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About This Game

Harvester of Dreams takes you on board a luxurious airship high above the ground. You'll find yourself caught between two worlds, a dream and reality. On your journey through the game you will find out, which is which.

HoD is a first-person adventure game (aka walking simulator) taking you into a steampunk inspired scenery. To progress in the game, you will have to find the items required to fix or crack open the locked doors, that you are going to face. Each door reveals a new, unique and interesting room to explore.

Once you have left the ship, the world you find yourself in, becomes even more confusing and disturbing. The unpleasant truth is awaiting you at the very end of your path back into reality. There will be action sequences towards the end.

What to expect:

- A playing time of about 2 hours.
- Steampunk-inspired graphics.
- Many unique and intriguing rooms and areas to explore.
- Some challenging puzzles.
- English and German (and Irish) voice acting.

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- Retro 3D graphics mode.
 - Full gamepad support inside the game (except for the launcher).

Started out as a personal project a decade ago, HoD 1 is finally about to be finished! All assets have been originally created for this game.

Targeting not only PCs but mobile platforms alike, highly optimized graphics and shaders allowed me to bring the same visual experience to players on most devices.

Title: Harvester of Dreams : Episode 1
Genre: Adventure, Indie
Developer:
Christian Waadt
Publisher:
Christian Waadt
Release Date: 28 Jan, 2019

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Minimum:

