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About This Game

The Crown of Leaves is a hybrid of non-kinetic visual novel and point-n-click adventure, that will tell you a story about mysticism, riddles, constellations, anthro, beasts and ghosts!

Three chapters are planned for release; The first chapter has already been released - and it's here.

Every illustration, sprite, background and animation was made by the developers themselves. Most of the game music is also exclusive, and it was composed specially for the Crown. There are only four people that work on the game and non of them is professional in game development or programming. This is our first game.

Plot

Roui, a resilient city dandy, a half-educated jeweler and the author of scientific magic articles, dealt with a colossal failure and had to return to his homeland: Latori. Science isn't a thing here, and local shoddy mystical beliefs are really irritating and dejecting to Roui. He dreams to return to his old life... But how can it be possible if you have no money? One day, a prosperous local baron commissioned him for a bracelet, a gift for his lovely bride. Roui, in need of the extra coin, graciously accepted the order... But not long afterward he faced a new problem - the Mad Rook, a legendary and mysterious spirit, began to meddle in the lives of the locals, including Roui's. This spirit, an entity that plays tricks on mortals once a year, is possessed with strange magic and a dark sense of humor. Roui had no choice - he decided to gather information about the Mad Rook to find out who he really is!

Despite all the strangeness of the story, everyone can find something parallel to their everyday life and see themselves in one of the characters. This story will capture you and won't let you go until the very end. Turn your mind inside out through a twisted way!

Setting

Where is it set?

The setting is a fictional world called Shang-La, a world of mixed cultures and eras, and home to various strange creatures. This is a place of old magic and new ideas, where science works together with mysticism. You can find glasses and phones, electricity and radio here, but no guns or television. The inhabitants of this world still fight with swords. The continent they live in is surrounded by the boundless ocean. The Sun and the Moon take turns alternating in the sky, and the stars are made of metal and hiding tons of secrets in them.

Who are the Sahash?

Sahash are the second intelligent race in Shang-La, alongside humans. They are divided into five nations, differing from each other by their physicality, shape of their horns, and muzzles. Every nation has its own unique traditions and culture: ranging from habits, religion, law, and even tastes in fashion and food.

Despite the complicated relationships between these ethnic groups of Sahash, as a whole they get along with humankind, and even try to emulate them in spite of their more animalistic nature.

Key features

- Communicate with multiple characters, forge friendships, and make bitter enemies.
- Collect and craft items!
- Explore the world of Shang-La and meet unusual creatures, animals, spirits, and ghosts.
- Choose who you wish to become - the hero or the villain.
- Search for hidden clues to learn more about the game characters and plot!

