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About This Content

*You're hidden behind the lines.
I reach out, deafened by silence.
As we mourn the Grasshopper's passing,
Heaven's gate opens.*

- Heaven's Gate is a quiet kinetic novel by etherane
- Average reading time: 40 min
- Genre: slice of life, coming-of-age, drama
- This is a story set in a parallel universe with a focus on True Realm characters from Hello Charlotte series. Therefore, playing Hello Charlotte first is advised.
- This DLC has a canon-compliant extra story - "Diary".

Title: Hello Charlotte: Heaven's Gate
Genre: Casual
Developer:
etherane
Release Date: 28 Sep, 2018

a09c17d780

English







pros

- good looking graphics and nice sea animations
- good voice acting
- dark atmosphere
- puzzles are mostly enjoyable. they are not so easy or difficult
- creepy cursed island setting and ghost story intriguing
- hidden object elements are fun.
- well made cut scenes
- there is auto save
- game is long
- there is extra chapter

cons

- there are some frustrating slider and trial/error puzzles. fortunately you can skip if you don't want to solve them.
- there are no steam achievements
- game doesn't drop cards.
- there is no travelling map
- hint system not working the way it's supposed to be

this is a better and longer hog game than many hog games in Steam. i quite enjoyed and recommended!. Fantastic for all skill levels. This isn't just a wave shooter it's a third person shooter where your hand controls the ship! You use your hand to dodge, aim, and collect power ups while being on the look out for incoming enemies. Looks and feels great for a good price.. Best Character in the game? Check.

Best Lines in the game? Check.

Best Teleport Animation in the game? Check.

Best skin idea in the game? Check, check and check.. I love this series so far!

Only thing I didn't like was leveling the pets.. Nice game! Nice quality! / Хорошая игра! Хорошего качества!. Buy if you like the big boopis.

7/10 character

8.5/10 boopis. A nice RPG game that you want to play again and again. From other games of this genre, it differs graphics and animation. The number of fights is huge - and it's not just fights, they have a lot of bright effects, and the characters react to some action. If you need a cheap game in which you will be interested in playing - take it without hesitation.. Great game, worth the price!. Definitely "must have" for all TS players and especially for "Munich-Augsburg" route owners. It looks and sounds great. You'll love to drive it.... Okay...it's interesting, I'll give it that. You've got two points that (when activated) either attract or push away the ball, which you'll need to guide through mazes. The unusualness makes it relatively easy to learn and hard to master. So there's a challenge to it as well.

The thing is: as far as minimalistic goes, this one really goes LOW. No story or narrative, no music, only the most basic sounds, not even backgrounds. Levels barely have a curve and aren't designed in interesting ways. Everything is bland and uninteresting, even by abstract game standards. Yes, by the price tag, you can't exactly expect gorgeous graphics, but games like nightsky or duet do similar things but are rounded a lot better.

All in all, when I look at this game, I get the impression that this was just dabbling in the possibilities of a game editor. It's in no way a BAD end result, and with proper care and handling it has potential to even be a good game. But this is just the bare, bare minimum one could expect. And as such, I would suggest other games. Or this one in a huge remastered version. :P

So good needs more levels.. The pair is absolutely perfect for each other! :3

Definitely a must get DLC, for those who have watched the anime.

Hope to see more in future.. Best Unity 4 Tutorial series.. This game is a gift to everyone.. lol game

1] game lags on GTX970m wtf lol ?

2] u cant kill with headshots only body shots are calculated. I have seen this game ten years ago. I bought it about five years ago from a non-Steam service and promptly lost the ability to play it. I saw it up on a flash sale and promptly bought it. It is a testament to the game that it's imagery stayed prominent for so long with me. Either way, the game is SPAZ before SPAZ existed. Do not buy it expecting the same polish from a game with a decade of tech advancement inbetween. That said, it's a fun romp through space mining resoruces, builing tech and blasting aliens.

Story is shaping up decent for the first hour of game too. We'll see where it goes.. Game is a fun party game sadly it doesn't have a single player or online multiplayer (yet they are looking to implement it if possible) i do recomend it if you have someone to play. All in all Alone is an intriguing Limbo-esque platformer with some unique mechanics. The environment is eerie and the music helps to set the mood (at least initially; it gets a bit redundant after a while).

My major complaint concerns the mechanics of the game. Jumping, climbing ladders, pushing boxes, and bouncing on fireflies (you'll see) are the major activities you'll be performing and none of them feel as intuitive as they should in a basic platformer. Jumping is not a precise as I would like and forward momentum often carries you well over your goal. On the other hand, many double jumps that rely on fireflies are spaced to the point that there is no margin for error. I never felt like I actually mastered the jumping. I just kept trying until I got lucky. Particularly in a platformer, jumping is a vital piece of the game's mechanics. Ladders are a little clunky, but it's really just the jumping off of them that's difficult for the same reasons previously mentioned. Boxes are a little too susceptible to pushing and more than once a collision with a rock made the box propel me into the air only to meet an abrupt death against the ground. Some more prompts would also be helpful as I only received one and while I'm normally a fan of trial and error, double-jumping off of fireflies is not a thing I can do in real life and I would not have thought about trying it if I hadn't stumbled onto it.

The good news is that the game is short enough and the checkpoints frequent enough that the mechanics don't get too frustrating. The price is also low enough that I don't feel cheated out of money. Despite my complaints, I did enjoy the game and I would love to see some more polish and gameplay. I would definitely be interested in a more refined version and would pay more to play it: as long as the content was there. Good job overall. I hope to see more in the future.. The TDLR here is I can recommend this game on the price point. I enjoyed my time playing, it is short but worth the roughly \u00a31 per hour puzzle experience I had. Your times may differ. I did not get to test this game in multiplayer.

This game is charming and minimalistic in art style, doesn't hold your hand when it comes to introducing you to puzzle mechanics, and encourages experimentation. You will need to think logically and make sure you're planning ahead and executing controls precisely, lest finding yourself in a frantic panic or unable to proceed and requiring to restart the whole level.

Positive qualities include:

- Great art style with minimalistic controls, polished appearance.
- Relatively difficult puzzles and high quality level design.
- A sense of learning through puzzles without being force-fed information.
- Includes multiplayer (did not test).
- Worked very smoothly with very few bugs (already fixed by developers).

Negative qualities include:

- I slightly bumpy learning curve (although this could be a personal problem I had with particular levels).
- Sometimes confusing and slightly frustrating keyboard inputs with fairly punishing consequences (game was developed for controllers).
- Nice music but lacked variety.
- Relatively short gameplay time if you're a good puzzle gamer.
- Simplistic sound and graphics options.

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