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About This Game

Michael, Lily, and Gabrielle have recently moved to the frigid town of Haven under tragic circumstances. As they begin to rebuild their lives in this new home and meet the townsfolk of Haven, they quickly discover that not everything is what it appears to be. Michael struggles with dreams of dark waters and an unknown ancient evil resting beneath the cold waves. Are these simply dreams or are they a premonition of things to come?

Inspired by the classic point & click adventure games of yesteryear, *Arkhangel: The House of the Seven Stars* is a story told through the eyes of a family that has recently moved to an isolated town in the frozen wilderness. Explore, unearth dark mysteries, solve puzzles, engross yourself with deep lore, and interact with a large cast of characters in this rich and layered narrative.

- 3D point & click adventure game created with Unity3D.
- Deep narrative with abundant lore to discover and absorb.
- Gorgeous environments in a moody and atmospheric world.
- Large cast of characters to interact with.
- Cinematic, live orchestral musical score by composer and conductor Chad Seiter (*ReCore*, *Super Lucky's Tale*, *Star Trek*,

FRINGE, Lego Jurassic World, The Legend of Zelda: Symphony of the Goddesses).

- Direct tie-in to the tabletop game, *The Great Nameless*.
- Windows & Mac OSX.

WINTER NIGHT GAMES was borne from the collective imagination of two dorky brothers. A lifelong interest in video games, pen & paper role playing games, and horror stories compelled us to start our own company, where we make the kind of games we like to play and telling the stories we like to tell. WNG came out of what started as a collaborative effort to write a horror novella. While iterating and fleshing out the structure of the story, it became apparent this story would lend itself to being told within the medium of an adventure game. A larger framework was then conceived, which could support an overarching story that could be told through various gaming media, both digital and analog.

A SPECIAL NOTE FROM THE DEVELOPER:

While there isn't overt gore or on-screen violence in *Arkangel*, there is subject matter and imagery that some might find disturbing. This is a mature game experience.

Title: Arkhangel: The House of the Seven Stars

Genre: Adventure, Indie

Developer:

Winter Night Games

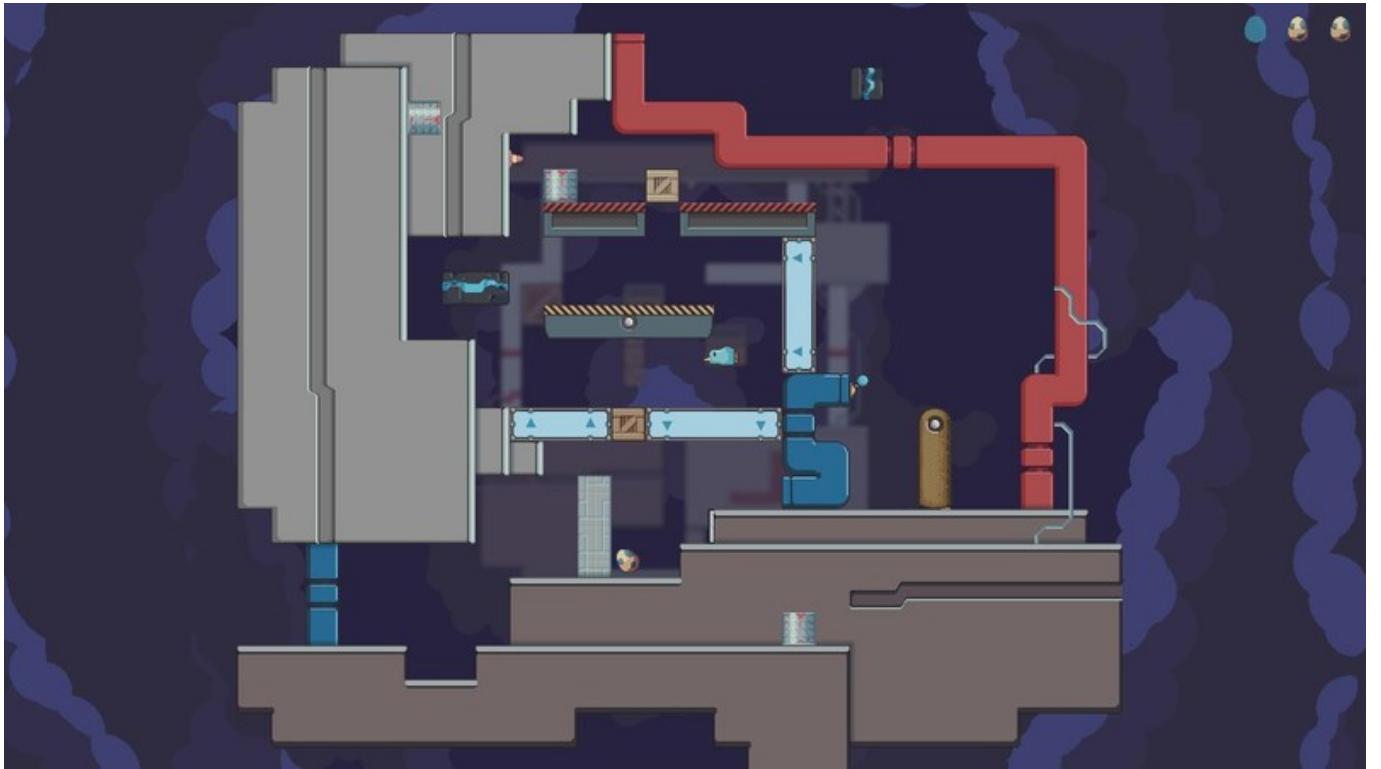
Publisher:

