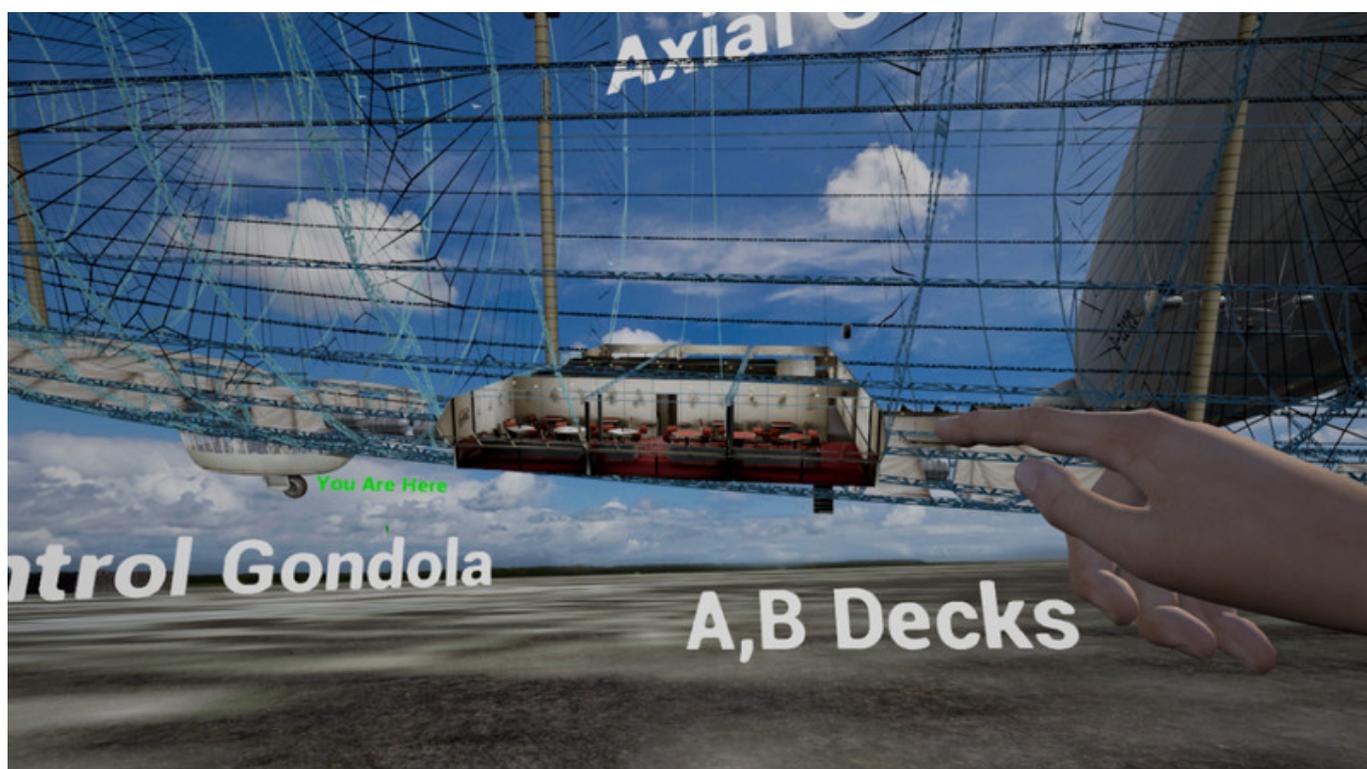

My Ex-Boyfriend The Space Tyrant Activation Keygen



Download ->>>>>> <http://bit.ly/2NFJN5a>

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







Played it years ago. And now bought it on Steam because i lost my CD :V

You should chek it out otherwise you really miss something.

The Story is amazing and you will find yourself thrown into an Apocalyptic underwater Era where you have to help others and yourself to gain Progress and upgrade your ship. It will become pretty challenging after a while and i never got bored.

