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About This Game

Intro

Hello, new Puppeteer!

Meet Charlotte - a puppet you will control. Meet her alien friends, maggot cat and a certain Observer. Dive deep into horrors of junk food, TV world, religion and romance novels for middle-age women. Keep your puppet safe at all times. Or don't.

Have fun dying!

Description

Hello Charlotte is an episodic game, where each episode can be considered a separate story, as they differ in storytelling style, themes and illustrations, but the characters stay the same.

This game, *Hello Charlotte: Requiem Aeternam Deo*, is the **second installment** of the Hello Charlotte series. *Hello Charlotte, Episode 1: Junk Food, Gods and Teddy Bears* can be downloaded for free on itch.io or as a demo.

Hello Charlotte games:

- Hello Charlotte EP1 (2015) is a minimalist freeware RPGmaker horror parody game. It is available for free download as a demo and on itch.io: <https://etherane.itch.io/hello-charlotte-ep1>.
- Hello Charlotte EP2 (2016) is a visual novel-esque psychological thriller puzzle with Memphis aesthetics and a philosophy of its own.
- Hello Charlotte: Delirium (2017) is a spin-off horror game, made to test some of the RPG Maker features: <https://etherane.itch.io/hello-charlotte-delirium>.
- Hello Charlotte EP3 (2018) is the final episode in the series, serving as a prologue and an epilogue to the main game.

Title: Hello Charlotte EP2: Requiem Aeternam Deo

Genre: Adventure, Indie, RPG

Developer:

etherane

Publisher:

etherane

Release Date: 8 Oct, 2016

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English,Russian,Korean,Simplified Chinese,Polish



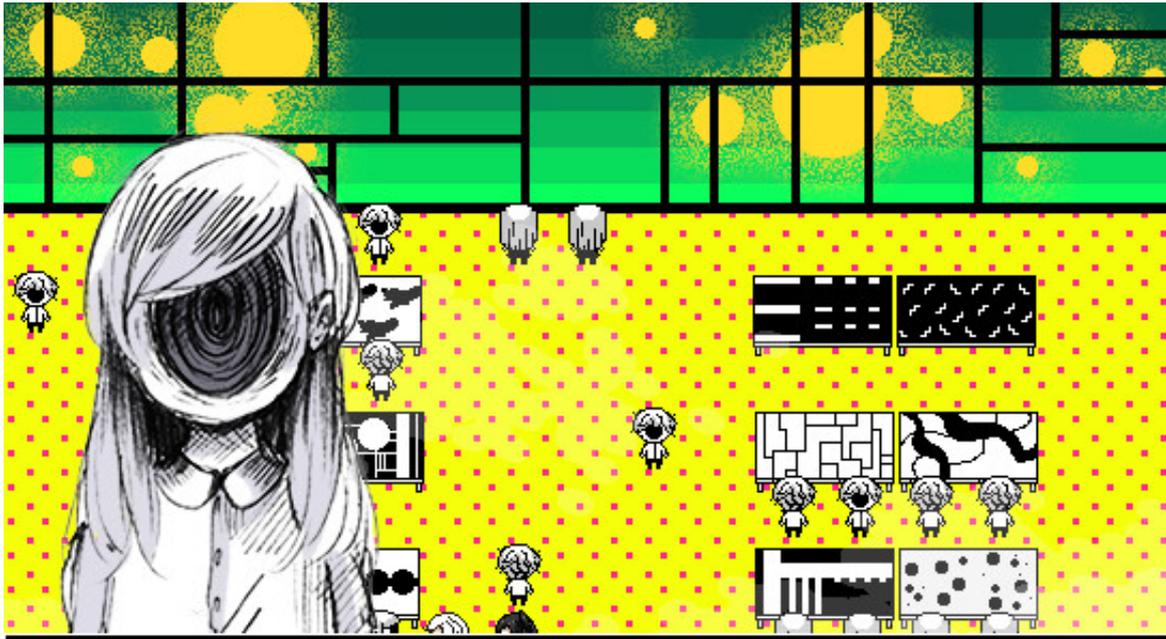
Насчет этого не волнуйся.





