
My Ex-Boyfriend The Space Tyrant Free Download [Keygen]



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About This Game

What would this gay space hero be like? The answer is he's a charmer - gaymism.com

Smarter than it needs to be ... a light-hearted adventure - gaygamer.net

Introduction

My Ex-Boyfriend the Space Tyrant is a traditional point-and-click adventure but stands out for its gay cast and eye-catching visuals.

On the surface, the storyline is standard science fiction fare: you play as retired space captain Tycho Minogue, dragged back into active service in order to foil the nefarious plans of a powerful interplanetary tyrant who is taking his fleet from world to world, subjugating the free people of the galaxy. But there are twists! A tale of love, loss and adventure spread over three planets and several lightyears, My Ex-Boyfriend the Space Tyrant is the gayest game ever made.

Some Key Features

- Full length gay themed point-and-click adventure game
- A superb blend of comedy, drama, romance and mystery
- Artwork by award winning artist Joe Phillips

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- Over 70 scenes and 40 characters
 - Source included
 - Accessibility options for vision and hearing impaired players

What The Fans Are Saying

Thank you for a wonderful game playing experience, and the fact that it was a 'gay game' made it ever so much more enjoyable for this gay player. - John

I'd like to compliment you on the game, My Ex-boyfriend the Space Tyrant. I enjoyed the artwork, the tongue-in-cheekiness, and the sense of a campy space-adventure. It's nice to have a gay-centric game, especially since most games are heavily influenced to appeal to the straight guy-gamer. - Jason

It's a whole lot of fun, as a gay guy this is the game I've wanted to play all my life! - Brian

Title: My Ex-Boyfriend the Space Tyrant
Genre: Adventure
Developer:
Up Multimedia
Publisher:
Up Multimedia
Release Date: 21 Jul, 2014

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Minimum:

