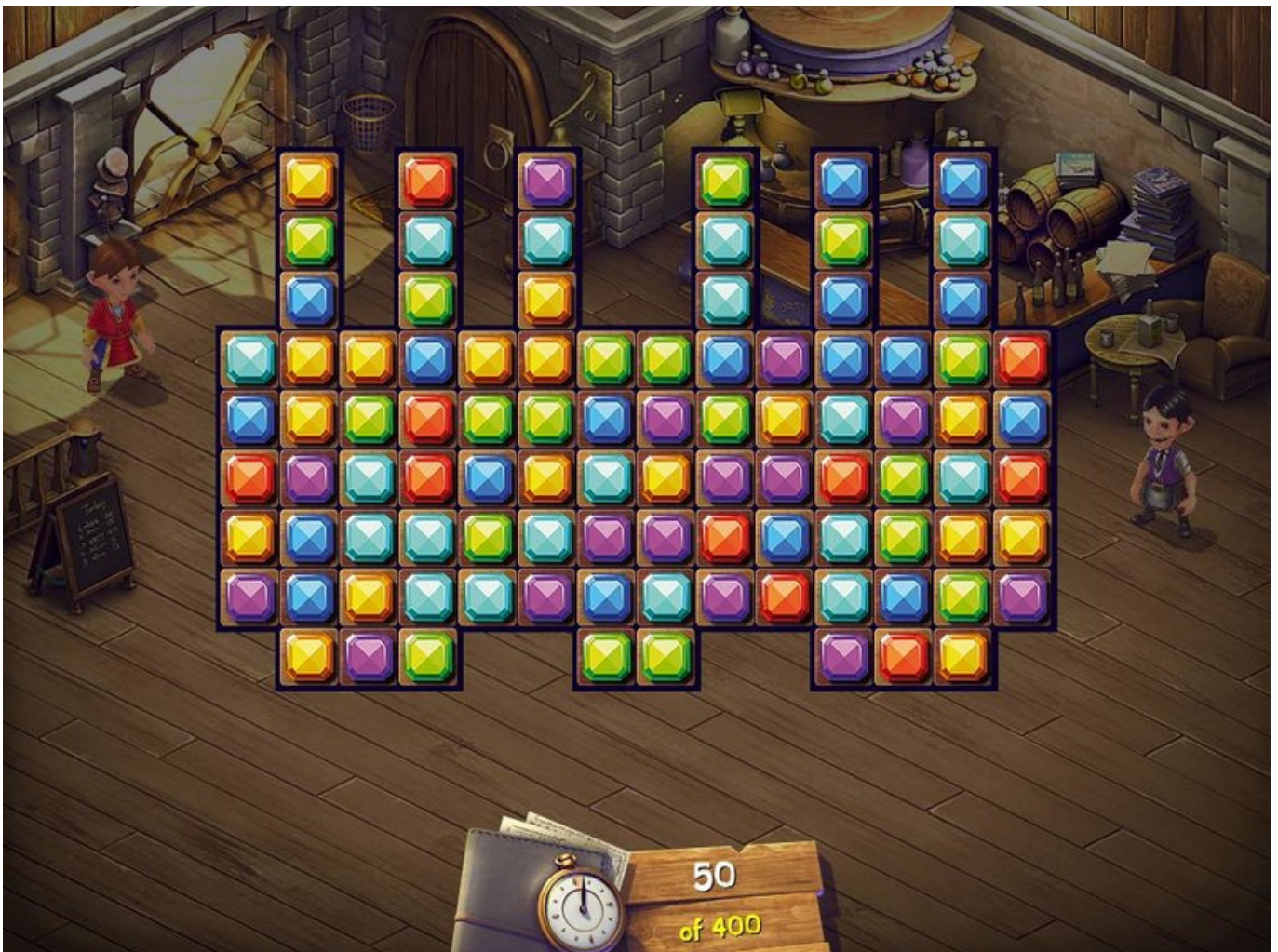


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## Among The Heavens Crack Gamehackstudios



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### About This Game

Up in the sky in a fantasy world, two friends Cid and Markus decided to bring an old tavern back to life in Among the Heavens! Playing as Cid, you will experience fast paced and fun gameplay by serving magical potions, entertaining guests and earning tips in order to add new fancy features to the tavern and build new ones in the future. In this Time Management game you will meet cute and surprising characters, each with their own unique personality, emotions and behavior!

