAM still doesn't offer a neutral option and I don't want to harm a small indie team. Moreover, I can see VOID BASTARDS appealing to a certain kind of player who is keener on taking it slowly, planning every step, swallowing frustration etc.

Alas, for me that kind of gaming feels too much like real life.

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