OS: Windows XP/Vista/7

Processor: Intel Core 2 Duo 1.8 GHz or AMD Athlon X2 64 2.0 GHz

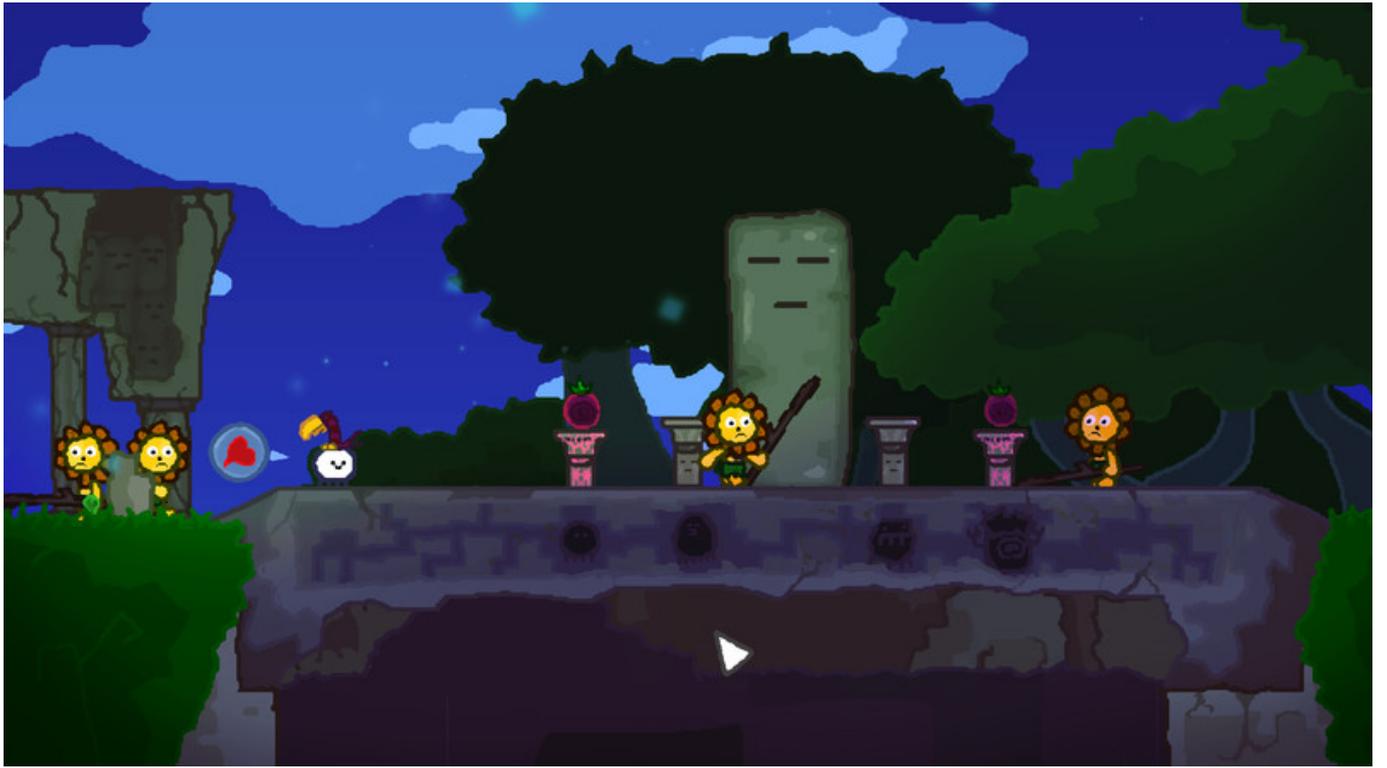
Memory: 512 MB RAM

Graphics: 1024x768, 32-bit colour

Storage: 512 MB available space

Sound Card: 8-bit Sound Card

English



CALL OF DUTY
GHOSTS
BLUNT FORCE
PERSONALIZATION PACK





Really stupid fun. Won't make you contemplate life. Won't challenge you. But damnit, its pretty fun.

Hello Games needs as much support as you can give right now, since their studio flooded. So I recommend picking this up if you want to see No Man's Sky get made.. A very pretty game, but it's meant to be played on a touchscreen. Playing it on a Mac trackpad is the next best thing, but if you're stuck with a mouse don't buy.. Fantastic new fighter that feels like you got your old school footsies again. Easy mechanics but enough depth it's not free like some newer fighters. Can't review it without mentioning the similarities to 3rd strike and sf4, but I'd like to say it's what 4 should of been.. If you're looking for another RPG maker game to add to your library then this would be a great addition.

Sprite work/Graphics:

First off I'd like to say I really enjoyed the character sprites. I always appreciate good sprite work and it's certainly present here, not to mention there's plenty of original item sprites and backgrounds from what I can tell.

I'm not super familiar with all the DLC packs for every version of RPG maker, but I know for a fact there's plenty of original work here.

There were a few choices I felt were a tad odd, such as the icon for the dirty table cloth being a worn out cloak, but it wasn't enough to make me neglect all the GOOD choices that were made.

Sound:

The music was fitting throughout and I enjoyed the switch between silence and sound. The music that went along with the more lighthearted moments such as the ending was pleasing to hear as well. Also, I always enjoy when RPG maker games have sound effects for foot steps, and there was a nice variety here too.

Story:

Obviously, do not expect 20, 10 or even 5 hour's worth of game play from this. This is a short, sweet little game to take about an hour or so of your time.

Now, of course that isn't a bad thing. Some things are better being short and simple. I just think it's worth mentioning so you don't have heightened expectations for a lengthy game.

The story as I put it, was short and sweet. I won't go into great detail since I want this to be spoiler-free, but I really enjoyed the ending the most out of it. Which to be honest, is where most of the story takes place. You find some clues here and there, but all the real interactions take place at the end.

Biggest Complaint:

I didn't really understand the point of typing in the answers for getting into the dining room and a couple other spots? I was really confused, and then eventually realized it had no meaning. At least... I think.

I know in the bonus room you can say PUMPKIN at one of the spots to get a Dead End ending, but other than that, I don't get it. I felt like I should have needed to find a hint somewhere and actually give an answer, or this should have just been removed altogether.

I feel like this is more of a personal complaint, rather than a real flaw. And I apologize if I'm just missing something and there is more to it than I'm thinking.

Overall:

I 100% recommend this if you're looking for something cute to get into the spirit of Halloween, and/or if you just want another nice RPG maker game with some pretty appealing art.

Also it's good to note, it's FREE.

So there's no reason to not try.

I highly recommend supporting more creators out there like this, who are willing to put decent amounts of work into a game and not ask any money for it.

In conclusion, keep up the good work and emprovement for the next game you'll put out.. I read the bad reviews and thought "Oh! Sure they don't like the game for these reasons, but these are things that I would love!" but I was wrong. The first mission has meteors falling. I read about it in the reviews and thought "Oh, that doesn't sound bad it sounds like just a good challenge". It's not a good challenge, it's an annoyance. You don't feel good by avoiding the meteors, you just feel terrible if one hits you (death, back to main menu)

In the first level it's a desert-like area with the meteors slowly falling, with a wavy screen that makes it hard to see properly. You have to walk a long time to find a bridge which you can easily miss if you don't look at the map. I takes 3 minutes just to cross it, with nothing interesting until you get after the bridge. After the bridge I got killed by... I don't know what or who.