Its Currently in Sale, i bought it without. I would do it again.. I have played games on kongregate more entertaining than this, just do not buy it unless you like wasting money.. One hour in and am enjoying this tower defense experience - the difficulty seems "just right".. Fun and simple to learn. I started a game with a friend and 2 AI opponents and knew everything I needed to know after one match by just watching the AI.

Watching someone harvest themselves into oblivion is quite entertaining.. just 80 mb and very fun to play with friends or against bots. Winter War is a awesome addition to an already great game its way different then the Pacific theater was and basicly seems like a new game more then an add on i love the idea of being Finland against the mighty Russians and it is balanced out very well for instance put you troops in the forest and watch finland tear through Russian troops who walk into an ambush the misions are planned out great and does an awesome job of the Winter War defintly one to add to your Order of Battle Pacific.....

Looking past the hilariously bad graphics, this game is incredible. The controls are tight and the gameplay is challenging and fun. Definitely worth the money.. Game is funny. Rate 10 out of 10. While this may seem like some old-fashioned car bumping game, it packs a lot of giggles when you play it.. The plot thickens and twists even more in this chapter. I had a blast in the first chapter and this game is a great addition and continuation of the story. In fact I ended up playing this right after the first chapter and felt it jumped me right back into the story line seamlessly. Retro bit style gaming meets an awesome horror story, what's not to like?. This game is one of the most addicting games I have ever played and can be a challenge if you want it (stupid mushrooms). if you enjoy cooking and throwing burgers at people get this game. I had a bug where you can pick up items but not move them around making it an extreme challenge and I told the developers and they helped me fix it quickly and put it on their steam page (fix it gy removing controller skins).

Would recomend this game if you enjoy cooperation and cooking

Remember this is only one opinion

10/10 don't see any problems. A lightweight RPG with a humorous take on being a software developer. The dialog is packed full of witty sarcasm, and the story is very well-paced. There is virtually no 'grinding XP', just a seamless transition from area to area.

The combat system is decently complex, allowing you to choose from several viable setups.

Overall, Danger Crew is is an enjoyable game, and stands out from other RPG titles. I appreciate the level of polish that went into this release.. An enjoyable 3D puzzler, while some of the puzzles are slight variations on each other, each stage offers a range of simple to challenging puzzles for the "Yabbie" to work through.

You can find 40 minutes of gameplay with commentary here:

https://www.youtube.com/watch?v=Rk89EC2_EfE

[This game is never going to win any awards for the graphics, much of the textures are repeated, and while the music is OK, I'm not going to be buying an OST to listen too in my car. Where the game does shine is the large range of puzzles that it offers.](#)

[The goal of the game is to complete each of the levels in a range of stages. You begin at the top level, working your way through each to the bottom of the stage. Your "Yabbie" is in a clear cube, that can be completely coloured a particular colour, matching the colour tile you move onto - or just have a single side coloured by the tile \(small ones do a side, large ones do the whole cube\). Along the way there is a range of obstacles, including landmines that will either explode when moved onto or \(if they are coloured\) not explode if you have the correct coloured side touching it - timed platforms that disappear - moving blocks that crush your character - and trapped Yabbies that must be moved onto their corresponding coloured exit tile. Each level varies in size and layout, but I have seen a bit of repetition on smaller levels as I have progressed through the game.](#)

[Each stage is scored on time taken to complete, moves used to complete and number of Yabbies saved - with a score calculated on the combination of the 3. The score also gives you are grading in boxes, shown on the entrance to the stage. You need a number of boxes to open the next stage up, but I have been averaging around a score of 5 out of 9 with 15 stages completed and am yet to have the next stage not open up.](#)

[To add some replayability, there is a leader-board in each area \(an area is made up of 5 zones\) which compares your stage scores to that of any Steam friends who have the game and also a global ranking of other people who own it. It also appears that the game is about 25 stages long and at the rate I am playing through it, I would expect 3.5 to 4 hours of gameplay, depending on how easy you find the puzzles.](#)

[Overall I have enjoyed my playthrough so far and am happy to recommend it.. Best Game Ever. Better than Counter-Strike: Global Offensive.. This just isn't my kind of thing.](#)

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
- 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.

. **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>. **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>. **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

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