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Astrologaster Download]



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## About This Game

Play as 'Doctor' Simon Forman - unlicensed medical professional and astrologer - and help him win a medical licence. Astrologaster is a narrative-based comedy game.

Explore Forman's life, his work, and his relationships with his clients. Make story choices by performing astrological readings. Choose strategically or make decisions just for fun - but be aware that your choices will have consequences (and unpredictable side effects!)

13 clients come to see you 5-7 times seeking advice for personal, professional and medical problems. By examining the stars in the sky, you diagnose and determine answers for your clients' problems. As well as affecting the storyline, these choices will alter your clients' satisfaction levels. Satisfied clients will write you letters of recommendation, and with enough of these letters you can obtain a medical licence from the University of Cambridge.

So-called "real" (licensed) doctors call Forman a quack and fraud. Help Forman prove these medical establishment elitists wrong!

## Features

- **Perform real\* astrology:** Examine the sky and choose astrological interpretations that Forman will use to advise his patients. (But remember: astrology is not an exact science!)
- **Solve Hilarious Problems:** Consult on problems ranging from Elizabethan terror plots and foul diseases, to romantic

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entanglements and stolen pies!

- **Change Lives:** Win your patients' favour or ruin their lives. Advise 14 characters who return 5-7 times. Patients have their own ongoing stories which often overlap with each other. Use gossip from some characters to guide and manipulate others.
- **Win A Medical Licence:** Convince patients to write letters of recommendations. Collect enough letters to exchange them for a medical licence.
- **Fully Voiced Character Dialogue:** Sitcom-style comedy brought to life by a cast of over a dozen actors.
- **Sing Along:** Enjoy Renaissance-era music and sing along to each character's theme song.
- **Casebooks Come Alive:** Simon Forman's cases are presented as a beautiful pop-up book. Turn pages to delve deeper into your patients' stories.

## The Story

**London, 1592.** A great plague sweeps through the capital. When doctors flee the city in fear, a hero rises. His name is Simon Forman, "Doctor" of Astrology, Astronomy and Physick. Not only does he have the power to cure the sick, he can find their lost pets and predict their futures! All by reading the movements of the stars.

But when the plague ends, Forman's problems begin. The real doctors return to London and they will stop at nothing to bring him down...

## Summary

Astrologaster is a story-driven astrological comedy game set in Shakespeare's London. Based on a true - and truly ridiculous - story.

Simon Forman was considered a sage by some and a charlatan by others. What will your legacy be? Will you put your faith in the stars?

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Title: Astrologaster  
Genre: Adventure, Casual, Indie  
Developer:  
Nyamyam  
Publisher:  
Nyamyam  
Release Date: 9 May, 2019

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English





Blague's investments in a trading voyage will result in a change of fortune for him.

Uranus  
This represents a change in fortune.





### Choose a reading of the stars

Should I invest in The Conquering Cherub? Or The Pride of Yarmouth?



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A splendid, witty, bawdy choose-someone-else's-adventure game with real historical information and fantastic madrigal singing!. You are Simon Forman - astrologer and (unlicensed) physician extraordinaire!

The people of London come to you with their ills and you use your knowledge of the stars, planet and zodiac to cure them!

A fun, silly romp with voice acting, music and eye-pleasing art.. If you're on the fence about this, buy it.

I liked the game at first, but the more I played I absolutely fell in love with it. It's funny, the characters are interesting, and it's a well-written story. Sometimes you just click with a game and that's what happened for me. This definitely in my top 10 GOTY. It's just a delight to play and oozes charm, verily!

I would highly recommend to take your time and listen/read each page rather than rushing through. There's a lot more nuance than you'd expect and some of it will actually help to solve some of the readings.

This game is extremely funny and as long as you're paying attention it's easy to appreciate the clever writing and unique characters.

The style is great. The way you turn pages as a pop-up book really works. The way each character is introduced with a little song is funny and charming. When people slam a door their character smashes through the book. It's all great and I love the presentation.

The voice acting is really good, though I think the audio quality is a little unbalanced. Some characters sound good while others sound like they were recorded in a closet. It's not game-breaking, but is noticeable when the two characters who are speaking have varying degrees of quality.

One of the few complaints I originally had was not really having enough information to make an informed decision on some things. On a few of the visitors I've felt really confused on how I'm supposed to know what answer to pick.

You can deal with this two ways:

1 - Google characters and read up on their real-life history. This is what I started to do, and I ended up getting a history lesson on some stuff that I found pretty interesting. This will help you understand the characters, their motivations and let you navigate the story slightly easier. I ended up sharing some links to these in the steam forums.

2 - Say screw it and just navigate the story yourself. This becomes really difficult as the game doesn't always provide you enough info to know the correct answer. This could still be fun as some of the interactions you have when picking the wrong stars can still be funny and entertaining.

Either way is fun, but for me learning about real-world people added to the enjoyment.

Overall this game is extremely worth the price and I've had a ton of fun.. I can't remember when I last laughed at a game not only on account of it being funny but also on account of it being so well executed. Best voice acting and music that I have heard for years in a video game with a fantastic script and great graphic design. If any of these were weak, the game would be a chore to play as the mechanics are quite simple and rely on the player being interested in closely observing the nuances of npc interactions - a bit like the L.A. Noire interview minigame... if that minigame were actually well done and didn't take itself way too seriously. As it is though, it's an absolute pleasure.

It does help if you have a little familiarity with the history and the music of the period in which the game takes place, although the writing is funny enough to stand on its own even for players who are not acquainted with those things - but if you know where to look, the game is full of references both in the music and the writing.