Winter Night Games

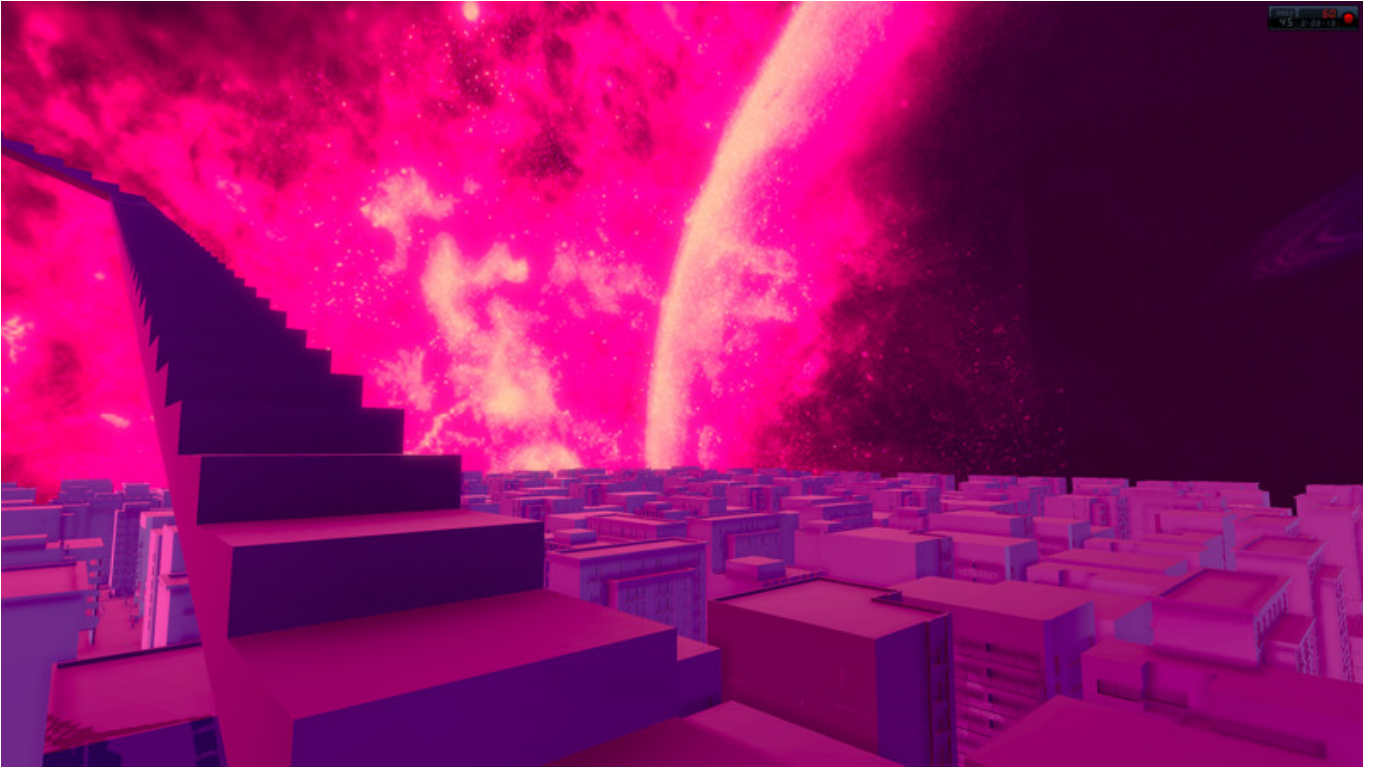
Release Date: 27 Jul, 2018

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English







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This is one of the best deals as far as DLC for this game goes. If you spend any money on this game, this one thing is smart to buy. However I don't suggest you do that. This game uses scummy tactics to trick you out of resources you grinded like crazy for.

I will change this review if the developers at least change the text box that says "release fish or be fined", so as to not outright lie to players when releasing the fish will result in a fine.

It's a text box. It's lying to your players. Actually lying, to trick them into wasting resources. Fix it.. i cannot get this game to play ... Short and difficult musical rhythm game.
Some music great, some not.

+Graphics!! Light show! Cut scenes.
+good(pedaling) workout game.
+combination: rhythm game + platofrming+laserdodging.

- some sections too difficult.
-Death lasers OP.
-frequent deaths interrupt music.
-Many platforming parts too short + simple.. Laggy, buggy, Max Payne wannabe.. Really enjoying this game so far. It is definitely early access and has its issues but it is a very interesting and very playable game.
I am recommending it but be aware, if you can't cope with the odd issue like getting stuck trying to exit a vehicle or a build system that needs work then pop it on your watch list and wait a while.

So far I have gotten stuck twice (there is a kind of reset yourself option) I also crashed a helicopter in the sea and couldn't see the menu clearly enough to get out of the situation. I was looking at the menu through the sea, it was odd.

Issues aside we have an interesting game that has a lot of detail.

There is a landing craft (a boat with a front ramp for vehicles).
to start it you must find the generator and fuel pump turn them on and then start the engine before setting yourself up at the controls and piloting the ship. you can turn on the screens and much more too.

the bulldozer has a 2 mode leveling assist

The helicopters need to be started and then the rotors engaged before you can think about taking off.

you can dig soil build buildings bridges docks ramps helipads lights furnature fuel depots and much more

Pros

good selection of vehicle
deformable terrain
really open world do what you like feel to it
Vehicles have more than just an on off key

Cons

the usual early access buggyness
building things tidily isn't that easy

There is probably more but although I am already 8.9 hours in I still have much to learn and discover, this will pause for a couple of weeks and then I will be back to see what else we can do.

. I played the original free version of this a lot, and I was happy to give money to buy the enhanced version on Steam. A true work of love :). Game is extremely short, and feels more like a proof-of-concept than a full game. While there are many interesting and cool mechanics, they are only used once and thrown away, such as potion crafting, cooking, and even satisfying swordplay is forgotten about later in the game. The boss fights also resort to basic hit-and-run tactics, and playing ping pong with your sword.. you should buy this game if you like classic platformers also it gives you something to do if you're bored.