From the other reviews I read it seems the game idea was good and it had good potential, and I say that as someone who did make a simple top down shooter (I do a bit of programming)... the fundamentals are not executed well. Bad reviews suck and my goal is not to offend the developer - I don't know if the dev will read this but here's my advice to you: Practice doing a simple top down shooter with just 1 weapon, fixed movement speed (no sprinting/walking) and add 1 to 3 enemy types.

Play with making one enemy fast, slow, high health, low health, many of that enemy type (100 at once), few of that enemy type. Play with this and once you're able to make this really fun, those are the fundamentals. Then you can work on adding more aspects to the game that will make it more challenging, strategic, whatever you want your game to be.

Unfortunately I cannot recommend this game in this current state.. Best escape room game so far. Nice and clean graphics, good controls. Make sure you have bigger room scale than the minimum, 1st room is ok but in the second one you need about 2,5m x 3m space. Cleared the 2nd room ok, very solid experience and fun to solve. 1st didnt start off too well, have to give it a new try. Waiting for new rooms on this one!. Fantastic as per usual! I enjoy all of GameHouse's Snugford games and this is no exception. Unfortunately I did encounter a major glitch in the first area as I can't seem to utilize my entertainer? Otherwise I haven't noticed any other glitches. Is it worth the money? Yes if you enjoy time management and over the top shenanigans!. Good game Bought this game straight after watching TotalBisquit's video, Took longer to finish than should have just because i didn't know that i didnt finish dungeon and was running around aimlessly for few hours.. As this an old DLC and doesn't meet today's standards, you should only buy it when on sale. But it's drivable just like your Kuju SD40-2.

BUT: It does come with four actually quite good scenarios for the original, now unavailable Castle Rock Railroad. They work perfectly with the workshop version of Castle Rock Railroad if you just move them over into the corresponding Routes\\Scenarios folder.

Standard: [NS HighNose] Cats and Dogs

Standard: [NS HighNose] Cement Puzzle

Standard: [NS HighNose] Here to Help

Free Roam: [NS HighNose] Larkspur in Fall

Interestingly enough, the scenarios are mentioned neither in the description nor the manual.

I wanted a mech game so I decided to try this game. With no reviews other than just negative votes, I felt I would step in for a text review. The review will be broken up into sections with "----".

You aim with your head and the controls seem standard enough.

Left Controller

- 1) Trackpad : Movement
- 2) Trigger : Weapon Switch

Right Controller

- 1) Trackpad : Boost
- 2) Trigger : Fire Weapons

Movement is not teleporting as you're in a mech. Standard left controller trackpad movement is sliding at a steady speed. It is done by holding your thumb over the direction you wish to go, so there is no need to hold the trackpad down. I am a victim of motion sickness in some games with sliding movement, but not in this. I actually like the movement in Z'Code. Movement isn't too fast or slow so it works great. However, boosting might throw you for a loop with no trackpad experience,

Graphics are fair and I didn't have too many game performance issues. I did however notice a small dip in FPS in two areas of the game on a GTX 970. None of which were game breaking

Game Modes

- 1) Easy
- 2) Medium
- 3) Hard

I have only played easy & for whatever reason after finishing it, neither medium or hard unlocked. What's worse is you top it off with a language barrier for some people. If you can't read Mandarin Chinese you are out of luck. When you click on a locked game mode there is no English explanation.

AI isn't wonderful. I can slightly excuse this, but it needs to be pointed out. Once in the tracked distance of the AI they'll just open fire in a sort of straight path. Shots are very easy to avoid. This could be different in higher game modes, but as explained above I couldn't play higher than Easy.

Game dialogue isn't voice acted. While playing a lady starts talking in large boxes of text in the bottom left corner of your cockpit. These mission messages disappear very quickly. Unless you are a speed reader and/or can keep the Vive in that sweat spot to read text you'll be missing a majority of what is said.

Weapons

Standard Weapons:

- 1) Chain Guns/Rail Guns/Machine Guns : Take your pick in name. It's just a quick shooting gun.
- 2) Blaster/Energy Gun : A single round ball comes out both guns on your mech.

Power Up

- 1) Missiles : Once you get enough energy these take over your standard weapon. You have little control over them as they semi-seek out enemies.

Special Weapons (These are the ones I remember and/or only got to see in "Easy". These are dropped randomly on enemy kills).

- 1) Power Blaster : Stronger than the normal standard blaster. Yet limited in ammo & honestly not too great.
- 2) Power Chain Gun: Again better than the standard one. Better amount of ammo than the Blaster, but somewhat effective.

3) Lasers : These seem very over powered. You shoot two beams out your mech to mow down a number of enemies like it was nothing. In fact, the final boss in this game can be destroyed with them. I happened to pick lasers up after one of the swarm of enemies before the final boss. I killed the boss in a matter of seconds with lasers. It made it literally no challenge at all.

