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About This Game

"Corona Blossom" is a visual novel.
(A kinetic novel, without any choices)

The game features character art and designs by artist nanaca mai, who previously worked on the super deformed character art in "The Fruit of Grisaia."

Now, her cute characters will come to life, moving and expressing their emotions using the "e-mote" system.

STORY:

Meet Keiji Osaki: a young man who hates dealing with machines, despite being very skilled at working with them. That's just the kind of guy he is.

After failing his college entrance exams, he begins helping out at his grandfather's workshop, which specializes in repairing VORKS, heavy-duty industrial robots. For a while, he enjoyed a quiet life in the countryside, doted on by the workshop's regular patrons.

One day, however, his life suddenly takes a turn for the strange, when he encounters a metallic lifeform attached to a meteorite that fell from the sky.

To make things even more complicated, the organism he rescues takes the form of a forgotten girl from his past. This is how his life with the metallic organism known as R-ne begins. But after a while, R-ne learns how to speak, and tells Keiji that she wants to go back to her home planet. Moved by her words, he sets his mind on sending her back into space, no matter what.

This may prove difficult, though, when a female space pirate - also known as a rare metal hunter - appears out of nowhere, and gets in his way.

Caught up in this whirlwind, will Keiji and his friends be able to send R-ne safely back to her homeland?

Title: Corona Blossom Vol.1 Gift From the Galaxy

Genre: Adventure, Casual

Developer:

Frontwing

Publisher:

Frontwing USA

Release Date: 27 Jul, 2016

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Minimum:

OS: Vista/7/8.1/10

Processor: Intel Core 2 DUO 2.0GHz

Memory: 1 GB RAM

Graphics: VRAM320MB, 1280×720

DirectX: Version 9.0c

Storage: 3 GB available space

Sound Card: Support for PCM playback through DirectSound

Additional Notes: Windows Media Player 9 equivalent or higher

English,Japanese,Simplified Chinese

Equipment & Skills

L1 **R1**

Armor/Accessories

- 
Clear Phantom Mantle
133 171
- 
Damp-Proof Strongbox Boots
94 81
- 
Long-Range Ring II
7 0
- 
Shiny Bulwark Brooch
20 25


Clear Phantom Mantle
133 171

★★★★
0/10

Slightly boosts resistance to confusion.
Boosts dark resistance.

L2 **R2**

Weapon-Switching: Automatic



Bracken Lv. 115

2952 / 2952

| | |
|--|------|
| | 1039 |
| | 1125 |
| | 1142 |
| | 669 |
| | 762 |

Outfit
Ingenious Outfit

Change which armor and accessories you have equipped.

T: Change Outfit
W: Wpn. Switching
A: Unequip
B: Auto-Equip
X: Confirm





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I had to buy a controller for this game to avoid a trip to the hospital because of wrist sprain! This eliminates that problem.. Good game if you want to waste some time, however, doesn't save your progress. A cute little experience that places you in the position of a trainee wizard, under the tutelage of a quippy talking skull. Since it's free there's no reason not to recommend, it runs fine so there's no issues with optimisation or motion sickness. The concept itself is intriguing, although I do wish there was more to it - I feel like more features would be very beneficial, at which point I'd probably be okay with paying for the game.. When you step into the games menu, that's totally epic in it's self.

I quite like the design of the game and customization of the character, when you first start playing the in shooting range you get to know the variety weapons as well along with how large this games is with just about 30 seconds in the shooting range itself. I don't see anything wrong with it so far and a thing landfall did an amazing job, I did get it for free but I'm certain I'd pay 5\$ for the game.. This is an old school dungeon crawler and is somewhat reminiscent of the old "Temple of Apshai".

There is no WASD movement. Click where you want to go and your man will walk there.

Battles auto engage when your character and the MOB meet.

Thile this game is somewhat limited as to what you can actually do, it does scratch that nostalgic itch.

Graphics are 16 bit-ish soundtrack is MIDI-ish. The in game music tends to get on ones nerves after a while (I turned it off)I didn't find any bugs and the game works smooth. If you're looking for a simple time killer that reminds you of the good old days, this isn't bad. If you're looking for more... Not going to find it here.

Overall rating 5/10 based on repetitive simplicity but I would recommend to that that want to re-live their childhood.. Dance Magic is nice fighting/rhythm game with several dance styles, locations and characters.

You can pick one of seven dancers, each dancer has five basic abilities and three special moves, also different required inputs to use them. Characters will dance on the right and left side of the screen, you can use five basic moves to beat opponent. Basic attacks always do some damage, Rage attacks do double damage but ineffective agains shield. Next 2 moves put up a shields for you and take down an enemy shields. The last one is important for combo multiplier.

If you like rhythm games and looking for something more, this game is for you!

My rating: 8.5/10

. This game is good. Basic.

If you like civil wars, then you have to play with this.

I think the price is expensive, but you can get all Civil War games in a bundle.