Интересно, кого изберут для Суда в этом году.





I'm pretty sure everyone wants to sit with you!



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I love the formatting of the game, the music, everything!. An amazing surreal experience! There are some really clever (or trolling) puzzles and so much of this game operates on a "dream-like" logic. The characters are well fleshed out and lovable so you'll surely find yourself rooting for them a lot, and getting upset when bad things happen. It's dark but also very funny at times. Plus the unique mystical yet minimalistic aesthetic is worth playing it by itself! Definitely a game I will remember fondly forever. And it's real cheap so what are you even doing reading this chaotic "review", just go play it and see for yourself!!. Fantastic story telling game. Dont forget to play the first game.. interesting game about 3-5 hours of play time, 5 if you go for all the endings. Would pick this up if you like horror story games.. This is a really beautiful game !! I've played this before, but I want to support it by buying it myself.. I really don't want to spoil this game; but play the game fully. it may be sad, yes. But it's really amazing! If you like rpg games yourself, give it a try i guess

ps (this game made me too sad tbh). The first few things that got me into HC1, HC2, and HC3 were the tags and its art style. When I had the money, I purchased the whole series and I have no regret about it. This is an underrated and overlooked gem of a game that I loved going through. HC2 improves on a lot of things in HC1 and feels bigger. One thing to note is that focusing on gameplay for HC1 and HC2 will get you no where as they focus mostly on the story which is fine by me. The story in both games have a lot of symbolism and deals with a theme of mental health which I was able to touch onto personally. Basically, the game is more than just its creative art style and if you're okay with a game that deals with heavy topics on mental health then I highly recommend playing HC1 (its free) and buying HC2 as you will not be let down.. This game is so wonderful, i tried to get every ending possible, and I wanted to see if there was any way Charlotte could have a happy end without too much sacrifice. Please make a chpt 3 or something like this!. Great game with a great story and art!.

1. Impressions

Hello, Charlotte.

Too bad your Creator won't believe in you. Depression shouldn't be an excuse to act like a jerk towards you. But, well, who am I kidding? Like I am any better.

This game is fulfilled with consciousness about social problems, and with a perfect grasp of asocial creatures problems. And, an extra amount of ketchup on top. Smells just like blood, and tastes even better. Neurotypical world of socially mimicking monkeys is such a bother, right?

I was in a strange place when I went through that story; nearly forgetting myself. But the world of this game was made out of the same chalk as my bones, so it helped to stay in touch with my personal reality. Like, created a string to hold onto for some time. The game surely is something special.

Everthing here is right for me, everything resonated with my brainwaves. Yeah, sure, I know nothing about what creator felt and thought about, while making this piece of art. But I like what images from the world of Charlotte mean to me. And I intend to enjoy that game again, if I won't kill or forgett myself completely.

2. Connection with other parts

I wondered, who created that thingy thing, and wanted to know more about that person. But when The Creator showed up, I was disappointed. Because the world of Charlotte was kinda defiled by their strange spite towards Charlotte, or whatever it was. Of course I like pure white Charlotte more, than any strange cadaver with jerkish impulses. It is normal, don't you think so?

Also, I have my own♥♥♥♥♥♥to whine about and to reflect about, so I wanna look at something different from my own self, and at something better than my own twisted self, at something more completed. Get inspired, or whatever. I think it is perfectly normal too.

I would like it, if a game about The Creator was separate from the world of Charlotte, because, well, not everyone can digest salted cucumber, mixed with milk. It is good to keep some things in different boxes, or they will smell like each other, and you won't be able to enjoy them. I mean, the way realities crossed, was bland and distasteful. I knew that I played the game, and not just walked through that world. So what? It was real to me, and I have my own twisted world around me, and it is not very different from the world of Charlotte. Also, I have my own Charlotte around.

