Coffin Of Ashes Download Bittorrent

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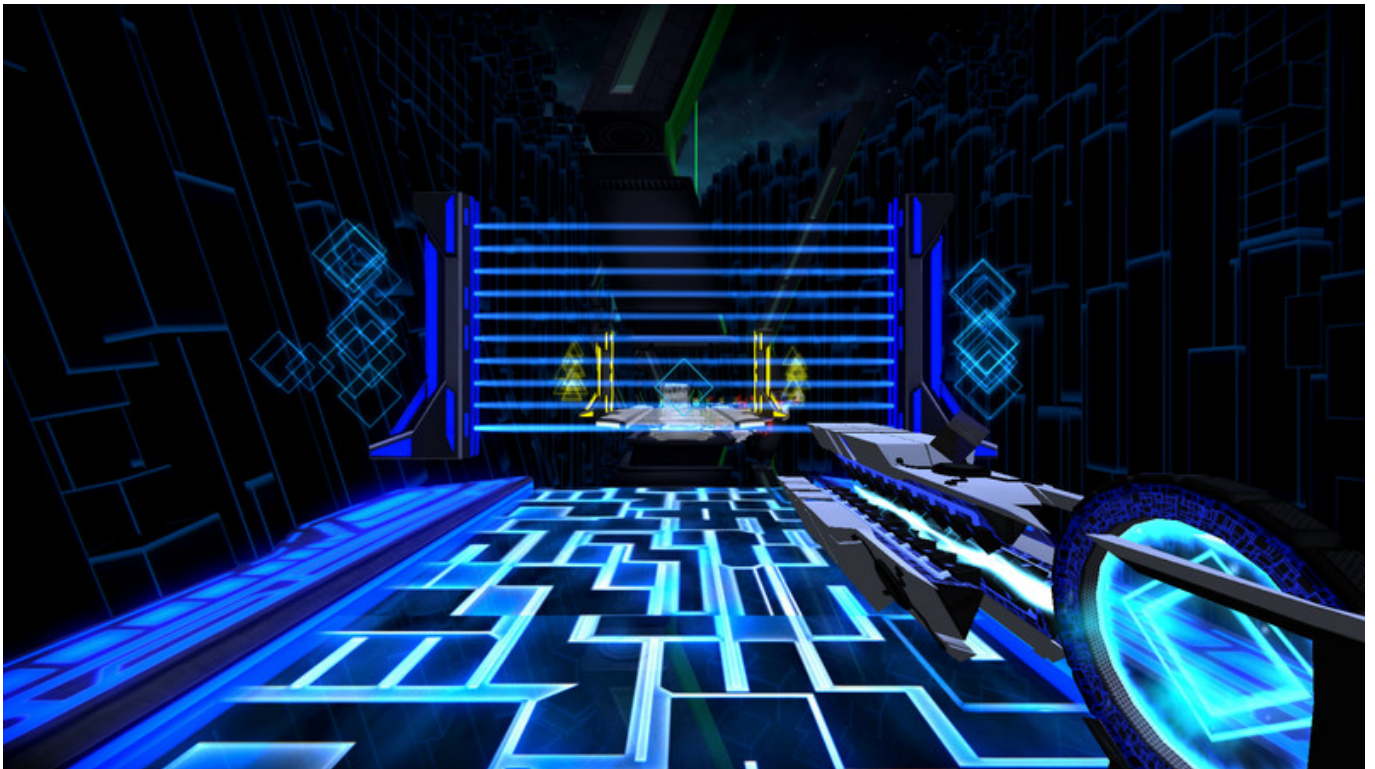
About This Game

Coffin of Ashes in an adventure-horror game made using RPG Maker. As an RPG game, ~~~~~~~~~~~~ st need to search, solve puzzles, run, or unfortunately die.

The Story

Delilah is an ordinary school girl. She was meant to go hiking with her classmates, but found no one at the appointed time in the appointed place. In order to take shelter from the sudden rain, she enters an old mansion. As her exploration in the mansion continues, she finds many mysterious phenomena that can't be explained. In this mansion covered by ashes, what's the secret hidden deep underground?

In order to meet again, she makes a date with her friends. After going round an infinite loop 101 times, will she successfully escape the mansion with her friends?

Character Introduction

Delilah:
A girl with beautiful black hair. Though she looks weak, she has a strong heart.

Lilin:
A pink-haired girl who loves to wear dresses. Despite the dark and cheerless mansion, she is very lively. What's her real purpose?

Ian:
A grim boy who is scanty of words. He always hides his face under his collar, indicating he has no interest in anything. What on earth could he be thinking about?

Title: Coffin of Ashes
Genre: Adventure, Casual, Indie, RPG
Developer:
Ladomu, Angels Blue Digital Entertainment, DigitalEZ
Publisher:
DigitalEZ
Franchise:
Ladomu
Release Date: 8 Dec, 2016

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Minimum:

OS: Windows 7/8/8.1/10 (32bit/64bit)

Processor: Intel Core2 Duo or better

Memory: 2 GB RAM

Graphics: DirectX 9/OpenGL 4.1 capable GPU

Storage: 500 MB available space

English,Japanese,Simplified Chinese,Traditional Chinese,Russian

A fun, bust frustrating game sometimes. I recommend it, but I got irritated many times in later levels. It's the wall jumping levels. When you jump, the character already has his own momentum, and the tight wall levels don't fit with this momentum. Counteracting the momentum by holding the opposite way you're jumping is finnicky at best. I died countless times even though I knew how to solve the puzzle and did all of the right inputs, but the time you have to react feels like miliseconds. If you hold the button just a fraction too long, you overcorrect and land in spikes. Undercorrect, and land in spikes. There is no room for error.