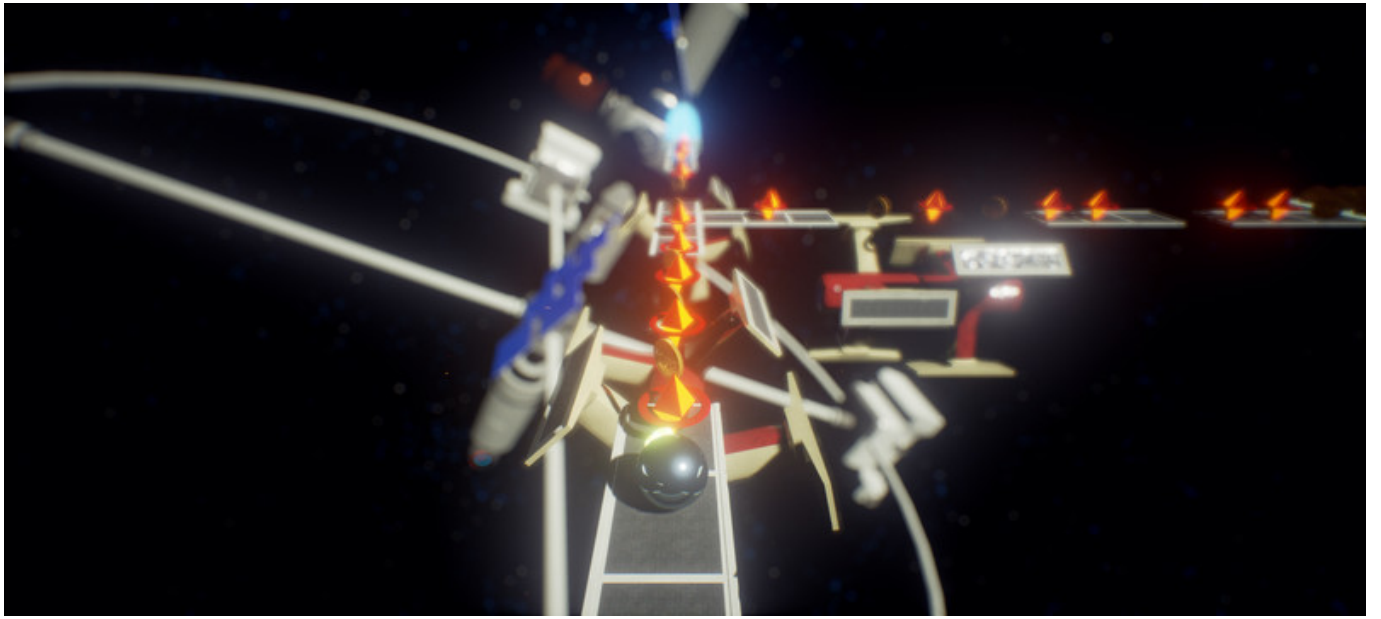
In our game you will find:

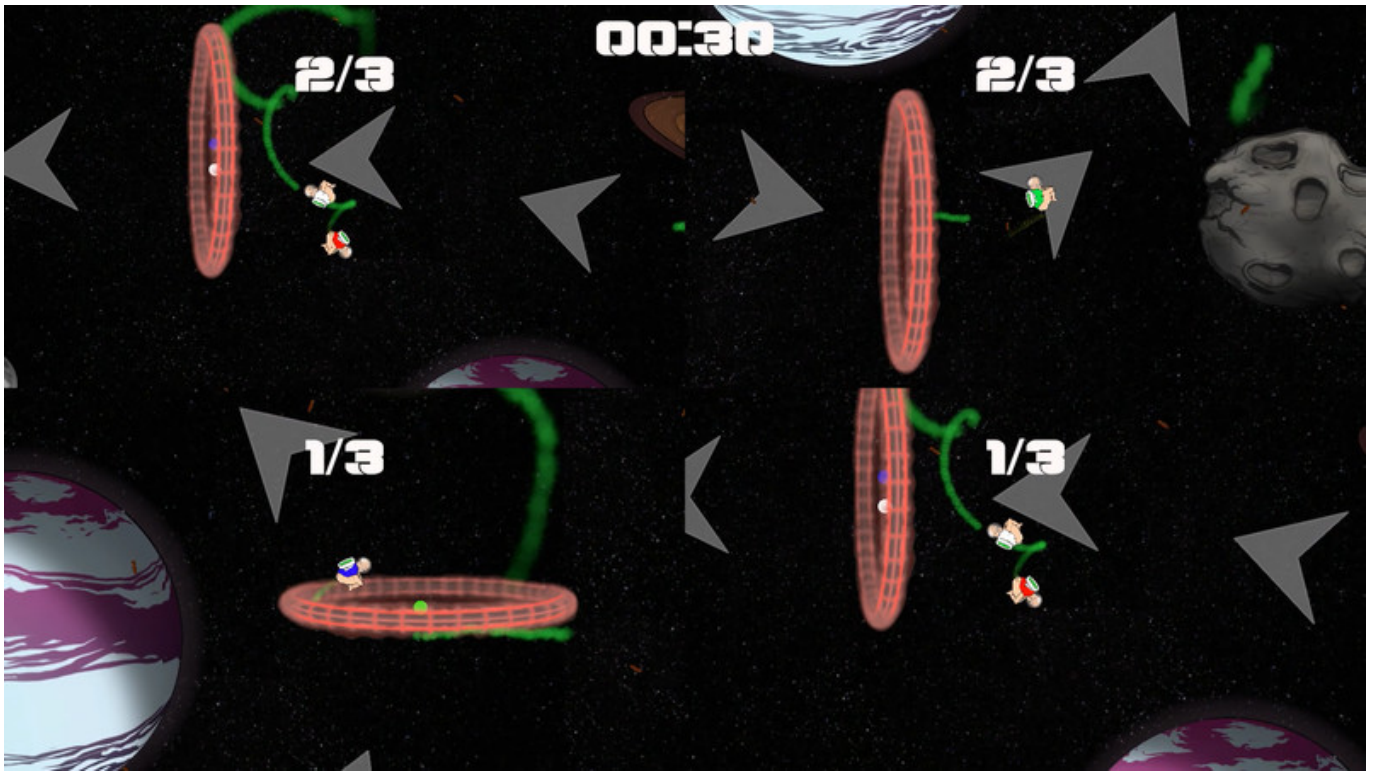
- Animated sprites
- An original, richly-crafted world with intriguing concepts
- Atmospheric OST
- A few episodes of the game
- Plot twists!