10/10 best game. The dialogue is lit the graphics are on point. Just funny in general, if the game gets dlc I would buy.. A really fun casual game. Shame is a bit short but replayability is great.. I'm enjoying this game quite a lot! It has great hints and is easy to play but tests your memory skills. I'm a new player and this is just right for me!. When the trees are speaking Vietnamese, and you aren't Vietnamese Lorax then you know its cowbunga time.. Wow! Such game! Much Chibi!. Never turn on your friends during a game. A++ 10/10. one of the best mind games ever. So you can fly over different environments. You can spread your wings to glide better, although you still need your rocket boosters on. You can shoot guns. I think that's all there is to this game. It's free.

I guess it's worth the download. Just wish there was something more to do or a goal.

Rating 5/10. Only 13 minutes of usage in Steam, but this is my main video-player ever since I bought it.

Zoom works like a lot of free players, but the smoothing of movie is where it excels. Playing MP4 files with ZOOM compared to WinAMP and MS Media Player *blegh* is a difference between having a smooth playback and blocks from time to time.

Only problem I think is configuration. Somehow the settings have been made way too complicated, even when it comes to simple stuff like 'play all videos from start' are hard to find.... 100% Orange Juice with Bullet Hellz! Seriously what's not to like? Replay mode to check out where you triumphed and where you died, a wierd story about pudding, tough bosses and bizarre things to shoot, really infectious music, a conquest/story mode where you can save as you progress and an arcade mode plus more than a few difficulty levels....A really well done and extremely fun shmup. Well worth the money. 10/10 for a great experience.

Arkhangel: Patch Notes 8/16/2018!:

Greetings!

Just a quick update to let you know that we recently pushed a new build that has a handful of small fixes! Here's a quick list:

- Simplified a few QTE sequences to be more forgiving for lower spec machines
- Fixed a situation where you could get two bottles of alcohol in Day 2
- Added new journal entries after administering the medicine in Day 2

Future patches: We are currently investigating having actual game controller support and a full Linux port! Stay tuned for more information!

. Winter Night Games announces Kickstarter for their upcoming table top game, "The Great Nameless"!:

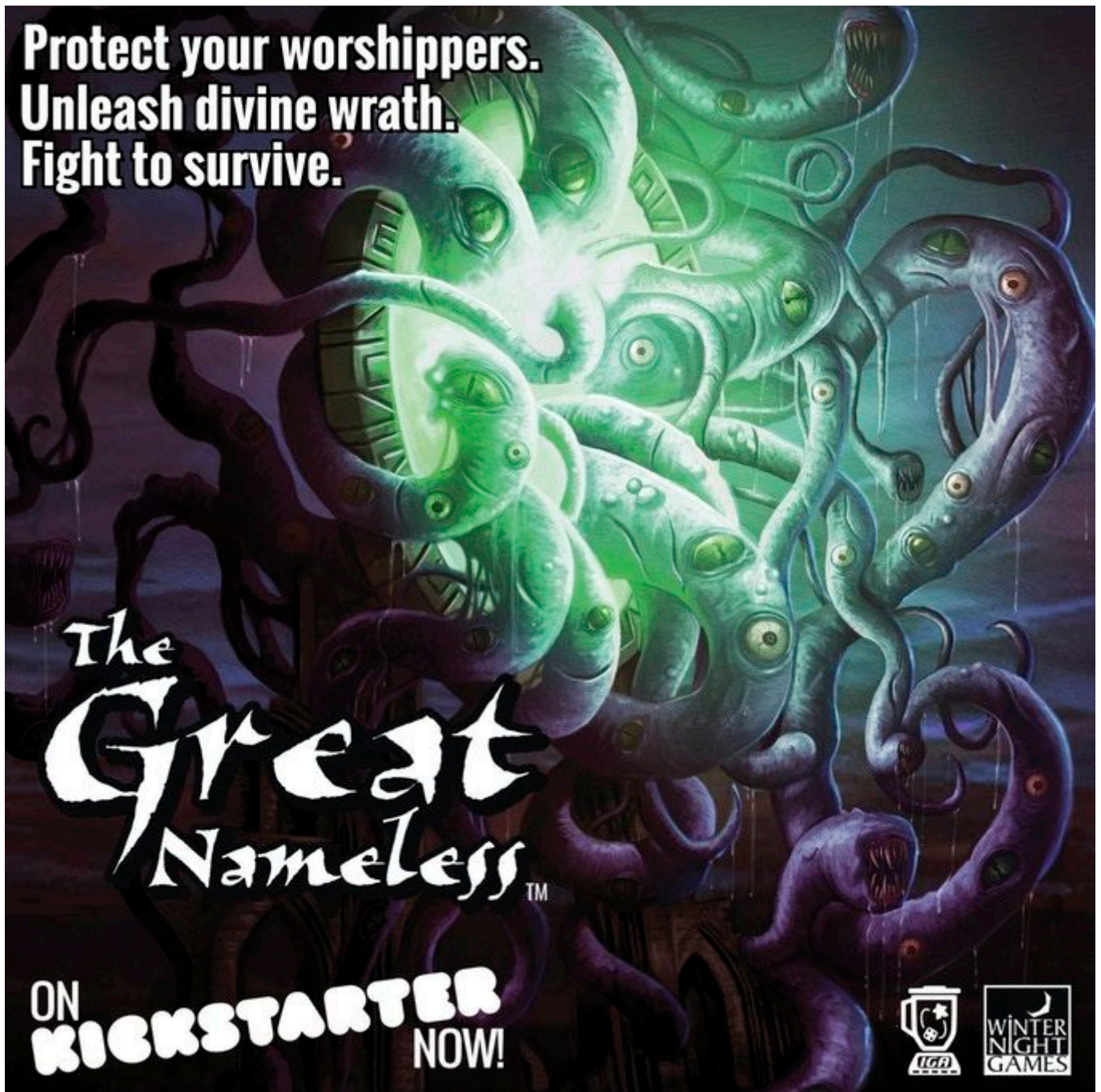
The Great Nameless Kickstarter Announcement!!

MARCH 02, 2019

Four Gods. Four Realms. One Endless Engine of Destruction.

It is risen.

The end has come.



The Great Nameless is [now on Kickstarter!](#)

Be the first to get your hands on The Great Nameless, our first tabletop game:

Each god features its own deck of cards, playstyle and backstory.

Each player represents a god who will build armies, equip them with artifacts, and manipulate events in order to strengthen their position on the board.

Players will work to Seal their Realms away from invasion by the armies of their mindless, all-powerful creator, Z'xhuul.

Or they may instead sabotage each other in the hopes that their opponents will be too weak to withstand the onslaught of Z'xhuul's avatar, The Great Nameless.

Check out our Kickstarter campaign for full details on components and gameplay, backstory and the upgrades we have planned for stretch goals.

You can even watch gameplay videos and download the full rules!

Contribute to the Kickstarter here:

<https://www.kickstarter.com/projects/winternight/the-great-nameless-a-game-of-divine-might-and-cosm?ref=discovery&term=the%20great%20nameless>. **Game Controller support is coming SOON!:**

Hey all!

