
Coma: Mortuary Download Windows 7 Ultimate



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About This Game

The story is about a guy who has lost meaning in his life, because of the tragic death of his girlfriend. Drunk and depressed, he got behind the wheel of his car, determined to commit suicide in the same spot where she died. Somehow he survived the accident, but fell into a coma, and his soul is now wandering the world of the dead where a new story unfolds.

Title: Coma: Mortuary
Genre: Adventure, Indie
Developer:
Nova Dimension, Naga Entertainment
Publisher:
Naga Entertainment, Nova Dimension
Release Date: 12 May, 2014

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Minimum:

OS: Windows XP SP3, Vista, 7.

Processor: 2.0+ GHz processor

Memory: 2 GB RAM

Graphics: NVIDIA 6000 series or higher graphics card

DirectX: Version 9.0

Storage: 4 GB available space

Additional Notes: Not tested on Windows XP!

English,Russian







I don't want to spam links or anything, but I think this video I made will do a good job of showing why I do not recommend this game and why I was furious that I purchased it.

https://www.youtube.com/watch?v=nu_v54negZA. The game is alright, a bit short in my opinion and quite a lot of movie watching, slow walking speed but quite enjoyable. if the other two parts come out maybe play them all in one go as you're looking at about an hour ish of gameplay for this.

[not bad, not brilliant.](#)

[6-7/10. There isnt much to say about this game other than its just plain dull. It gives you no reason why or direction to what your supposed to be doing. Which basically consists of walking around aimlessly down corridor after corridor pulling the odd lever every now and then. The monotone mutterings of the narrator about angels and demons doesnt help matters either making you care even less about the supposed story. Also there are no puzzle elements here, you are simply trying to find the exit to the cut-and-paste surroundings. The movement speed also has to be mentioned as your character moves so damn slow. Which I can only think was purposely put in to extend what is already a short experience.](#)

[The only redeeming qualities are the graphics and sound design, which aren't too bad at all. Although the death-metal style choice for the one short chase scene seems SO out of place.](#)

[Overall very disappointing and I can't recommend this no matter the price. Hopefully the other episodes are more entertaining.. Worth the \\$1 I payed for it. It is a bit short and thats saying something because I don't rush. I take time to look at every crany and it could use more scare. The story is amusing enough but needs more atmosphere and better graphics. I would not recommend this for more than \\$5 though. It is about \\$0-\\$5 worth so about \\$2.50. There are other free games similar to this that offer more such as SCP Containment Breach.. This game reminds me of a place i remember as a child called Fun Zone. An overpriced indoor playground Where any possible fun was ruined by the angry teenage attendants constantly yelling "NO RUNNING!!!!". The movement speed is painfully slow. Add a run function, and the beautifull graphics would be worth experiencing, but until then i can't come close to recommending.. I went into this game with somewhat high hopes. It looked very atmospheric and had an interesting concept, and it still does, but unfortunately it falls flat. The game looks great and is very unsettling, giving you feelings of despair and loneliness. It makes you feel like something is going to get you at any moment. The game also had a interesting concept or idea around the story, that death affects more than those who die, that one death can affect and hurt many people. While I loved the idea behind the story, the game ended up disappointing me for a few reasons. Mainly because its short, its badly paced, and this game was supposed to have sequels, but they never came out, so the story is unfinished. It also had some bad design choices, like blaring rock/metal music during a chase scene, that just killed the atmosphere in my opinion. I also had a problem where after I died from an enemy \(the only enemy\) I was stuck moving slowly, so there was no way I could finish the game, without restarting it completely, because she would just kill me over and over again.](#)

[I posted a video about my thoughts here if you are interested](#)

<https://www.youtube.com/watch?v=NMyXVmkur-4>

[Overall, it starts off nice, but it disappoints. I wish it had done more and didnt end everything on a cliffhanger.](#)

I do not recommend this game. Here are the pros and cons, if you want the TLDR, it's the last paragraph.

Pros:

Story - It was kind of hard to follow the story, however I found the story quite enjoyable.

