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## About This Game

### Celia's Quest

This is a story of a beginning. This is a story of a girl's journey to save her friend, prove herself, and maybe kick some bandit butt while doing so. This is the story of the birth of a heroine the world has never seen before. This is the story of Celia's first quest.

Not long after Celia leaves her home to go on an adventure (and maybe, just maybe, to avoid getting married to Ced the creep) she finds herself in the village of Villageville, where she meets another runaway. Just as they are deciding to go search for adventure together, a group of remarkably rude bandits show up and kidnap Celia's new friend! Now it's up to Celia to save her friend, prove herself to the villagers in Villageville, and beat up all kinds of strange creatures living in the Valley.

**Brawl, bomb and magic** your way through hordes of enemies ranging from the almost-peaceful **Angry Shrooms** to the devastating **Dragon Dragon**! Meet new friends and companions like **Guy the almighty fairy**, an old man that's **absolutely not a retired hero**, pirates, bandits and an **immortal mouth in a jar**! Beat up monsters **until they cry** and turn those tears into **potions**! The possibilities aren't exactly endless, but there's a lot of them! Go forth, and above all else, **please enjoy Celia's Quest!**

## Features

- Freely allocate attributes and skills through different mentors spread throughout the Valley.

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- No grinding for levels! Power up through exploration and defeating special enemies, no need for experience or levelups!
  - More than 80 skills and upgrades to choose from, spread over 6 skill types. Mix and match to find your own way to defeat your enemies.
  - 10 dungeons, countless secrets and puzzles, hidden world bosses all in a huge world to explore and enjoy.
  - New Game Plus lets you carry over most skills and achievements, letting you fight even tougher foes, some with a dark secret past!
  - Multiple endings depending on secrets found and friendship bonds created, changing the outcome of the game.
  - A unique take on the classic JRPG battle style. Let Celia unleash a barrage of attacks, and adapt on the fly!
  - 15+ hours of gameplay per playthrough, with multiple possible paths and strategies.
  - Become a mighty Swashbuckler, learn how to use the art of Punching, or imbue machinery with Magic!

### **The nitty gritty**

Celia's Quest is a JRPG made in RPGMaker VX Ace with heavy emphasis on exploration and puzzle solving rather than grinding and leveling up. Forgoing classic level-up systems, Celia's Quest delivers player progression through Powerups spread throughout the world. This way the player is rewarded for exploring and solving puzzles rather than being patient. Celia's Quest focuses on enjoyment rather than an epic storyline or super dramatic monologues, and shies away from anything close to mature or grimdark. It is, simply put, a fairy tale. This fairy tale has many humorous moments and though it gets serious at times it's more of a comedy than a drama. Characters are over the top, enemies are silly and the world kind of makes sense... sometimes. Did you know dungeon waters are deeper than regular water? Did you also know that this is why dungeon water chooses to only reflect more profound things, such as stars?

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Title: Celia's Quest  
Genre: Adventure, Indie, RPG  
Developer:  
Duckvalley Productions  
Publisher:  
Duckvalley Productions  
Release Date: 24 Jun, 2015