You can complete it very easy, and you can get all achievements.

And you can get trading cards too.

wtf are these garbage controls? Feels like I'm driving on ice. Having gone through depression, I can relate to this game a little too much.. What it lacks in visual graphics it makes up for in emotion. I had to stop a couple times because it just got too real for me. Great game either way.. overall a good point n click. Very polished for a EA title. Appears (except for lack of campaign) to be pretty much feature complete. One thing it really could use is a manual (it will have one upon completion). Without a manual or tooltips there are some things that I have no idea what they do. I really think that one thing that the game is going to need down the road to hold a player's interest is a third faction (maybe as DLC or expansion), Overall it gets a big "thumbs up" and it can be enjoyed in its current EA state.. Hello,
First off all, my English isn't the best so please don't blame me. :)
Okay. I bought this game, because i just wanted to play an indie game. I don't know. I just felt like it.
Okay. This is a puzzle and a platformer (as meant in the tags ;)) so you have to jump and to switch on your brain.
I never played a game like this and i think this is the first one with such a method. You easily 'switch' into 'yourself' to reach different places and handle otherway.

. i think this game is just amazing been playing it for forever even threw all glitches and all alpha matters it just keeps getting better couldnt ask for a more amazing game threw and threw

THANK YOU

day break

FOR BOTH MAPS. It's great, but for the love of everything holy, TURN OFF NARRATION. It doesn't track with clicking ahead, so unless you only read as fast as the narrator speaks - and I bet you read faster - you'll be constantly bombarded by a voice telling you lines you clicked past 30-60 seconds before. Incredibly annoying.

whew Got that out of my system. Anyway, this game (more of a massive choose-your-own-adventure book than a GAME) is very clever and very funny, if occasionally irritating. The humor is surprisingly arch and for all of the "choosing" that happens in a choose-your-own-adventure, this one can be unexpectedly railroading at times: lots of "but that doesn't make sense; are you sure you wouldn't rather xxx?" or "humor" that practically qualifies as self-impressed liberalism writ large.

I do recommend it; it really is funny and clever and interesting. But I'm not sure I plan on reading Dinosaur Comics again any time soon after playing this.. This game is pretty well made with great ambience and no cheap jumpscare so far. Even though it may not seem like it but I did feel a sense of something was following me throughout the house which made me think there would be some jumpscare. This game does do the dread feeling that someone is going to scare you. Gameplay is fine and smooth just odd that it defaults inverted y axis for me but nothing too bad. it is a bit expensive for the horror house experience but there could be more too it

As always you can judge for yourself <https://youtu.be/0DBVuuH5HIA>. This game is a short and neat little semi-roguelike game with some pretty polished graphics and sound (though a bit repetitive). I say semi-roguelike because the game shuffles tiles around, but the tiles themselves are the same, just moved around sometimes. The randomness can be unforgiving, especially due to the fact that one of the primary gameplay elements is stealthing around wandering enemies. Many times I would enter a room and be immediately spotted, often starting combat due to not wanting to lose my precious food. The enemies are also fairly repetitive, with overworld sprites often indicating the type of encounter you will have, ie: if there's only one person and its one of the other possible playable characters, you can recruit them.

All in all, a pretty neat, short, punishing game. And I do love that this is not early access or anything like that.

Why do I not recommend this? The game is extremely mechanics heavy, with no real narrative or mystery to really move it along, but the mechanics are fairly boring, with not a lot of strategy in combat or while sneak-looting. The randomness doesn't really add a sense of freshness on every replay, but instead a rather large amount of arbitrary success. I would die on a first combat encounter because the only loot I found was food and no better equipment. The next go-around I could find a revolver and ammo in the first container I looked in. There is no real curve of progression, since character traits are decided at the beginning of the game.

I also encountered several game breaking movement bugs that made me restart because I had gotten randomly frozen in place and could no longer move my character, resulting in being seen and dying or needing a straight restart.

This is barely a not recommend, and mostly because of the bugs. I totally get that there will be bugs, but the ones that break the game just ruin the experience for me.

EditVV

I love the support from the developer wanting to fix the bugs. Its great to see people fixing stuff after it releases. I'm gonna play some more and see if the game draws me a bit more. if you don't mind the Anime Humor (Ha ha! The blonde guy's into little girls!), Freesia's a fun, leaner take on Stylish Action games like Devil May Cry. No mansions to run through solving puzzles, just wave after wave of enemies to punch and kick the crud out of. The fighting feels a lot like the Tales series, especially the way basic attack chains, special attack commands and defensive abilities work, but minus the need to try and micromanage a squad of incompetent AI assistants. There's not a huge variety in enemy types or arenas, but that's not such a huge deal when a game just feels this solid to play, you dig?

Loca-Love Kickstarter!:

The Loca-Love My Cute Roommate campaign is [LIVE NOW!](#) Check out the PV, reward details, and much more.



