
Tower Behind The Moon Activation Code [addons]



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About This Game

You are the greatest magician in the Sublunar World. It is not enough. As a rare Conjunction approaches, immortality is within reach. But the gods have noticed you trying to unlock the doors of heaven. Some demand you ascend—or else—while others plot your destruction. There are only two paths for you now, archmage: immortality or annihilation.

Tower Behind the Moon is a 400,000-word interactive epic fantasy novel by Kyle Marquis, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

You have a once-in-a-lifetime opportunity to transcend your mortal state one month from now, in the tower where your magic is strongest. Miss this celestial conjunction and you will die. As you prepare for your ascension, however, you battle increasing dangers.

Your tower is your sanctum, but also a target for enemies you've made over a lifetime of treasure hunting, sorcery, and war. Angels and demons haunt your workshop while mortal princes demand favors and concessions. Your servants—themselves half-gods or more—fight for your attention and scheme to claim the tower for themselves. And the wretched shade of your mentor, who failed to ascend, hints that something out of your past plans to destroy your future.

You hold the keys to heaven, hell, and the outer darkness. You just need to find the door.

- Play as male, female, or nonbinary, gay, straight, bi, or ace.

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- Choose from five different magical paths, each with unique servants and spells.
 - Travel from the forgotten castles of the underworld to heaven's crooked back-alleys.
 - Face mad dragons, ruthless angels, cultists, and whole kingdoms of the dead.
 - Be dreadful and monstrous, or subtle and ruthless.
 - Uncover the true history of your tower, your mentor, and your long-lost adventuring companions.
 - Maintain your humanity or abandon the fetters of reason.
 - Comfort the afflicted or vaporize the annoying.
 - Dare to seek love at the end of your mortal existence.
 - Become a demon, a god, an undead lich, a shining immortal, or a living continent—if you succeed.

Your weapon: magic. Your enemy: the gods. Your goal: immortality.

Title: Tower Behind the Moon
Genre: Adventure, Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 20 Dec, 2018

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English





Miss Van Volish. I don't like you and you don't like me.



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this game could be great if not ugly delays. you just randomly push combos (without seeing enemy) and still kill somebody or
you stay with noone in sight and suddenly die.. Will further amend this review once more gameplay has been done. Positive for
now.. Friggin' loved it.. wery good game I like it alot its so simple but so good, we need more of this.. I would really like the
game but its to pricy for the state that its in

- 1 it does not have a option to change the language (the old version has)
- 2 the turns of the enemys happen to fast i think
- 3 the tutorial could use a workover

if all of this would be fixed and the game would have a bit more to do

for example a local 2 player mode

than the pricetag would be ok but in this state i think its way to expensive for what it gives i love this game a lot so good no
matter how old it is <3. 3V10!

Open game then close game = all achievements.. An amazing soundtrack that is worth the price of the game alone.. This is just a
reskin of the zombie army games and it not vary fun single player. If this game were cheaper I probably wouldn't complain but i
feel like for the price and what it is the zombie army trilogy would be a better deal.. This game is similar to Fire
Emblem,actually I have played Fire Emblem, oh Steam lets me bring back many pleasant memories which I forgot.
Although this game's map is not wide, but you can feel free in this game.

This game has to be one of the worst, buggiest, low-qualityiest "horror" game I've ever played. Everything feels like a chore to do and it's just not fun, scary or interesting.

Here are just some of the things that make the game unbearable... These can simply be passed as poor dev choices.

- Crouch button is set to only be usable under "exceptional circumstances".
- Jump is buggy and makes your character have a stroke if you hold it.
- There is NO WAY to look at your objectives AFAIK unless you run up to a specific point in the map\game that tells you what your tasks are. Many times I'm greeted with the text "You need to finish your tasks first". It is SOOOO confusing to know what you're supposed to do especially after you get "outside".
- Graphics are from 2001.
- Sound effects are nerve-wrecking. Your character keeps coughing and sneezing all the time even when you're wearing a GAS MASK... with a "normal" voice.
- There are no texts setup for notes etc. It's all just screen rolled where the subtitles making text overlap.
- ALT+Tabbing causes game to f*cking BREAK from time to time. There's also random crashing with loading screens.

Basically all you do is just run around in the same areas over and over and over and over again. I've seen Early-Access games that work better and have better content than this game. THIS.GAME.IS.BAD.

I cannot recommend purchasing Worst Case Z. Masterpiece

Get a friend(s) to play with. its fairly interesting, its a bit broken when it comes to the ai but hey. zombies....

i like what the game tries to do and is looking forward to the upcoming iterations.. This game is awesome and you should play it.. One of the more enjoyable recent Artifex Mundi HOG's.. there were only a few scenes that involved finding items based on a list of names, most were variations of finding broken pieces of things etc, the nice thing about these ones that I haven't seen in a lot of HOG's was that each piece you found had a visible effect on the scene.. be the pices of a lock going together to open a glass case to mosaic pieces fitting into the wall and then opening into a hidden shelf. Quite nicely done.

This one also had very memorable voice acting.. not what they were saying, but just the fact that it wasn't as cringey as some of the others though there was one stand out instance where the pronunciation of a word made it seem like a different word - requiring a double take on what the actual sentence was meant to be.

The artwork (as always) was amazing.. and as is done in my favourite Artifex Mundi games - but unfortunately not all of them - you are able to slot pieces of a set puzzle pieces together in any order.. I hate when it says 'I need more' .. because I inevitably end up thinking oh I tried that item with it, it must need something else.. whereas when you see the previously 'slotted' piece (be in a tile, or a ring, or a gem etc.) that you put in it triggers in your memory that yes, you put that in there, and oh yeah.. i have another two of them now.. at least.. that is how my mind approaches it.. your mileage may vary :D

I played this one from start to finish.. it had some sequences that were 'actiony' for the standard HOG genre and they weren't too annoying, but I did get a bit annoyed that it was the secondary male character who did all the 'heroics' unlike in other games where it's either the female lead or a pet/machine - something about it just seemed a bit 'stand back little lady.. I got this!'.. urgh.

All in all a great fun HOG that borders closer to the point-and-click adventure than a pure HOG.. good fun.

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