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**Minimum:**

**OS:** Microsoft® Windows® XP / Vista / 7 (32-bit/64-bit)

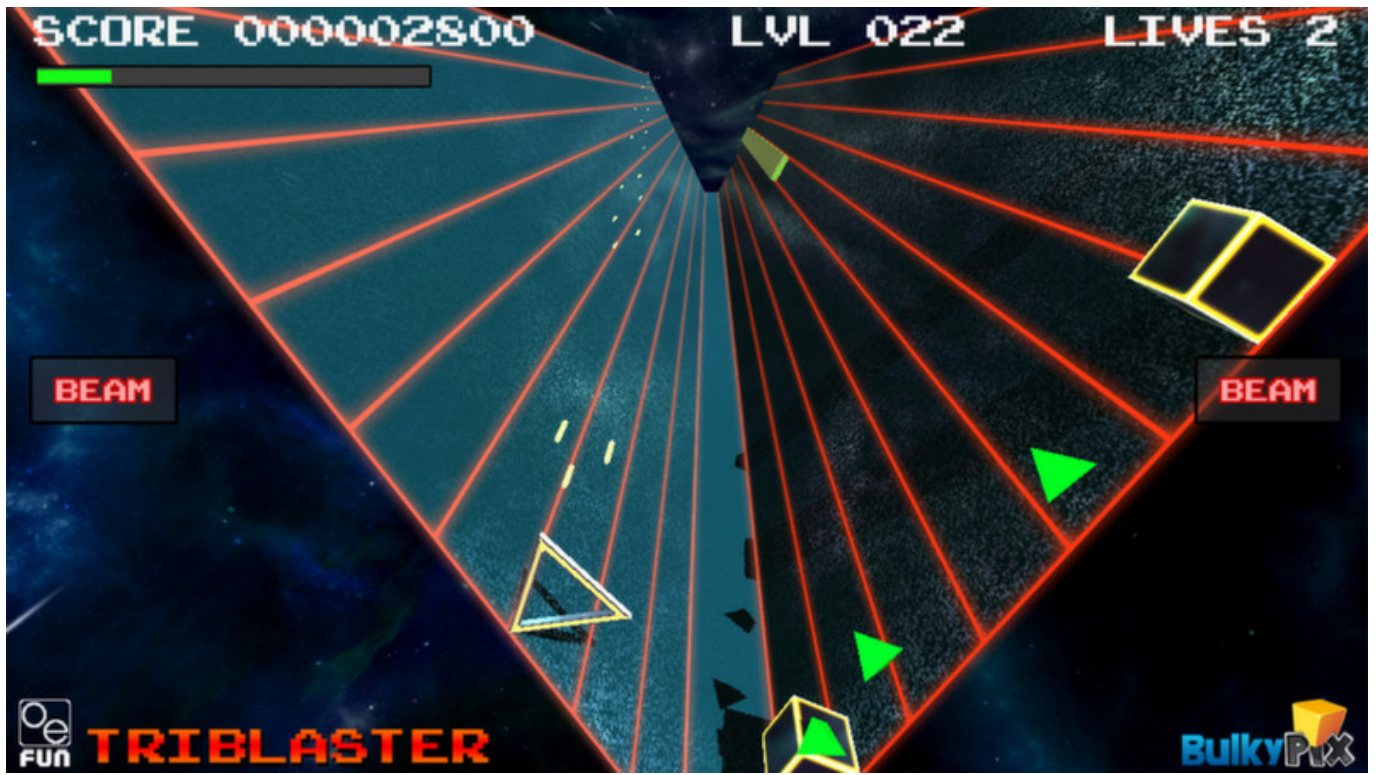
**Processor:** Intel® Pentium® 4 2.0 GHz equivalent or faster processor

**Memory:** 512 MB RAM

**Graphics:** 1024 x 768 pixels or higher desktop resolution

**Storage:** 400 MB available space

English







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this game is ok the art style is different and I don't like that... but! 6/10 game. Piece of shit so many fucking bugs!!!! good game but don't download it from steam if you want to play the game. You play as Herbert the Purrvert in this Endless Runner. Avoid dogs, birds and police cars while collecting kitty-coins on your way to the realm of 2d waifus.

10 years ago this would have been a free flash game on newgrounds, but does that mean that it's not worth paying for? I think that's up for you to decide. Personally I think it offers what it promises, and the people who find this sort of game appealing will not be disappointed. The game comes with a ton of achievements, most of them very easy to unlock, but some a lot harder, so it may appeal to achievement hunters and casual players alike.

The biggest gripe I had with this game was the background music, I don't have too many expectations for a game of this style, but the music did actually make me feel nauseous at times so I ended up turning it off.

Best enjoyed while mildly intoxicated. Having a cat nearby to share the experience wouldn't hurt either.. The most hard boiled character in the entire series.. This is the route I've been dying to get for TANE and now I have this route in my route collection. I've been using the content on my Imperial Division and they are awesome locos and rolling stock. Thank you.. October 2018: This was fun, especially the dragon-riding level. I'm torn, because I wouldn't actually recommend \$10 for a game like this with less than an hour playtime. My compromise is to give it a thumbs-up for now, with the hope that the single player expansion happens in the next handful of months.