Models - Some static models are okay and don't stand out too much.

Ambient Occlusion - This was one of the things that made the visuals bareble, because it sure wasn't the textures, shadows or even shaders.

Cons:

Voice Acting - The actor pauses on nearly every word like they had an audio file for each one and couldn't produce the audio or edit it at all.

Flashlight Delay - If you accidentally turn your flash off, you can't instantaneously turn it on again, there is a delay and it's not good.

Sound Quality - The quality of the sound feels like the music went through the shredder before being implemented into the game.

Music - The rocky-ish music which comes around when you are randomly being chased, is awful for this theme of a game.

Graphics - Although it says high on mine, it doesn't feel like it.

Walking - Footstep sounds still play even if your walking into a wall or a blocked entity.

Process - The game isn't 64-bit (seriously like wtf).

Textures - Some textures seem to be high quality and then some are really low, it seems they didn't have a house-style sheet for their texturing "yeah let's do 1024x1024 and then for these just do 128x128 or something..."

Models - A few models are really bad, such as the dead body models.

Model Animations - All they do is wiggle and that's it, the first encounter of an AI (sort of) is when a dead-ish body is wiggling on the floor like a fish out of water, it was hilarious rather than scary.

Animations - The intro animations were in 30fps, seriously man.

Transitions - Fading, seriously it's not u2665\u2665\u2665\u2665ing powerpoint.

Text - Why in god's name would you have pixelated text and normal text merged together, it destroys the theme.

Clipping - The clipping in the game isn't as advanced as you would want it to be, most of the time you will see your self popping down and up on rough terrain which should be smoother.

Water - I don't mind walking on water but do we really have to have -5 billion % slow or some u2665\u2665\u2665\u2665\u2665 like damn.

Sprinting - No sprinting, wtf why is there no sprint.

Death - From time to time you will see yourself in the death screen, and most of the time you won't know what you died from.

I will rate this a 4/10, it's only worth on sale. The only thing I found interesting was the story and the only visually pleasing things were Ambient Occlusion and the Models. Other than that it was garbage, it isn't worth its price unless it had a huge update fixing these problems. And you know what's funny, I managed to find all of these cons and few pros just in half-an-hour. Easy to spot and still not fixed and or changed.. In a world where horror means gore, Slenderman and inappropriate jump scares, Coma:Mortuary is the scariest game that I have played in a long while.

The game uses atmosphere and sound beautifully to create a tense atmosphere, and pretty soon you feel helpless, wandering around endless corridors, enduring the terrors that appear. This is one of the few games that has appropriately used jump scares and managed to form chase scenes that go on for the perfect length of time u2013 you don't get away too easily, but you're also not running for so long or regularly that you're bored.

I have a few issues with this game, however. One of which is that you cannot run or even jog at will, which makes the game feel like it is dragging at times. Even a slightly faster walk that the player can use would help prevent this feeling of drag.

Additionally, the puzzles were less u201cuse your brainu201d and more u201cDoes the hand appear when I hover over this?u201d. Finally, after the credits there is a sequence of rolling down a corridor, interlaced with scenes from the game (With added footsteps), so you feel like it might build up to something. Has the game ended? Is there another scene? No. It just loops. It doesn't build up to anything and it doesn't end, which ruined the end of the game for me when I was waiting for it to take me back to the menu screen (as most games do when they are done). So just be aware of that.

But overall I did really like this game and I would recommend it.

If you want to see a bit of game play to consider buying it for yourself, I have linked my playthrough of this below.

<https://www.youtube.com/playlist?list=PLcN6cXpODyhfiwsgcqrhn8cjoVOyNSyY>. I paid about 50 cents for this game but honestly this is a game that should be offered for free. Seemed like they were going for more of an experimental narrative type game than an actual horror-type game. You spend the majority of the game walking very slowly through tunnels without a real purpose except to flip the occasional lever or two. The one action scene they give you comes out of nowhere and it is extremely lack-luster.

