

Coffin Of Ashes Free Download [full Version]



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About This Game



Coffin of Ashes is an adventure-horror game made using RPG Maker. As an RPG game, you will 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







This game is definitely not "pushing the boundaries with modern graphics and exceptionally deep gameplay". For example the outline effect that indicates how well you hit, is rather cheap. But what Infinite Tanks does offer is solid craftsmanship. The graphics do look nice, and the game is fun to play.

Also, the "Incredible realism" thing is a bit euphemistic. It's an arcade shooter game, not a simulation. Which is exactly what makes this game fun to play. It's rather easy to get into, but becoming good takes time and practice.

So, all in all, Infinite Tanks is effing cheap. I mean - seriously - the worst part of the game is the developers description on this store page ;) If you're even remotely interested in this game, go ahead and give it a try.

I really loved this game and cannot wait for the next installment. The interface is easy to navigate, the voice acting is amazing, graphics are perfect for the atmosphere and the story is captivating! There is one part in particular that really jolted me but the entire second half of the game had me on pins and needles. If you liked this game, also check out Darkness Within 1 & 2.. Not bad. I almost put a hole in my ceiling while smacking my controller into it as I threw a grenade -_-

You really should make reloading something the user has to do, though. Once you've manually reloaded in a VR game, you never want to go back to having it done for you.. Recommended !. Today they release the first bundle - the music and SE And they said there are 20 RM2000 Remixed BGM

However in fact there is only 10 with two differet format: ogg and m4a
Hey WTF are this things? Are you kidding?

so I don't recommend buying this unless the upcoming 3 bundles are decent.

2nd pack is updated today.

15 or so characters from rm2k, with rm2k style faces, rmmv style faces, rm2k style busts and sideview battlers. Not bad. However, not as good as Cover Art Characters Pack.

I would rather call this season pass "rm2k pass". And it be appeal to rm2k fans.. Buy it when it's on sale
Then bust some balls

Early Access:

Hey all, Snug here with some big news! After much contemplation, Ricardo and I have decided to release the game in Early Access initially.

“Why?” you ask. “Isn’t the game mostly done?”. Well, yes it is, and that’s exactly why we’ve decided to pursue Early Access:

We’re at a point where we feel the game is “good enough” to release, but we don’t want to release something that’s just “good enough”, we want to release something that’s GREAT!

So, this left us with two options:

- Release the game as it is, with minimal opportunity to improve it down the road (there are just some things that we wouldn’t feel right about tweaking after full release, such as level designs)
- Delay the game further

We didn’t really like either of these options.

Enter Early Access.

We feel that by going this route we can maximize our chance of making something great: we’re able to get it in the hands of more players sooner, and we’re able to actually respond/react to the feedback we receive and make changes to the game accordingly. The fact that the game is already stable is a win: you’re not buying a prototype, you’re buying a nearly full game, along with the chance to help take it to the next level.

So here’s the plan:

- We’re going to drop the price by \$2 USD for Early Access (so, \$5.99 USD, though note that the price difference between Early Access and launch will vary slightly by region)
- Those who participate in Early Access will also receive a copy of the soundtrack (which will be available prior to full

release)

- We intend to build and foster an active community during the Early Access period (likely 2-3 months). We will be using Slack for internal dev chat and will be opening it up to those who are interested in being more actively involved in shaping the game.
- We will also watch the community (reviews, discussions, etc.) very actively during this period

We hope to have the game live in Early Access within a week or two, so watch this space for another announcement.

Thanks for your interest in Operation Hardcore, we look forward to working together to make something great 🤪. **Build 1.7:** Snug here, just a quick note to let you know that build 1.7 is now live in the main branch and includes the following:

Fixes. **Presenting: Undermine:**
Hi everyone,

We're pleased to announce the upcoming release of our next game: [Undermine!](#)



Undermine offers a unique twist on the survival horror genre, featuring procedurally generated levels and roguelike elements.

As with Operation Hardcore, we'll be using Early Access to refine and evolve the experience; early adopters will be rewarded with the ability to help influence the direction. While we realize there's some stigma attached to Early Access, those who purchased Operation Hardcore during EA will understand our commitment to ensuring an engaging and stable experience right from the start, and to seeing our projects through to full release.

We hope to enter Early Access within the next few weeks, so keep an eye on the [store page](#) for more details.

Thanks for supporting the games we make, it's very much appreciated!

P.S. For those who haven't picked up a copy of Operation Hardcore yet, we'll be running a weeklong deal next week (starting

September 11): 45% of the base game, and 50% off the deluxe edition.. **Build 1.10:**

Build 1.10 is now live and includes the following:

Fixes. **Build 1.3.3:**

Build 1.3.3 is now live and includes the following:

Fixes. **Build 1.5.1:**

Build 1.5.1 is now live and includes the following:

Fixes. **Transition to full release:**

Today marks a major milestone for us: today we pulled the trigger on the transition to full release!



It's been a long (but fun) couple of years, full of experimentation and learning. While we're sad to see it come to an end, we know this is just the start of something much bigger!

Thanks to all who supported us during Early Access, and watch this space for news about our upcoming games!

To celebrate the full release, we're offering a week-long launch discount of 25% off the base game and OST, and 35% off the Deluxe Edition.

. **Build 1.11.2:**

Build 1.11.2 is now live and includes the following:

Fixes

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