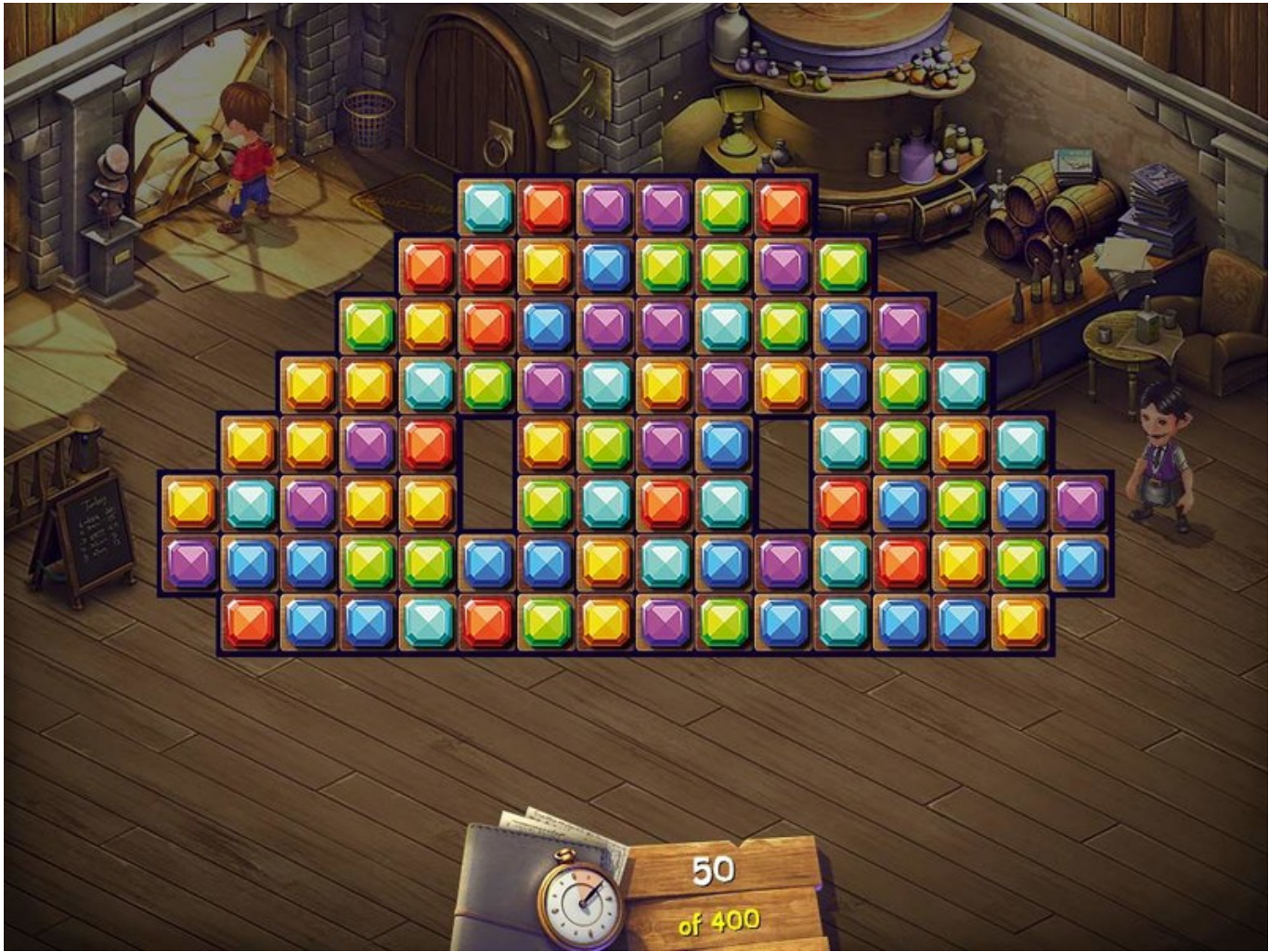
- 50 fast-paced levels and 5 different restaurants
- Fun 3D animated characters
- Addicting match 3 mini games
- Magical power-ups and fantasy backgrounds

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Title: Among the Heavens  
Genre: Casual, Simulation  
Developer:  
Jetdogs Studios, CorePunch Gamestudio  
Publisher:  
Jetdogs Studios  
Release Date: 6 Nov, 2015

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English,French,Italian,German,Czech,Dutch,Japanese,Polish,Portuguese,Russian