Other than those levels (there are only 2 or 3), I really loved this game. The colors mechanic is very interesting and mind boggling at times. It's a great concept. I completed everything in 2 hours and some change, but it doesn't feel too short or overstay its welcome, and for its heavily discounted sale price, I definitely think the game is worth it despite the few unfun levels.. Great software, works fine, on all my computers and notebooks, could handle 2000-8000 picture easily. This is the fastest solution for now !! Using it for 5 months already. Recomend it for sure !!!.. This game is amazing. Harpoon traps are so satisfying.. Lovely little game, I would love for it to have so many more levels than the few it has.. Cool little indie arcade flight sim, there's about 50 missions at about 8 min each one, it can be played either in arcade or simulation mode, it was in one of the indie bundles, cool game to waste some time.. Ugh.

Looked like it had promise - some kind of updated, re-imagined
Project: Space Station.

Nope.

100% garbage.

Don't waste your money.

I've requested a refund.
. Um Like. It twas awesome. Just play it!

Game crashes on startup, had to press the start button like 5000 times to get my play time up to 5 mins so I can write this review. followed all the guidelines, no help from capcom, will refund in a week before my refund time runs out if problem cannot be fixed.. its fun if you like to break 7 keyboards over a video game. SOMA is a story based Sci-Fi game that focuses mostly on setting a strong atmosphere while adding touches of horror elements around it.

You spend most of the game walking around exploring the underwater lab you're in while occasionally dodging around some less than friendly things that're hanging around. That's pretty much it. There's no inventory system or anything else going on.

The game features a strong plot and stories that remain interesting throughout. Some people seem to complain about the monster segments but they aren't too frequent, keep you on your toes, and are a welcome break from the monotony that sets in from just walking around finding stuff.

The only complaints I have are that some of the underwater walking sections can get a little confusing since you can't see too well around you. Also, there were two spots I think where I needed to hit a button in order to advance and I simply missed seeing those buttons, so I got stuck for a while before I finally noticed them. Game could've used some good puzzle segments, any puzzles currently in the game are barely puzzles.

SOMA is a well made game. Whether you like it or not will probably come down to whether you enjoy the plot.. I didn't understand how you could possibly have a "Historical Pack" without the inclusion of an M1 Thompson. I then contemplated why I couldn't possibly understand this, made an angry post on the forum about it, got incomprehensible replies on the forum, made an angry post about my angry post, then cried myself to sleep whilst playing with other users who were also using the new historical weapons, having a genuinley good time during the hiest.

I then completeley forgot about my irrational anger about the M1 Thompson not being included.

I then looked at the clock and realized I had been playing PAYDAY 2 for the past 6 hours, missing an important assignment deadline for work.

This DLC pack ruined my life.

10 \/ 10, would buy again.. Graphics are very bad. this game is really just a joke the graphics are aweful the story is abismal no personality and in my opinion a waste of money. Great addition to the M3 genre, many interesting mechanics, lots of levels, cute story and music. If you're stuck there are powers to use and those can be harvested on other levels if you happen to run out. Or make self-challenge to complete without them. After clearing can go back and try to make all levels to ***.. \u826f\u304f\u8a00\u3046\u3068TD\u521d\u5fc3\u8005\u5411\u3051 \u666e\u901a\u306b\u8a00\u3046\u3068\u30af\u30bd\u30b2\u30fc\u8cb7\u3046\u306a. Fun, but short game. Very cute visuals and decent soundtrack.

Buid 1.3.2:
Build 1.3.2 is now live and includes the following:

Fixes. **Build 1.9.1**:
Build 1.9.1 is now live and includes the following:

Fixes. **Build 1.3.1**:
Build 1.3.1 is now live and includes the following:

Fixes. **Build 1.5.1**:
Build 1.5.1 is now live and includes the following:

Fixes. **Thank you!**:

Hey all,

I just wanted to take a moment thank you for your purchase. It means a lot to us, and we hope you're having fun with it!

Secondly, I wanted to let you know that I intend to keep investing in the game over time. It may not happen for a while, as I've since moved on to my next project (follow @snugsound on Twitter if you're curious), but at some point in the near future I plan on adding new challenge levels, weapons, upgrades, game modes, and perhaps even new episodic content. As with most games, we had to drop A LOT of ideas in order to release within a reasonable timeframe, but I really hope to have some of them eventually see the light of day!

In the meantime, anything you can do to help spread the word is greatly appreciated, as is a Like or follow on social media, or an honest review.

And as always, if you run into any bugs please post in the forums or reach out to me directly--supporting OH will always take priority over anything new I'm working on :)

Thanks again!

Adam / OH team. **Steam Cloud now enabled**:

Hey all, just a quick note to let you know that I've configured Steam Cloud. If you play across multiple computers your save data will synchronize automatically. Let me know if you run into any issues at all!. **Build 1.3.3**:

Build 1.3.3 is now live and includes the following:

Fixes. **Build 1.0.4**:

I've just uploaded build 1.0.4 to the main branch:

Fixes. **Build 1.0.1**:

Well, it's official: we're now in Early Access! 😄 We've just uploaded a new build that fixes some issues we noticed in the first couple "Let's Play" videos, as well as a couple other small things:

- fix for first menu item remaining selected when using mouse for menu control

- fix for mouse cursor not visible in first level when using keyboard/mouse scheme

- fix for trooper animations named incorrectly

- enemy sorting fixes

Note that this build introduces one small quirk with menus:

- when using gamepad to control menus: if the mouse is over any of the buttons, they will show as "selected" briefly (~100ms) when the menu is first loaded

We felt this was better than the above issue re: buttons staying selected when using the mouse.

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