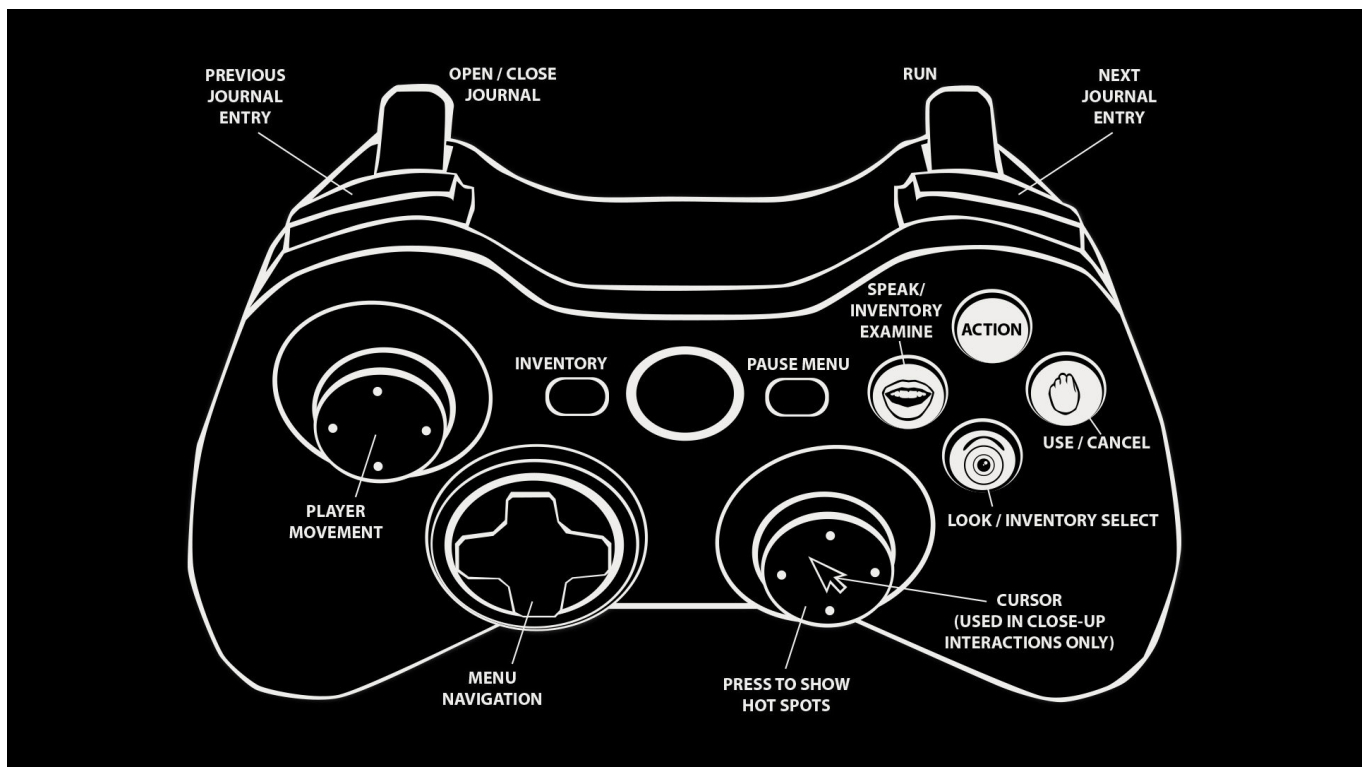
Based off of player feedback, we've really been focusing on adding game controller support and tweaking player movement settings. While it's not going to be a wholesale redesign of how the player moves, it is a substantial overhaul to some internal systems that will require a lot of testing before we release but we think that it's feeling much better. We're also adding the option to allow the player to run in addition to just walking, so if you want to take a quick jog around Haven, you'll be able to do so.

Expect an update in the next few weeks!

Thanks for all of the wonderful feedback, it is greatly appreciated!

-WNG. Default Controller Layout:

Here's the default controller layout for the upcoming patch for "Arkhangel: The House of the Seven Stars". You'll be able to modify it to your liking. The game controller is quickly becoming our preferred way of playing the game!