An update for the game is now available.:

Changes:

- Fixed an issue related to screenshots
- Fixed an issue with the auto-mode feature which may cause the game to halt under certain settings.. **Corona Blossom Vol.2 is available on Steam NOW!:**

The second volume is now [available!](#) There's a 10% launch discount for the first week, as well!. **Corona Blossom opening/ending theme single released as DLC!:**

The opening and ending theme for Corona Blossom have been released as DLC for the game!

We hope you enjoy these catchy tunes as much as you enjoyed the game!

-Opening Theme
"Happy! Corona Blossom"

Vocals: Haruko Momoi
Lyrics & Music: Haruko Momoi

Arrangement: Toshinori Orikura

-Ending Theme
"Be Myself"

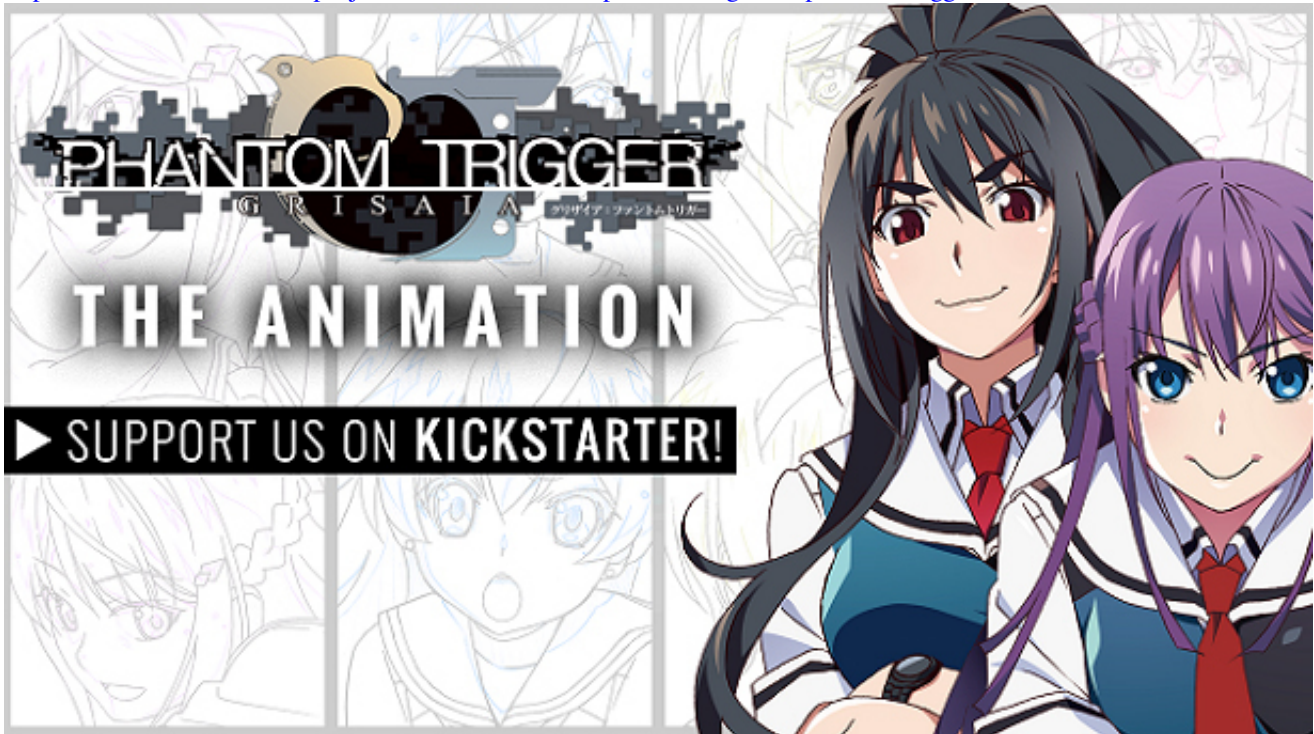
Vocals: Ayumi.(Astilbe x arendsii)

Lyrics: Ayumi.(Astilbe x arendsii)

Music: Toshinori Orikura. **Grisaia: Phantom Trigger Anime Adaptation:**

Did you know? The Grisaia: Phantom Trigger anime adaptation is coming soon, and preorders for exclusive Blu-Rays and more are open now! The campaign page has also recently been revamped with more details, a new pledge level, and more, so even if you've already taken a look, be sure to check it out!

<https://www.kickstarter.com/projects/1569438593/be-a-part-of-the-grisaia-phantom-trigger-anime-lau?ref=37ctah>



Frontwing's new visual novel now available!:

Our latest visual novel Momoiro Closet is out now and available on Steam.

http://store.steampowered.com/app/800180/Momoiro_Closet/. **Loca-Love My Cute Roommate:**

Our latest visual novel "Loca-Love My Cute Roommate" store page is online. Check it out!

https://store.steampowered.com/app/916060/LocaLove_My_Cute_Roommate/

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