10/10 - especially if you are a music/history buff.. A fun little game where every choice tends to have a consequence (good or bad). You play as Simon Forman, a doctor who reads the stars (aka astrology) to help his patients. You'll have a bunch of

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patients to deal with and the choices that go along with them. Some cases will give you hints on how to respond, others are choices of A, B, or C.

The game has beautiful graphics and aside from two bugs, ran fine. One bug, though, requires that you keep subtitles on, as there is no audio for the line (sorry, devs, I can't remember which it was, but it was later in the game and was one of the girl quirents). Otherwise, no problems and the ending I got was interesting, to say the least.

(Edit: the sound bug mentioned above should be fixed as of the lastest patch.)

If you are looking for a game that is different from other games, look no further than this one. It's an interesting, whimsical journey that has lots of characters to get to know and help. I recommend this game to play and for being as cheap as it is, it's a steal at that price. So do pick it up when you've got the coin and join Simon on his journey to help people by reading the stars!. I would recommend to anyone who like text based stories.

Lots of reading (which I like) but low replay value

Suggest to get it on sale. Astrologist-Physician simulator 9V10

Pros:

- +Interesting branching stories for different characters, some are funny while some are rather grim
- +Really liked the voice acting
- +Real astrology knowledge!
- +Good playtime and replayability for the price

Cons:

- Where's the save option?
- Some bugs, such as characters' feet not properly showing and some lines not playing (Alice last query). This game is new on steam, so I assume the dev will fix these in time
- Kinda monotonic gameplay, but I guess it passes for the setting. This is a charming, funny game where you play as a quack doctor in Tudor England. As Simon Foster (a real historical figure upon whose diaries the game is based) your aim is to read the answers to your patients' many problems in the stars. There are just two small problems; firstly that you will never actually know the real answer to your patients' ailments as astrology is nonsense and secondly that the actual doctors are slowly closing in on you and will get you arrested or worse unless you are able to get enough of your patients to write you letters of recommendation.

There is a lot to praise in this game: the characters are well written and believable with references to the actual historical patients Foster treated. Balancing up trying to be a good doctor and, to a certain extent, just telling your patients what they want to hear so that you can get their recommendations creates tense and sometimes funny situations for the player. The character's stories are well written, complex and directed by player choice. The art style is also interesting and the voice acting is top-notch.

If this game interests you even a little I would thoroughly recommend giving it a go; it's a fun, well-researched and unusual little game with a cheeky sense of humour and a very respectable run time for its price. Very much enjoyed.

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Astrologaster is a fun and light hearted visual novel about an interesting part of history. You should go in looking to have laugh, not looking to optimize your choices for the best results. If you understand what you're getting into, I highly recommend it.. Though I study Astronomy I still love the game so much haha ;) The story, \*the music\*, and the art style are just amazing! I also tried several times to explore different story lines. The endings don't really differ too much, but I think the branches of stories are good enough for a short game. Look forward to play more games like this!. This is one of the most delightful games I've ever encountered--a marvelous deep dive into Elizabethan England. The dialogue is absolutely hilarious, with great voice acting (the many different British accents are to die for!), and a splendid Renaissance soundtrack too, made up of beautiful songs with really funny lyrics about game characters. So much work has gone into this game, it's amazing... Though of course the most important thing is that it's just a blast to play--I can't stop laughing!. I'm having so much fun with this game. I don't think I'm a very good doctor but it seems harmless to diagnose someone with Dropping Down of the Dead instead of a heart condition. Right?

This is a funny, visual-novel-esque story of madcap maladies, with narration in song (!) and plenty of chuckles. If you enjoyed Blackadder, or Horrible Histories, that's the kind of humour you'll get here. The voice acting is great, especially the considerable effort put into the songs. And it's extra delicious knowing it's based on a real historical figure!. Yes its pretty, funny, authentically historic and won't overtax the gaming mind. I particularly loved it, having formerly practiced horary astrology. Forman believes in what he is doing , but has to work like the dickens (pardon the anachronism) to help his clients and save his own skin. Not a bad tutorial for would be astrologers.. The singing is beautiful (if surprising - I wasn't expecting it), the voice acting is spot on and the writing is witty and lively. The story is a real page turner (oh, I kill me). But seriously, I stayed up too late because I simply couldn't stop. My only quibble is that, for one person, the game seemed to think I maintained a relationship I flubbed pretty early on, but nothing's perfect and it didn't seem to affect anything else.. Still working my way through this game but I already feel like i can recommend it wholeheartedly. You play as a quack doctor in the Elizabethan era (who was a real historic figure!) using astrology to prescribe cures for people. This is a story-driven game and the gameplay consists of decisions you make, however there is a level of understanding who the person you are speaking to is, some inference, and making your own judgments. While I am not sure how different this game is depending on your choices, the choices themselves are interesting and the story is solid. The presentation is a star with some fantastic music and a fantastic visual aesthetic. One of the most remarkable qualities is that Astrologaster is genuinely really funny, with some wry wit that makes it stand out from the crowd of humorous games, but this strikes the perfect balance of being genuinely funny without taking you out of the game and the time period.

Definitely recommend checking it out if you like story, decision-making and some humor. Astrologaster is delightful.. Madrigals, bawdy jests and some of the biggest laughs I've had in ages. Just the Elizabethan diagnoses of the various patients' illnesses (or problems not related to medical matters) are laugh-out-loud funny, but coupled with some stellar voice acting and the gorgeous pop-up book presentation, this game is a real little gem as you take on the role of a real life 16th century London quack doctor\astrologist and attempt to earn your medical licence through a cocktail of horoscope flimflam, inference and sometimes just plain guesswork. I can't wait to see what the creator(s) of this game do next.

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