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About This Game

When stargazer Zach watches the sky one night, he sees a star fall and land in the nearby woods. He rushes to check it out, only to find that out the star was actually a girl, and with her, magic returns to the world.

- Over 200 quests to find and complete for rewards
- Customize Aura's magic abilities by finding meteors
 - Seek out puzzle caves for additional rewards
- Three possible weddings between party members!
- Travel by boat, by underground train and by firewing

Title: Stargazer
Genre: RPG
Developer:
John Wizard
Publisher:
Amaranth Games
Release Date: 28 May, 2015

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English







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Didn't care for the art style. Thyme is really irritating. Encountered one minor bug.

...Loved it! Best RPGmaker game I've played. I wouldn't hesitate to recommend it at full price. On sale, it's a ridiculously great value.. Don't be fooled by the slow start to STARGAZER. You might at first think that you've purchased a kids' game but just keep going, those first few "quests" will provide vital information for the last portion of the game.

I was surprised to find myself playing for several hours each day, rather than the 2-3 hours I would normally spend playing similar RPGs. STARGAZER is a rather fun RPG with a good story line, some decent humor and very quirky characters.

A few of the things that I really liked:

1- the quests are an integral part of gameplay, as opposed to being mere time-fillers, and must be completed to advance the story;

2- there are only a handful of potions and restoratives, and not the dozens required in similar games;

3- fairly straight-forward gameplay (as long as you pay attention to what the NPCs are saying);

4- a good bit of plain silliness;

5- PUZZLE CAVES!

It wasn't all goodness and light though Two things that bugged me were:

1- the info provided in the quest journal is somewhat skimpy so I frequently had to go back to the NPCs for reminders;

2- there is no 'dash' option so be prepared to walk everywhere.

All in all I found this to be a very enjoyable game, and a welcome addition to my STEAM library!

. idlemastered. bout 8 hours.

actual playtime. 5hours

i'm going to go for a nice stroll. a nice walk. i'll come back 100+ hours later from the walk with a hand missing for some reason.

that's right. ITS A WALKING SIMULATOR GAME!?!

HOW DOES ONE DO THIS WITH A RPGMAKER GAME!?!

here's how they did it.

annoying constant go back and forth quests to progress the cutesy stargazer movie robert D near O like story with hardly any and easily avoidable combat.

hardly in 'chapter 3' or so because of it.

almost every other rpgmaker game has run mechanics since no one likes walking simulator games... usually. sadly this game is stuck with the default walk like a snail speed.

typical rpgmaker combat. nothing special. one thing that was "special" is how you can't tell how much mana someone has. it's just a blue bar that you notice going down! theres no counter to it unlike the health bar does!

annoying to farm mechanic. almost every enemy killed leaves a corpse for you to loot. individually. for a chance of maybe money or whatever.

the music is great, some original, some of it is typical rpg maker music. at the least the cave musics. harsh fast string instruments vibrating typical of rpgmaker cave areas.

creators woulda done great in germany 50+ years ago. first 3 playable characters are very light skinned blue eyed. hardly any differences between them.

i'm tired of this game. if i want to walk i'll take my chiweenie outside. not on my computer.. I like it. Pretty cool.. Stargazer is a well made, turn based oldschool RPG.

I enjoyed the game quite a lot, so I would recommend it to any oldschool player. If you liked the classics from the old SNES, you will probably like this game, too.

It has lots of content (I'd say 20h+), many side quests, puzzles and is well balanced. It offers visible encounters and three difficulties, so anyone should be fine. There's also a tiny bit of romance in it, which I found nice and lighthearted. The story is well written, and you don't have to go through massiv text walls.

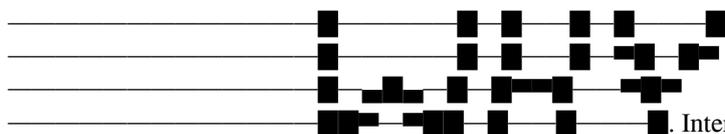
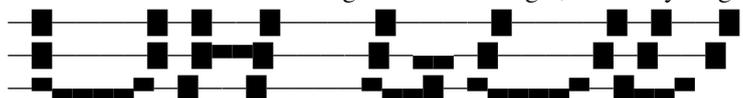
Considered the price the game asks for, I can't think of any reason not to buy it. The game has also trading cards (but no achievements).. An interesting, fairly typical rpg. Worth playing if you like old school top downs with turn based combat. Now about 5 hours in (mostly off-line so the timer doesn't show it) and enjoying it.. For 49 cents on sale it's pretty decent game. Not extraordinary game but fairly decent.

My word I can't believe I forgot about this game! This game caused me so much misery! I normally don't mind rpgs with stories (I love Neptunia and fairy fencer) but this game goes overboard with the mundane tasks department!

You will probably spend a few hours in the hub town before you are ever permitted outside! The characters aren't balanced, plus one of them shows up so late you won't have any real need for her. Plus the meteorites that are used to improve the main characters' 'magic' are limited meaning you can't max her abilities. But due to how many towns there are compared to battle sections doing multiple playthroughs IS NOT WORTH IT!

And the music, my word the music in this game is ATROCIOUS. There's one particular town theme that you go to that really grated on me during my playthrough, I never went back again.

Plus even better, THERE IS NO RUN BUTTON! Meaning you have a constant slow walk speed the entire game. I'm pretty sure Echoes of Aetheria is done in the same visual style as this but they have a run button! That game is so much better and not solely for that reason either!. Interesting game so far, but it has many collision bugs. One even got me stuck and forced me to reload my save.. OK, I love RPG maker games. I really do. I've been playing a ton of them lately. BUt here is my issue with this one. I am constantly receiving "hung script" errors with the game crashing instantly. Typically after I have completed a step in a quest. Another user reported the same problem in 2015. He never got a response. So, while I love the story and the game play, it is constantly being interrupted and I am forced to retrace steps I JUST DID. I cannot in good conscious recommend this game until this is addressed and a fix given.. It was alright, wasnt anything special..



Interesting game so far, but it has many collision bugs. One even got me stuck and forced me to reload my save.. Kewl game got a unique style still haven't beat the game but i can tell from

what i've seen so far it's really unique game

not cliché like some rpg games the art really good i like it and fight style and the menu r just perfect.

BTW i really love the sound-track can ya sell it for me, i gonna buy it for 1-2 bucks and i think there other ppl gonna buy cuz it's really good.

BTW sorry for my bad english.

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