One thing I actually did like about the game was the story and I would definitely read a book about this game. Only problem is that it would be better than the actual game was...

Coma earns from me a 1/5. Please do not spend your hard-earned six dollars on this game.... During my very brief time in The Land Of The Dead, I learned the following:

- The Land Of The Dead is a hauntingly beautiful place, lovingly realised with (mostly) top-notch graphics. It has nice sound, also.

- One can never walk any faster than a speed slightly above GLACIAL in The Land Of The Dead, except perhaps when being "chased" by things popping up (but not necessarily moving towards you) in corridors and doorways. Water provides an even greater obstacle to one's movement, thereby proving the old adage that "blood is thicker than water" COMPLETELY AND UTTERLY INCORRECT (mind you, I didn't get to walk through any blood in the course of the game, so perhaps I'm just jumping to conclusions). For those who can't handle the break-neck pace, however, there is fortunately the option to press Left Shift and slow yourself down even FURTHER.

- There are lots of dead-ends in The Land Of The Dead. Which take \u2665\u2665\u2665\u2665ING AGES to back-track from, for reasons listed directly above.

- Every visitor to The Land Of The Dead is helpfully supplied with a FLASHLIGHT (it is pretty dark, after all).

- There are lots of levers and cranks in The Land Of The Dead, used to open doors and so forth. These levers won't necessarily be close to each other OR the portal one is using them to traverse through. In other words, bring a packed lunch if you plan on trying to get through any doors in The Land Of The Dead.

- The Land Of The Dead comes complete with mediocly-acted narration, in some desperate attempt to recreate the atmosphere of Dear Esther, only in a far less linear environment with far less clues as to where exactly you're supposed to go next. Again, a packed lunch (and, perhaps, dinner) is advised; you may also wish to borrow a saint's halo to make the journey slightly less agonizing on the whole.

- There are a lot of "first-person" cut scenes in The Land Of The Dead, all of which are directed by a very nervous person with a twitchy mouse hand who can't pan around smoothly.

- There is death metal music in The Land Of The Dead, but only at highly inappropriate times, such as when one is being chased down corridors by witchy ghost women who look like cardboard cut-outs. Or witnessing end credit sequences which are as unskippable as the game is now unleaveable, except by way of forcefully shutting one's computer down.

- Lastly but not leastly, The Land Of The Dead apparently comes in three parts. Here's hoping the next two are at least slightly better, and FREE to all of us who who were kind enough to give the developers money for THIS barely passable excuse for a "game". ONLY RECOMMENDED WHEN DIRT-CHEAP IN A SALE, AND ONLY FOR THOSE OF US SO ADDICTED TO HORROR GAMES THAT WE'LL PLAY JUST ABOUT ANYTHING AND EVERYTHING.

Verdict: 5.5/10.. So a man walks into a catacomb.

slowly, really, but just enough to make you want to run the \u2665\u2665\u2665\u2665 outta there so you don't have to hear all the \u2665\u2665\u2665\u2665ed up\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665coming from everywhere you dont want noises to come from.

No place that actually SHOULD contain a jumpscare does so, and the spooky\u2665\u2665\u2665\u2665\u2665\u2665that

COMES outta nowhere wont leave you alone: when you get to do something when your nerves are completely wrecked from all the odd noises, you will panic.
and do it all wrong.
and you will die.
horribly.
then trial and error.

god damn i hate this game so much i love it!
my \u2665\u2665\u2665\u2665ed up nerves were definetely worth the 4.99\u20ac i paid.
The sad story is truly sad, and if i woulnt leave computer once in a while to regular bathroom visits, i would most likely cry to the story alone.

i loved it.. If you want to hear a bored, off-brand Ron Swanson narrate generic dialogue about the afterlife, over VIDEO GAMES SLOWEST WALK CYCLE, then definitely check out Coma:Mortuary. If you're looking for a game where literally anything happens, maybe look elsewhere.

Oh, and if you do decide to check it out, stick around for the most comedically misplaced death metal music, while you walk slower than someone can crawl.

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