OS: XP SP2 / Vista / 7 / 8 / 10

Processor: 1.8 GHz, SSE

Memory: 2 GB RAM

Graphics: ShaderModel 3.0

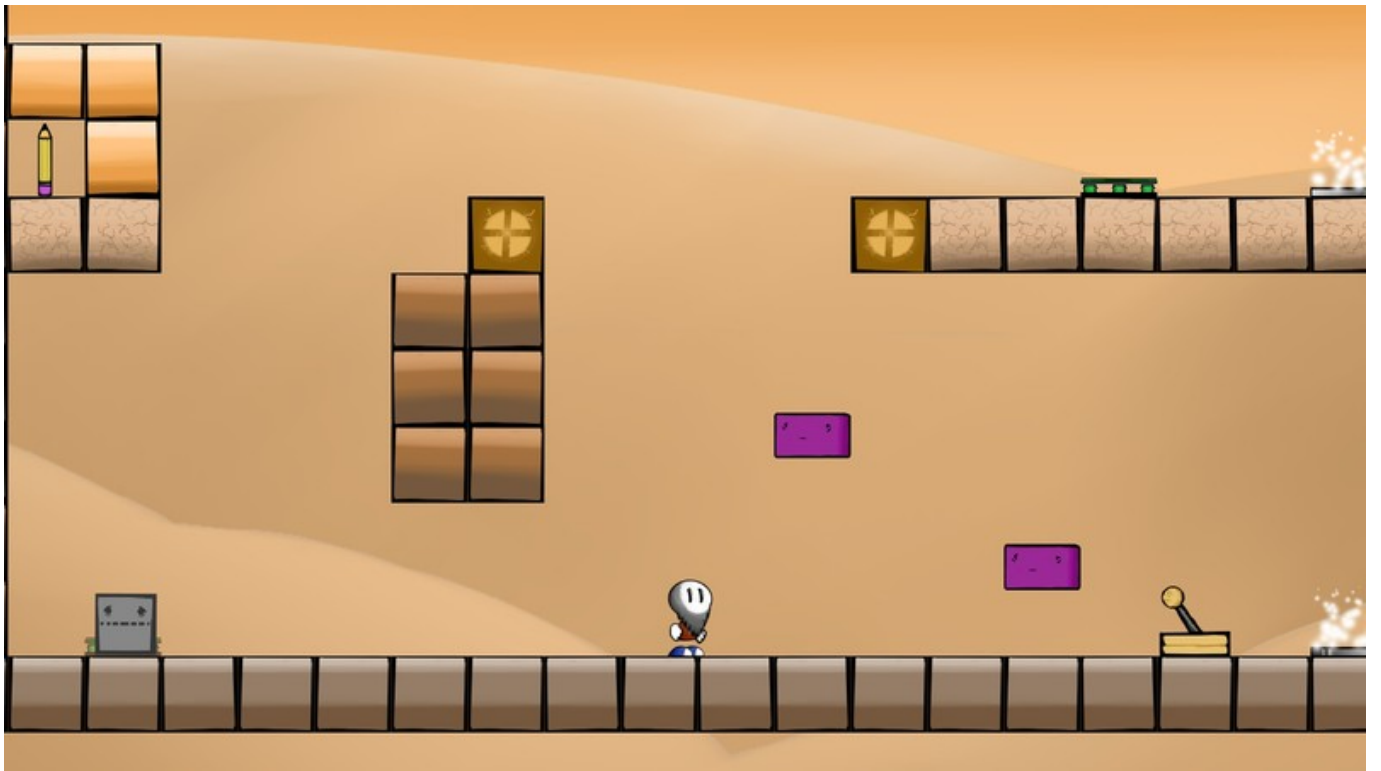
DirectX: Version 9.0

Storage: 2 GB available space

English, German, French







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Epic shoot'em all game experience. However....

Pro:

Well balanced game design

Rich challenge objectives

Various game completion methods

Built-in game recording system

Con:

Not friendly for multi-display player, if you want to change a objective display. Here's what u have to do: Press ALT + Enter switch to window mode then drag the game window to another display.

Cannot adjust volume in-game. (You have to do this in the Windows Volume Mixer) This has to blame the dev team.

I know the dev team put a lots effort in the game design. However, in terms of the user experience. It's just a disaster.

7/10 I will not recommend this game at this point.. If you loved Moonbase Commander like I did, then this is a required purchase. Someone has to keep the lineage of the Hierarchical RTS genre alive and I will support anyone who does it right! It may not be Moonbase Commander proper but it's the best we'll get for years.. I think that Warfare is the best creation of GFI. Unfortunately, not all the ideas were implemented, but for me it is still a pleasure to play.

Among the few drawbacks I would note the need for old version of PhysX (cards GeForce 2nd serie for example) and overextendness of some missions.. Commercial with great voice acting! The game doesn't have it, though, and immediately is a lot less amusing than you'd think. The puzzles don't actually get interesting before you close the game and uninstall. Pity..

Honestly I think that Order fo Battle: Panzerkrieg is the best Order of Battle: World War II DLC to date. I am impressed with the new units in the game and the new maps. I can tell the game developer (The Artistocrats) put alot of effort and spent alot of time to make this latest DLC. I have put over 800 hours playing Order of Battle: World War II DLC's.

Order of Battle: Panzerkrieg has alot of replay value to it The maps are huge. For example, on the first campaign mission in this DLC, I got my butt whipped by the enemy Russian units. I spent alot of hours playing that mission and I was surprised when I got defeated by the enemy AI. I went back and played that first mission all over again and I noticed that alot of the enemy units approached me differently the second time around. For instance, Russian paratroopers flew in Russian planes from the East the first time I played and landed on the southeast part of the map. The second time I played, Russian paratroopers flew in from the west and landed on the southwest part of the map. That was pretty impressive because I had to change my strategy completely on how to deal with the enemy.

I fill like I'm playing part of World War II history when I'm playing Order of Battle: World War II DLC's. I can't wait until the game developer (The Artisticrats) make future DLC's for this game. I think they are giving the game developer of Panzer Corps a run for their money. I have all the Panzer Corps DLC's and I have played them all. I really liked playing Panzer Corps but I have to admit I love playing Order of Battle: World War II more.

Update

First of all I love Order of Battle: World War II and I have played every campaign so far. With that being said, I'm sorry to say that I feel like Order of Battle: Panzerkrieg is incomplete and needed more time to be worked on by the game developer and finished properly. In the beginning of the campaign, I thought it was great until I play the last three scenarios.

I noticed that the last three scenarios don't feel right. On the third to last scenario, Operation Star, the scenario starts out February 1, 1943 and tells you have 24 turns to play through the scenario. The problem is I'm only able to play until about turn 10 or 11 and then the game declares victory for you and the scenario is over with. It doesn't make any sense. How come I can't play the full 24 turns in the scenario?

In the second to last scenario, Kharkov Counterattack, it starts out February 19, 1943 but I noticed the ground is not covered with snow. It takes place right after Operation Star scenario. Why does Operation Star which basically take place in the same area have snow on the ground but not Kharkov Counterstrike? Both scenarios take place in the same month and year. Shouldn't both scenarios have snow on the ground?