Title: The Crown of Leaves
Genre: Adventure, Indie
Developer:
Lingrimm, Natalie De Corsair
Publisher:
thebrokenhorn
Release Date: 26 Nov, 2018

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English,Russian







Project Rhombus. The simple, vibrant game that I spent multiple hours on.
AND YOU'RE GONNA HAVE....
A GOOD TIME!

Yes, this game is inspired by Undertale, which you can clearly hear through the music and see in the gameplay. Don't be fooled, this one's a semi-rage-quitting game.

So let's go:

Pros:

- + Vibrant, modern graphics
- + Amazing dubstep soundtrack with hints of UT
- + Endless hours of fun! A keeper right here!
- + Basic gameplay with a twist!

Cons:

- I don't want to have a bad time so....no cons.

I really HIGHLY recommend this so much!! Beautiful music. I bought it mainly to support the developers V artists but they really are all amazing tracks!. I am recommending Cinema Rose, previous problems have been addressed.

These devs cared enough to immediately address issues.

The atmosphere, graphics, and voice over are wonderful!

The atmosphere and graphics are spot-on. Dilapidated when they should be, crystal clear when not. The voice acting is sublime!

The theater design (love the posters!) is a throwback to cinema days long gone but recreated in perfection here. Game play is smooth and all mechanics worked well for me.

Game length was added.

I am so impressed at how hard the devs worked to add content now, addressing bugs etc. Well done.

I am still waiting for a patch so I can finish a game I bought last year! Those devs sold their game and went on to the next leaving a game unplayable for many.. It's a lot of fun, feels pretty polished, and makes you think. Throwing is, obviously a big piece of it. I can see why some say the throwing is "off" but I can tell you by flubs were my own. I think the throwing is fine. I'm not through the story yet entirely but if it can be expanded with new challenges\puzzles\story\content it might compete a bit with Portal.

I use a vive and had zero sickness. Again it's fun and creative. Definitely recommend.. Starlite: Astronaut Rescue is a very short game. It is no wonder the game is three dollars.

The says that it is part of a larger project, so as a standalone game it is a quick and casual idea of what NASA is planning for 2034. The player has to make a mathematical calculation at one point in the game, but besides that, it seems like a very basic concept for a much larger game.. I love this game. If you played Starflight or similar games, you will love this game too. Deep, deep, deep... and arcade minigames like ship boarding and asteroid variations and a planetary lander and more. Heads up - V-sync ON and Monitor at 60 Mhz, game needs to run at 60 FPS or it too fast to play (FPS tied to refresh rate, and gameplay speed is tied to FPS). Worth .49 cents. Just get guns of icarus online.. Well it's certainly been around long enough to become a 'Classic' and have it's price lowered to \$9.99 which is pretty nice. It comes with a nice selection of liveries ranging from the early days of BR Green upto EWS and NSE with the loco come in seperate versions 33V0 and 33V1. Despite coming out in 2012 it still looks good with decent sounds and cab\panel lights with strong scenario making potential thanks to the various versions and schemes. Also included is the Sea Lion blast wagons.