Game Length is very short on Easy. I can't comment on medium or hard as stated before it wouldn't unlock. I finished this game in around 0.3hrs Steam time, or in other words about 18 minutes. For how short this game is & the slight issues I can't recommend this game for that alone.

Achievements seem to be broken. It's no biggy to myself, but it seems the old chivo's are broken, so achievement grinders want be happy.. The best of the social VR experiences around. Extremely customizable, lots of room for growth, and a very friendly community.. This game looks pretty good, but for me it crashed after 15 minutes of play so I've had to request a refund. I'll pick this game up again once it's fully released and then I will be able to change my review, but I simply cannot recommend a game that is literally unplayable.. Very interesting game. It's gott a little bit of everything in it, even though its a puzzle type game, but hey, I would recomend it as something different to play.. Worst game I have ever played.

UI text blemeshes the eyes. Read dark text from brightly paneld UI to feel a nice sharp tinggling in your retina. A game that gives you as many females as males to balance its ANTI-Male Bernie Supporting Developers.

I would say to stay far away from these optic nerds. I hate this UI text reading cr@p always when I think a game would be good.

Look at steam their UI is darker than their text??? See how easy this is on the eyes???? see??? Why do Developers not???. Take crappy Amnesia and stick it in a space station. You now own Pahntaruk.. This game may be a bit boring at times but its fun to play on days when theres nothing to do and its cheep i recomened it its \$3.00

5th anniversary:

A new version of *My Ex-Boyfriend the Space Tyrant* will be released later this year to celebrate the 5th anniversary of the initial release of the game way back in 2012.

The new release will see the game ported to the same engine as the sequel, *Escape from Pleasure Planet* ([available now](#)).

This 2017 version of the engine is massively updated compared to the 2013 one running Space Tyrant and contains bug fixes, performance improvements and new features such as dual monitor support. Story and gameplay will be generally unaffected.

The original version of the game will also still be available on Steam in a "classic" channel. The update will be free to all owners.

END FLIRT MODE. New version of My Ex-Boyfriend the Space Tyrant now live:

Seven years after its initial release and five years after the last update, version 1.12 of My Ex-Boyfriend the Space Tyrant is now available!

My Ex-Boyfriend the Space Tyrant is a gay-themed sci-fi adventure game with artwork by award winning artist Joe Phillips and is a prequel to [Escape from Pleasure Planet](#).

The update is free for existing owners of the game, you boldfaced minxes.

Key features:

- Save games load much faster
- Animated text
- Hardware accelerated graphics

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- Lots of new writing mostly in the side plots (main plot is unchanged)
 - Same engine version as Escape from Pleasure Planet (three years of improvements)
 - Scaling effect along the z-axis
 - Dozens of bug fixes
 - New path planning
 - Some updated art and animations
 - Reworked some scenes to even out tone of game
 - Quality of life improvements like inspect inventory items
 - Support for more types of monitors
 - Controller support
 - Return of the linux version
 - The console on startup is gone
 - New build process for windows/mac/linux to support more computers

Basically every line of code has been touched in some way. It's definitely been a work of love. Old save games aren't supported but players can switch back to the previous version of the game on Steam using the "classic" beta channel.

Share and Enjoy!*

* "Share and Enjoy" is, of course, the company motto of the hugely successful Sirius Cybernetics Corporation Complaints division, which now covers the major land masses of three medium sized planets and is the only part of the Corporation to have shown a consistent profit in recent years.

. Trading Cards now dropping:

The people have asked and we have delivered.

Today we published a set of trading cards for the Steam edition of My Ex-Boyfriend the Space Tyrant. The set of six cards use beautiful location artwork from the game and contain extra information about the galaxy in the game.

There are also five badges, including a special "Beautiful Space Traveller" foil badge, as well as emoticons like ":flirtbot:" and special profile backgrounds that you can unlock.

If you have already been playing the game, you should retroactively receive some cards.

It was fun to put these together and we hope you enjoy them.

Read more about Steam trading cards: <https://steamcommunity.com/tradingcards/faq>. **New mod available:**

There's a new unofficial mod available for players of the game. Ribeena's Graphics Updates provides an alternative take on some of the game art. You can see examples and download mod here:

<https://www.nexusmods.com/myexboyfriendthespacetyrant/mods/1>

Pretty awesome.. **Sequel out now:**

We are pleased to announce the sequel to "My Ex-Boyfriend the Space Tyrant" is now available.

"Escape from Pleasure Planet" is a brand new adventure starring Captain Tycho Minogue and his crew with a fast paced story, new features, upgrades and of course great art by Joe Phillips.

Early reviews have been very positive.

We hope you enjoy it as much as we enjoyed making it!

<http://store.steampowered.com/app/504410>

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