In the last scenario, Kursk South scenario, it takes place starting July 5, 1943. Why does the scenario only have the southern half to the Kursk Salient to play? Why was the northern half left out of the game? In my opinion, the northern half was just as important as the southern half of the Kursk salient since both halves had two large German Army Groups trying to meet and cut off and destroy thousands of Russian troops. The Kursk campaign involved millions of both German and Russian troops and thousands of tanks and planes. The largest tank battle in the history of warfare took place during the Kursk campaign. I really wanted to play the whole Kursk scenario playing both the southern and northern German Army Groups trying to meet up in the middle of the Kursk Salient and try to do a massive pincer movement to trap Russian troops in the Kursk Salient. I was disappointed I couldn't do any of that.

Getting back to the Kursk South scenario, I don't understand why the objectives changed halfway through the scenario where in the beginning of the scenario you are supposed to attack and take the town of Oboyan but then halfway through the scenario your objective changes and you are supposed to destroy 15 Russian tanks around Prokhorovka to win the scenario. Why can't you destroy the 15 Russian tank and still take Oboyan to win the scenario? Obviously you would need to add more turns to the scenario because right now it simply is not possible to do all this. I think you should add more turns to Kursk South and add a bonus scenario to play the northern half of the Kursk Salient (Kursk North) to Order of Battle: Panzerkrieg. Or do a giant map to play the whole Kursk salient from both north and south.

Just to clarify what I mean with the turns in the Panzerkrieg Campaign, in the U.S. Marines Campaign, the last scenario in the campaign (Iwo Jima) has 40 turns. In the Burma Road Campaign, the second to last scenario (Irrawaddy River) has 60 turns and the very last scenario (Race for Rangoon) has 70 turns. The Burma Road Campaign came out just before the Panzerkrieg Campaign so you would think that a newer DLC would have more turns in the scenarios. Especially when you consider that in the Kursk South scenario you have one of the largest land battles fought during World War II. The game developer only put 32 turns in the last scenario for the Panzerkrieg Campaign. In the last scenario you would think that the game developer would have at least put in a minimum 40 turns because of what past DLC campaigns had. I hope the game developer puts out a new patch to address all these problems. I really feel like this is the first Order of Battle: World War II DLC that was not done properly and the game developer had rushed to get it out for the Christmas season. It sort of reminds of what game developers done with two World War II games called Medal of Honor Airborne and Brothers in Arms Hells Highway where the first part of the games were done great and then I feel like the game developers rushed through to finish the latter part of each game just to hurry and finish them to meet a deadline.

I really like the new video that is shown at the beginning of the game. It is very well made and gives me an idea of what is coming in the future. It looks like we will be playing in the North African Campaign and the Normandy Campaign in future DLC's. I'm very excited to be playing these future DLC's along with Panzer Corps 2 coming out next year.

Cheers

Simple Controls and Funny Experience 10/10 IGN Would Bang. Really addictive and fun. I'm a sucker for these pug games, so worth the small price tag.. THIS GAME IS SUCH A BIG PILE OF POO KING KONG COULDN'T FIT IT IN HIS HAND!!!!!!!!!!!!!! THE COLORS.; I dig a lot about this game, but it has numerous flaws.

First the good

- The game does a good job with setting. I found myself wanting to learn more about the people you interact with.
- The main character disagrees with me on that, they made him a jerk which really works
- The visuals and music go quite a bit on setting tone
- No really you play someone terrible and it may make you feel really awful.

And here's what's holding it back

- What you're trying to get to isn't clear. There are some hints that certainly took me in the wrong direction. The internal guide could be more clear about that.
 - It can get pretty tedious. You're doing pretty much the same thing over and over again for hours. I would have liked if we could do more with the towns people. Even if it's more just being a jerk to them.
 - Quite predictable ending. To the point I felt like it undermined what I was doing. Your mileage may vary on that one though. (Trying not to spoil). Would rather buy WinRAR. Bad game. Recommending it just so this game gets bought by more people and more people have to suffer.. Small, somewhat casual Worms-spinoff.
- Fun when playing against a friend for a couple of hours.

Graphics is outdated and max res is 1024x768. Also does not support controller.

So don't buy at full price (which is ridiculous for such an old game anyway), but feel free to grab at a sale :). Can't use this because it crashes my game 10/10. This thing doesn't work anymore, looks like it's gone from existence. I bought it, I played many hours on it and now when I start the game it doesn't load the content of the Expansion Pack.

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