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Very casual and addicting point and click game similar to Diner Dash. I played a few hours total and was able to get all of the achievements. Has trading cards which is a plus as well. Couldn't beat it for the price during the Winter Sale either.. Got a free copy of the game from [orlygift.com](http://orlygift.com). A fun little game with a nice blend of 2D and 3D art, nothing outstanding, but aside from some repetitive pipe music that can get stuck in your head for the rest of the day. Still, it's entertaining and has all the hallmarks of a restaurant time-management game with upgrades, new locations, and easy achievements. The writing is awkward and strange during dialogue between the main characters, but the setting is interesting and I can always appreciate the sky-ship aesthetic.. This is basically a simple mobile game, so don't expect much out of it. At one point the difficulty level ramps up really high, I personally couldn't get past this part, but I'm bad at video games. There are better games out there; I don't recommend this one.. many games has similiar like this games but im always remember diner dash when play game like this. this games little ez, already conquered all stages only 3 or 4 stages have 2 star, and absolutely other have 3 stars.

why people in this game only drink potion? how about eat? diet purpose?

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Just like Diner Dash, really. It's just instead of a diner, it's a tavern and you serve potions. The higher the level, the more stupid the mayhem is.. I like it. Its fun, the guy almost dies because he runs so much, potions gets spilled and you have to do it all over again :P, then your lady friend comes :3. If you enjoy games like Diner Dash, you will enjoy this game.

I found it quite challenging and frustrating on some levels, while others were super easy.

Managed to 100% the achievements without even completing the game.

Good time sink.. Things that are important to me in strategical/time management games, is clear rules and the possibility to optimize how I play by being not too hectic and giving clear feedback. This game has none of that.

The game mechanics are intransparent, convoluted and messy, and the difficulty is all over the place. In a lazy effort to mitigate that, they simply made the achievements so easy that everyone can 100% the game before they even see the last few levels.

The intransparent, convoluted and messy mechanics start with the handling of resources between levels, they are used to purchase upgrades, the persistence of these upgrades when you replay levels, and the persistence of powerup potions are all not really clear and not displayed anywhere on the world screen. It's not explained anywhere and I don't know how it works, I just know it's not intuitive.

When you think you need more resources (money, upgrads and powerup potions) for a difficult level, and therefore replay earlier levels and purchase powerups there to improve your score there and earn resources, you end up poorer instead of richer, and you make the later levels even more difficult.

The game itself is very hectic, even twitchy, and in the more complex situations you wish that you would be able to cancel orders that are already queued up, because the game doesn't stop you from queueing orders that are obvious misclicks. Clicking a second time on a queued order (like in the 12 Labours of Hercules games) would be a really simple way to cancel it, but they didn't think of that.. It's not bad for a time management game.

But the formula is over repeated and it brings nothing new to the table.

Can be fun for a bit, though.. very nice casual game. you must hurry to get everyone happy!. Haven't played Diner Dash? No problem. Neither have I. But I've played several games like it, long before Diner Dash took the mobile/tablet world by storm before Angry Birds took the mobile/tablet world by storm before Candy Crush took the mobile/tablet world by storm... where was I?

Right, Among the Heavens, then, is a full-blown, no-pay-wall time management style game that is disturbingly addictive and compelling to people such as myself that are attracted to arbitrary star ratings that don't, among other things, solve world hunger. That is to say, you and some other bloke run several potion(?) taverns in the sky. Because the story exists, not only do you and your bartender friend seek riches from creepy mongoloid sky people, but you also have special friends that drop in to visit as well as a grumpy old boss who is needier than my girlfriend.

Anyways, the general gist of it (especially if you have not played Diner Dash or games of a similar ilk... yes, ilk; I'd explain that, but I'd have to kill you) is thus: You and a buddy whose names I don't care to remember are seeking your fortune by serving people potions or skyshakes, if you will, while solving the logistical problem of how to go about doing it. Each tavern will have a variety of table layouts with such classics as the two-seater and the four-seater, but sometimes you might even get a six-seater (I know, right?), and space is limited. However, the population is insatiable as you appear to be the only cloudgrog joint in town and they will be clogging up your foyer as your tables fill up and the idiots do stuff like take too long reading the menu or dropping their drinks on the floor.

The result is a self-inflicted chaos because everyone quite literally pays you in piles of gold, yet you never hire any staff. Instead, you, the player, are left to seat and serve everyone as your moustachioed pal mixes the Nimbusjuice. It's a very simple workflow:

1. Customer comes in
2. You seat the customer, preferably at a seat that matches their color for a point bonus
3. That customer eventually waves you over to take their order by dropping a ridiculously-thick menu on the table
4. You rush to that table to pick up the ridiculously-thick menu and must deliver it to the extra-ridiculously-thick pile of ridiculously-thick menus on the bar.
5. Your bartender business partner makes their order and leaves it for you on the bar.
6. You pick up the order and deliver it to the table.