For the serious Class 33 fans Armstrong Powerhouse has a Class 33 sound pack to replace the currently dated sounds.

I have come across a annoying problem and involves the throttle and brakes not responding to keyboard commands when the Class 33 is set to go to Faversham on the London-Faversham route in scenario maker. Even if Faversham is removed as a stop or destination the problem remains and the only fix so far is to restart building the scenario from scratch and avoid using Faversham.. After really liking Ebi-Hime's free VNs on Steam, I had high expectation for this one.

Sadly... This game never live up to them.

The main characters feels shallow, it's full of otaku references (a turn off for me) and the story is just... Totally not interesting. The humor really feels forced, the romance too.

I quite forced myself to finish it, in hope of seeing something interesting. Nope!

I can give some points for the cute drawings, the great food drawings AND descriptions. Other than that, meh.

The soundtrack is pretty forgettable too.

addicted. Come try and take down my scores !. Very nice game for the price! Its very hard when the girls are dancing at the same time as you are trying to keep the rytm o.0 Funny idea :D. A Virus Named TOM is not a bad game, but the game mechanics and controls don't make this all that fun to play. It really needs a more intuitive method to rotate blocks maybe by using the left\right triggers or bumpers.. Silver Knight is an early access roguelite game very similar to The Binding of Isaac and Legend of Dungeon. In short you control a little knight who has to go through a randomly generated dungeon, killing dozens of enemies and picking random loot in order to save your princess.

In theory it sounds great but unfortunately the game is almost unplayable right now due to bugs and poor design choices. I had to reinstall it 2 times before it actually worked and even then I had a hard time playing it for 5 minutes without something weird such as the game over screen infinitely looping, my character getting instantly killed for no reason or having multiple background musics playing at the same time happening. Even without any bugs the gameplay isn't that great but to be fairly honest it's somewhat better than quite a few other games in the same price range.

At least for now I'd say you should avoid this game even if it's on sale. Give the devs some more time to work on the game.. This is a great, addicting game. Love that each level is different with unique music. It is very challenging with the keyboard can't wait to try with a controller. I haven't beat a level yet but I keep coming back for the challenge. Especially love the music score in the main entry screen when you start the game. Great colorful graphics too! Way to go Arcane Four Studios!. The game tries too hard. The dialog and narrative are cringe worthy.. This needs a lot more effort before it's worth buying.. I played NF1 and this game is nothing compared to the first one it doesn't even feel like navyfield I was actually upset because I wanted this to bring new life to navyfield but its just not as fun as the first game. Welcome to **Insane Decay of Mind, spiritual successor to Bonnie Tyler's two-packs-a-day anthem 'Total Eclipse of the Heart'. The first friendly face in this game that can be bothered to talk to you tells you "LOLLIPOP COMPASS" and then twists her head around at inhuman angles as you back away slowly down the corridor.**

Honestly, that really sums this impenetrable madness up for me. You walk around, you find objects. Sometimes you can pick them up, sometimes they just mysteriously vanish when you go near them. You're never entirely sure whether you're progressing or just dying as the game seems to randomly regenerate the level each time you're killed by a tentacle or zombie hall monitor or jackass in a rabbit mask.

I'm aware that me being unsure of what in the name of god this game is trying to accomplish is not much of a valid reason to vote it down but I walked into a door, the game froze for about a minute and then reloaded the same area with the Lollipop Compass madwoman standing mere feet in front of me and I'm having a hard time believing that any of that was intentional. Lollipop Compass indeed, my dear. Lollipop Compass indeed.

Baffled progress below:

<https://www.youtube.com/watch?v=GqtHyDLxAwY>

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