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Tower Behind The Moon Serial Number

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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 t 5d3b920ae0

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

English

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Man, this one hurt me. It hurt me because so far Kyle Marquis has been my favorite author without question. Silverworld is easily my favorite Choice of Games game, with Empyrean a close second. So when I heard that he had a new Choice of Game coming out, I bought it the very moment it was available. It is such a mixed bag. First thing I noticed was that it was following a trend of recent Choice of Games(CoG), even by other authors. That is to say, you get to choose what you do or say but your character doesn't have actual dialogue. The story just describes in general terms what you're saying. I think that in theory this is supposed to raise your immersion as you imagine what exactly your character says, in practice it pulls me out of the game. I've played quite a few CoG games before, and even the ones I didn't like but had actual dialogue didn't break immersion by giving some even half decent dialogue. Some go further than others, and you're playing something more along the lines of Mass Effect

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where it feels like you're playing one of a few variations on a pre-defined character. This has still never been an issue so far, and this recent trend is something I hate. That was a lot of negativity, so now I'll talk about what's good. What's good is that, as is tradition, Kyle Marquis has a great big world full of worldbuilding to give this fantastic world a unique feel that's an absolute delight to discover. It dives hard into magi-babble at times, but like Star Trek you adjust after a while and it actually works to make the world feel well thought out. The main story itself is great, and feels properly epic as is fitting for a story about ascending to godhood. By the end, despite my many many problems with the game I was fully engaged. Now for all the bad. Remember that fantastic story? It railroads you hard. Empyrean had a much lesser version of this problem (and that game was fantastic), and Silverworld improved massively on that so you would think that Tower Behind The Moon would be even better. It was a giant step back. I actually restarted a few times before getting through the game just because I felt like such a complete and total failure at everything I attempted. Then I discovered the secret to "winning" at this game: be as selfish as inhumanly possible. You see there was a point in the game where I had so far been trying very hard to raise my relationship with every character I could, as doing so is always a good idea in a CoG game. "Strong Characterization for characters you care about" may as well be a mission statement for CoG in general, as all the best ones have a cast of characters that you love and want to see them happy. Everyone but about one character in this game hated me and or was openly just trying to use me no matter how nice I was to them. After completely failing to make any progress in making anyone like me, I hit some sort of supervillain epiphany and started thinking only of myself. All of a sudden, when I had been consistently failing at almost everything beforehand, I was doing a lot better. For someone who traditionally tries to be super best friends with my entire squad and also romance one of them, this felt wrong. I got the most hollow victory ever as I became a god and all of my squad was either dead or they confirmed that they indeed were only using me for personal gain/advancement. Along the way, there were flashbacks to before you were the super awesome archmage on the verge of godhood that you are in the present. It was the weirdest feeling ever as it all of a sudden felt like an actually unambiguously good CoG game again. I had a squad that didn't hate me, I wasn't failing at everything no matter how good I should theoretically be at something, and I was having fun. Then I would be yanked back to the present, surrounded by people who hated me and an overwhelming sense of failure. These flashbacks actually did quite a bit to make me feel like I had grown, and give me a tragic past. I was but once a lad stalking through dungeons with a cast of characters that are cool and I want to be friends with. Now I am but some sad old (read: middle aged) man, forever alone despite my incredible magical prowess with nothing better to do than become a god. Because if everyone hates me, I can at least transcend the need for feeling loved and cared for. The characters themselves were so close. They were so close to being characters I really do love and want to improve my relationship with, something I know for a fact Kyle Marquis is capable of. They don't get there, and as time goes on it gets worse. Hell I managed to start to romance my bodyguard/housecarl, and then she goes and reveals that she was born a he and used magic to change that and oh maybe that should have come up earlier. Thanks, Kyle Marquis. With you and other authors on the case of trans folk not needing to actually disclose that they are trans when getting into a relationship, we can go back to a time where stereotypes about trans folk being deceptive are in vogue again. Note that this is not me saying that being trans is wrong, this is me saying its something you should bring up with a potential partner at the start of a relationship because hey you should probably go for someone who's going to love you for you and not have to be lied to about who you are to fall in love because people have immutable preferences and its immoral to pretend otherwise. It only comes up when you're romancing them, so it sure seems like we're going for a moral to learn here. It doesn't break the game for me, but it is one of those things that I dislike and I feel strongly about. (Wew lad too much ranting) I think this would have worked out far better as a non-interactive book. Yes as it stands you get notably different flavors of story depending on what school of magic you're a master at. I still think that that isn't enough to make up for all of the flaws that would go away if this wasn't trying to be an interactive story. Not entirely though, as there are still some things that just don't make sense. Things like your very mortal companions who are competent but not world bending arch mages like you going toe to toe with literally countless ascended gods and other beings of literally indescribable eldritch power. I'm serious, the text goes out of its way to make sure you know that these things are basically mortal born great old ones who are literally rewriting reality with their mere existence. And unless you hardcore made a hash out of your relationship with them, they're going to survive this fight against the whole of the Cthulhu mythos coming out to personally spank you. So if you're okay with CoG games being a slightly interactive book with some very well defined rails, get this game because its a fantastic book with amazing world building that freshens up the stale fantasy genre. If you're looking for a fantastic entry in the choose your own adventure genre that makes you feel like your choices matter with a cast of characters you actually want to strive to see happy, skip this game. I feel like this game should have been good, I wanted it to be good. It had elements of a good game. It just wasn't. It was a good book (with some flaws) and a not at all great game. 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