We're getting closer and closer to wrapping this patch up. It's been a big one!. **Arkhangel & Windows 7:**

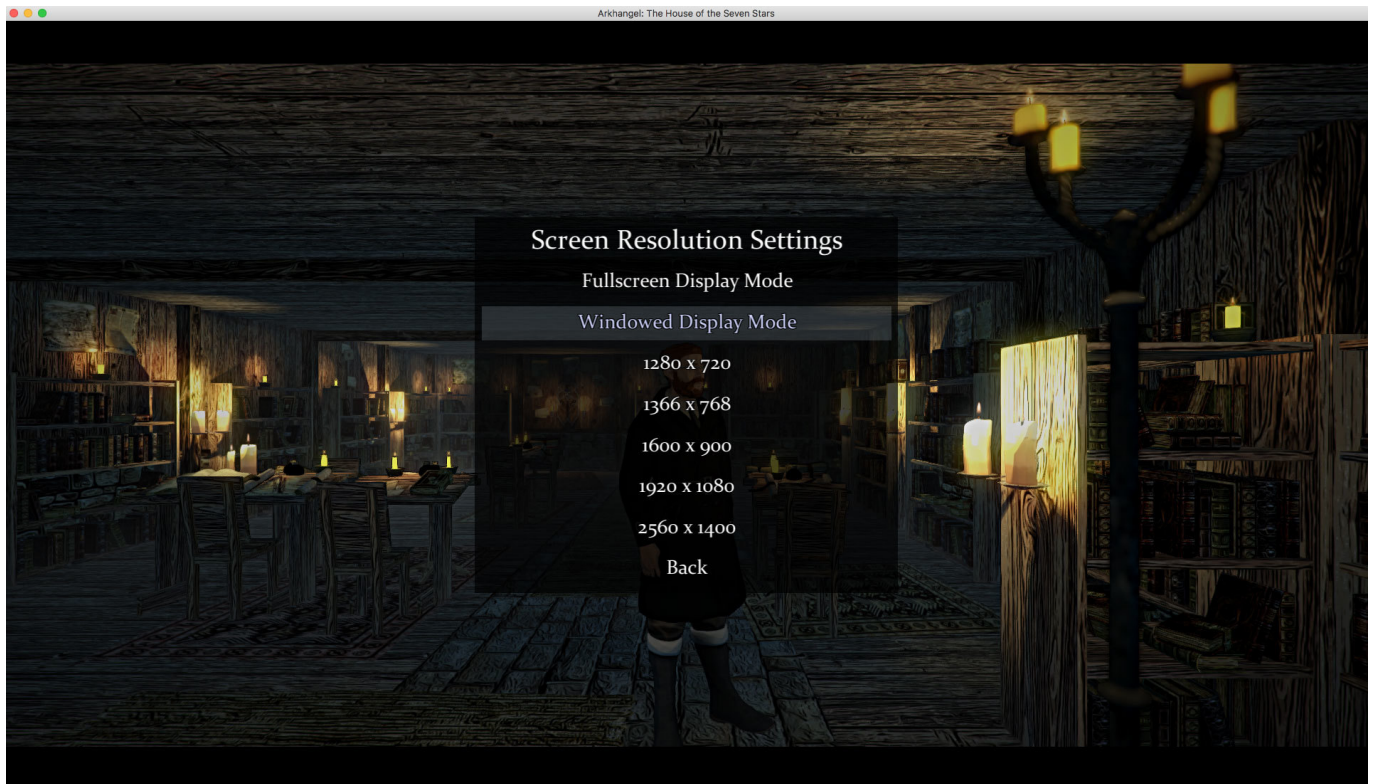
We've been getting a few reports online about some issues w/ Windows 7 & Arkhangel. AA was designed with Win10 in mind. While previous versions of Windows might technically run AA, they are not supported by us at this time so play on older versions of Windows at your own risk!. **11/28/2018: Windowed Display Mode now available!:**

Hey all!

Quick update to let you know that we've pushed a new version of Arkhangel that now allows the user to play in a window as opposed to full screen if they so desire.

This mini-patch also fixes a weird issue with the customize controls page when using mouse & keyboard inputs along with a handful of additional UI/Menu improvements.

Happy Hump Day!
-WNG



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