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This game is always amazing. I love the art style and direction as well as the voice acting. With the Brave New World pack, it's outstanding. Play it! and never look back.. Mucho mas genial y mucho mas entretenido. Nuevos logros, nuevas posibilidades y una OST incre\u00edble.. I just wanna say a big THANK YOU to the developers of this game. They put a big smile on my face. A very fun beat'em up in itself, and the PERFECT tribute for all Bud & Terence fans.. very nice game ). 10V10 Joined Anime Club, also the return of bestgirl Polypa.. This game is the first in the Nancy Drew series and is about Nancy going undercover at a school to solve a murder. I finished the game in six hours (but this game can be finished in three). Unfortunately, I have to say that this is a disappointing introduction for me.

The reason I have double the time that I would've otherwise had is because of a poor choice in the game's design, in my opinion. I had played on the harder difficulty, having read the other reviews that complained that it was too easy. I don't know if it was a glitch or just something that comes with the harder difficulty, but it only gave me one task to complete. The challenge was good enough in that difficulty, but I soon came to a point where I got stuck. Very hopelessly stuck. I tried for so long to figure out what was wrong and what I was missing (I talked to everyone again, I looked everywhere, but still nothing). So, I restarted on the easier difficulty. Turns out what I was missing was one pointless dialogue that had little to do with the case and was more about what one character was up to. ONE. FRICKING. POINTLESS. DIALOGUE. One insignificant conversation kept the next section from triggering and I feel like that is just ridiculous.

I went through the whole game and got everything that was important, but all screamed to a halt at one. stupid. dialogue. If it had been something important to the plot I would totally get why I wouldn't be able to continue, but it didn't at all relate to the murder, so the game just ended up wasting my time. Other than this, the game was okay, and I would've probably given it a recommend on sale (because it's a little short for the price) if it hadn't spat in my eyes the way it had. The glacial standstill I had to experience ruined it for me.

Get the game with the understanding that you will have to find everything and talk to everyone. If you play on easy this won't be a problem because it will give you a task once you have found the clues for it, but something so pointless shouldn't be integral to the progression of a game. Get this one on sale in the bundle or else it's not worth it, but I personally do not want to recommend this game as a stand-alone.. I liked the game. If you haven't played motogp for a few years, this one is to get. I don't think I would pay 40 euros for the same engine based game. I would expect AAA optimized graphics, but Compact is really balanced at the price and features. If you like MotoGP, this one is to get.. im gonna be honest this game is \u2665\u2665\u2665\u2665\u2665. Wouldn't run on my Win 10 Alienware Alpha. It was even hard to idle it for cards because it runs, hangs (alt tab works sort of, but will not actually switch), and had to reboot to get control back (start > power > restart). But it does technically idle while hung, so I could get my trading cards. On my 2nd attempt, I got it at least to accept the "Rus Eng" choice, then loaded indefinitely, and Alt + Tab shows a crash report. In the end I could alt+tab to the crash window (although nothing pictured), hit enter, and it accepted the hidden dialog and I was back on my desktop. What an adventure :) .

I honestly only got it for trading cards, which it did deliver. But it was the hardest way to get trading cards of any of the junk games I've bought for trading cards :) .. This game is a love letter to LucasArts adventure games, especially the Monkey Island series, and especially Curse of Monkey Island. It wears its inspiration on its sleeve and that's great. It's not a perfect game, but it does what it sets out to do admirably. It's actually funny, the main character is voiced well, and the puzzles are decent. If you like the Monkey Island series of games, you will almost certainly like this game.

My only quibble with the game is that it was clearly translated by a non-native English speaker. There are many oddities and errors that are quite common to native Spanish speakers. I would hope for their next game they hire a professional, native English speaker instead of a native Spanish speaker. It would do a lot towards making the game appear more professional.



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