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7. They drink whatever the hell is in those bottles and when they're done, they leave you a pile of gold
  8. You grab that pile of gold and drop it into a big chest
  9. The customer sits there stupidly as they wait for you to collect their tip (thankfully, this is you in the chair, clicking on a spinny circle, not the waiter you running back to the table).

Simple, right? It all works intuitively and audio cues help you keep on track so you at least know you're going to miss something should you be off pace enough to miss it. Now, take that whole workflow and layer it on top of itself, staggered, several times and you start to get the picture of what this is going to be. Your waiter avatar has only two hands, meaning each can carry only one menu or one pile of gold or one order, etc. but thankfully, you can queue up several actions ahead of time (which can be inefficient if you go too far ahead).

At any rate, the game very nicely eases you into the chaos it wishes to present in the later levels by providing a steady pace of new things. At first, you'll just get acquainted of how to get things done, but the challenge ramps up as you are introduced to different customers who have different demands; some are impatient, some will order more than once, some take longer to make decisions, etc. Some will come as large parties and force you to put tables together, giving up precious seats until they leave. Some are blue and some are red and if you sit them in certain seats, you'll get a bonus (this is key to getting 3 stars, by the way). Some have hipster scarves and will only sit at roped-off VIP tables because reasons. Some even have the nerve to show up by themselves and you're like, "BUT I CAN SEAT MORE PEOPLE, JERK". Got all that covered? Great. Now they can bring their own music that you have to play for them. Now there's people coming in through the back wanting their order to go. Now your customers are spilling drinks, sometimes because your boss has decided to sit in the corner and shake the room if you don't give him any attention (again, because reasons).

But don't you fret - you have help as you can play a really shoddy match 3 game (it's easy) to get power ups that allow you to run faster or pause time, but keep in mind that these things are precious and shouldn't be wasted. The minigame only shows up between certain levels and the way the game saves your progress means that if you blow your powerups too early, you might find yourself stranded on a tough level without anything to help you get through it with that precious 3-star rating. You see, you can't go back to a previous level to farm powerups (although you can replay them simply to get that 3rd star) as the game saves after every level and reverts your progress should you decide to revisit one later on. For example, if you currently have 35 gold (to buy upgrades) and 2 power-ups, and then decide to revisit a previously-visited level, you'll actually revert back to the stats you had at THAT particular point in time, which may be 18 gold and 1 power-up. You can still move on with your current stuff, mind you, but you will always roll back to where you were, and then forward to where you are. In short, there's no way you can affect your current progress so if you find yourself without any power-ups, there's no way to go back and get some and no store to go buy some. Kind of a bum deal there. Protip: try your dangedest to 3-star every level without using power-ups and save them for the really tough ones.

TL;DR - Among the Heavens is a terrific time-management game that can really challenge you, especially if you're the type that needs to get those 3-star ratings. It doesn't bring a whole lot of new stuff to the table in the genre, but this is a solidly-built game at a fantastic price, especially if you can nab it in a sale. If you've played Diner Dash, you know what you're getting into and if you haven't, this is a great place to start and it is in no way inferior to the game(s) that inspired it.. Argh. It's quite brutal to give it thumb down, but let's see what are things I got to say.

But issues with gold were main downfall.

Music - it's good, but repetitive...

Sounds - not really much diversity, but it's just okay for signing the actions. However, what's surprising there is voice-acting in the short "cutscenes" before levels.

Graphics - you can see it, it's mix of 2D and simple 3D.

Controls - everything with a mouse, so basically you know it was meant for mobiles...

Gameplay (Match 3) - it's ridiculous and it's badly made... T shaped connection is not detected properly... oh, and it's quite annoying to have everytime to listen to lady saying why we do Match 3.

Gameplay (main) - the main problem of this game is having to use "join tables" function... unless you know level pattern, you



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basically need to guess where to put guests which are quite impatient.

Except that, there are some points where chaining too many clicks make Sid [Cid?] lost and he forgets to do one thing screwing you up. After playing it for almost two hours it became **spam-click festival**. And it really got more frustrating than relaxing, even though I'm playing casual mode...

Random events: spillages, playing cards (that's stupid, cause one person is supposed to play cards?...) And then BUGS! You can get negative amount of gold (currency to buy ingame upgrades)... Going back might reduce your gold amount...

Progression - game have new stuff introduced every level. Till you get too many things to care of :(

Price is pretty fair - standard for JetDogs Studios...

About story, I almost forgot, it seems really stupid... REALLY. I don't even know how to describe it... If you like Diner Dash, then this game is for you.

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