So, for these reasons, I wasn't very fond of EP3.

But EP2 is fresh, unique and perfect. I tried my best to keep my impressions about it - clean and untouched from the 3rd chapter.

Other chapters are perfect too.

3. Recommend?

Hell yeah. It is your freaking loss if you look the other way or won't get it.

quot;Eating lightbulbs is wrong!"

"Introducing cannibalism.". This is, in my opinion, the best part of Hello Charlotte series.

In the first free episode (Junk Food, Gods and Teddy Bears) the story is all over the place (in a bad way) though I like Pythias' storyline and sci-fi elements.

The third episode (Childhood's End) has lost its charm as a weird sci-fi story and become a game about weirdos, depression and all other manifestations of illness. I dunno, maybe some people like all this symbolism and "Everything is so bad and messed up and it'll get worse" type of scenarios but I'm not a fan.

This episode, the second one (Requiem Aeternam Deo), on the contrary, is the best mix of both - it's still true to itself being something stuck between sci-fi and dystopia, however it also touches such themes as characters' doubts, inner worlds, emotions, feelings and their past. There's always a layer of mystery about their cruel but intriguing world with strange society order, terrifying school environment and aliens and such.

For me, the White Ending is the best ending and the best conclusion of the series. I like some bits and ideas of Childhood's End but in total - meh, in my opinion, the dev should've stuck to the sci-fi part of Hello Charlotte series, not go too deep into Silent Hill-like stuff.. Welcome to the House. Check your fourth wall at the door.

RPGMaker puzzle-adventure that periodically drifts into visual novel territory. Note that Hello Charlotte as listed on Steam is actually Episode 2 in the trilogy. Episode 1 is included as a demo, or available free on itch.io, and it's recommended that you play them in order. From here on, I'll just use the name to refer to the trilogy.

Episode 2's mouthful of a tagline is "Visual Novel-esque RPG Parody Psychological Thriller with a Sci-Fi Twist". This abundance of descriptors aptly models the evolution of the series. Episode 1 begins as a fairly minimalistic puzzler that sets up some basic plot threads, and then from there the sequels begin working these out more and more until the starting point is almost unrecognizable. I mean this both in terms of scope and design, as while the story continues to gain the forefront, the sequels frequently forget the series was originally about solving puzzles, relying more on cutscenes and dialogue. This isn't necessarily a bad thing however, as the storytelling arguably excels and innovates more than the simple puzzles ever did.

In terms of gameplay, they're well-made RPGMaker games. The simple areas are very fleshed out, with a huge amount of optional dialogue drenched with foreshadowing and sardonic humor. The music is simple but memorable, and the art improves dramatically in each installment. The puzzles, when they're being employed, are decently challenging, sometimes bordering on a bit too difficult. Thankfully, they're usually good about providing hints. Even when they aren't focusing on puzzles, they still do a good job of providing variety and interactivity to keep things engaging.

Hello Charlotte as a whole is extremely plot-driven, so it's hard to say too much about it, but what it does is extremely fresh and interesting despite a package that would suggest otherwise.

Around 6-8 hours for the whole trilogy, weighted on the latter two installments. Episode 1 is only about an hour long.. This game stole my crops and made me cry.

Thank you so much for making it.. It seems i'm worshipping false gods now.

Thank you dev, im gonig to hell now.

But it was totally worth it. It's basically a Kafka-Story, but as a game.

Surreal and sometimes really weird, but also deep and interesting.. I wish there was more indication on the store page that this was episode 2. I didn't know that when I bought this. I died to a door to the prinicple's office. All in all not a bad game. Thank you to the little yellow hazmat dude for the pepper spray.. <https://www.youtube.com/watch?v=cIHY8PZbxu8>

i really enjoy playing visual novels. And if you're into visual novels you should probably consider getting this too!

Great Soundtrack. 9/10

. Loved the ending.. this game its masterpiece. i feels depressed and crying at the same time.

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