
Coma: Mortuary Activation Bypass



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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







For all of the things wrong with this game (the walk speed is ridiculously slow, the flashbacks are silly, the puzzles are boring and get in the way), I still think about how interesting the spaces in the game are. Cavernous atriums, abandoned but still torchlit temples, stone passages that feel both decrepit and powerful; it's a serious and successful attempt at designing a place for primeval gods, or maybe the remnants of the first great age of their progeny. The game is definitely a walking sim, and a creepy one, but it's one of those few that feels like it's doing anything right.

I'd give it a 2/2. In a genre that is still trying to figure out what it means when bare visuals are the only real important thing in the game, Coma actually already figured that part out.. Worth the \$1 I paid for it. It is a bit short and that's saying something because I don't rush. I take time to look at every cranny 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.. So a man walks into a catacomb. slowly, really, but just enough to make you want to run the hell outta there so you don't have to hear all the banging and screaming coming from everywhere you don't want noises to come from.

No place that actually SHOULD contain a jumpscare does so, and the spooky atmosphere that COMES outta nowhere won't 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 nerves were definitely worth the 4.99 i paid.

The sad story is truly sad, and if i wouldn't leave computer once in a while to regular bathroom visits, i would most likely cry to the story alone.

i loved it.. 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.... 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.. 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. very short game but coma like most atmospheric type games it does a well good job at it i found myself immersed in it and glued to the screen i jumped a few times at some spots and the design and story its really good im very keen to see the other episodes and to hopefully see if they get released

[gameplay 4/10](#)

[sound 8/10](#)

[design 9/10](#)

[overall 7/10](#)

[i enjoyed it even though it was short. Not even at \\$0.57 can I recommend this game to anyone :P. My expectations were low but](#)

this game is a total waste of time. Basically you walk slowly(or extra slowly if you hold shift) through pretty repetitive and uninteresting rooms for 90% of the game occasionally solving simple\tedious find all the switches style puzzles. There are two segments during which you are forced to run which are somewhat tense but the rest of the time you are just walking slowly with the occasional loud noise scare popping up. While you are trying to enjoy your walking simulator you recieve the story in a pretty monotone narration that is very vague\ nonsensical at times. I was really expecting this to be a Dear Esther clone, but it doesn't even deserve to be compared to that game.

One of the main issues I have with this game is the immersion. In a game like this atmosphere is everything and a big part of that is being in control and experiencing everythging first hand. However repeatedly the game takes control of the camera and completely breaks the mood. The best example of this is the cage scene in the trailer featured on the store page(that scene which appeared to be interactive was half the reason i bought the game). That whole segment is a cutscene though you have no control whatsoever on the cage comes down even though the trailer makes it appear that way. It also doesn't help that there are a mind numbingly large amount of dead ends \ repetitive empty rooms that you have to go through. There is also a surprisingly small amount of detail given to each are sure there were a couple of areas which appeared interesting but for the most part the enviorment was very bland.

Finally the cherry on the pie is the game is a whole 40 minutes to an hour long. I came in at 60 minutes on the dot and that was after dying repeatedly and having the game crash to desktop 30 minutes in. It also ends rather abruptly with a cliffhanger that will lead into part 2 if it is ever made.. 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 gamplay 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.

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 mediocrely-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 unleavable, 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.. Short Version:

Pros:

- +Nice visuals
- +Interesting concept
- +Decent voice acting

Cons:

- Horrible walking speed
- Short
- Not tense nor scary
- Boring Puzzles
- Nothing makes any real sense
- Ending is disappointing

"Long" Version:

Ah, "Coma Mortuary"... A game about death! Sounds interesting.

Ok so, I got this game for 50 cents or something and I really wanted to like it...

Unfortunately, this game is, as many people pointed out before me, a walking simulator. Yes, there is some very basic fun to be had but, in the end, this game managed to bore me to... DEATH (heh)!

Anyways, you play as a nameless guy who lost his girlfriend. He decides to commit suicide, but finds himself trapped in a bizarre world. Sounds interesting, right? Unfortunately, nothing really delivers. Everything starts off intriguing, but after a couple of areas, you realize what you are in for - a snooze-fest. The game doesn't really have an ending because it was meant to be a trilogy, so you're pretty much playing a third of a game.

Gameplay is trash. You can walk slowly or walk... Slower... I am serious. I pressed shift to run and the character walked even slower - the fastest walking speed is painfully tedious and, considering the game has a few parts where you need to backtrack, this was even more annoying. I get it, walking CAN build tension but in this case... Frustration ensued.

You can also interact with levers but it's all really easy and dumb. The "puzzles" require a certain lever sequence to be solved but you can't even press the wrong lever or anything, you just need to find the one that can be pulled and you're done.

There's a part towards the end that allows you to run - it comes out of nowhere and the soundtrack turns into a heavy metal cacophony that left me "WTF".

Voice acting is serviceable but the guy goes on and on about some nonsense about "the place" he is in. I mean, I'm all for a deep understanding of death and hidden meanings but this bordered on ridiculous. Also, there are a lot of parts where the character is quiet and the only thing you can hear is your footsteps - yet again, not scary, boring.

"Coma: Mortuary" looks really good. Even though the flashlight effect only works close to the character, the game world had an "Amnesia: The Dark Descent" feel to it and everything looked better than expected.

So yeah, a cheap, hour long game with pretty graphics, where nothing else works.

Do I recommend it? No. I'm sort of easily scared by games and I didn't even flinch once with this one.

Final Score: 3 out of 10.. 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 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 it's 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.. Coma: Mortuary is an interesting concept for a game, with a rather poor execution.

Story:

In Coma: Mortuary you play as a man whose girlfriend died, filled with depression he decides to commit suicide in the same place she died, so he gets inside his vehicle and crashes it on purpose. But he seemingly survives the crash and is rather put into a coma from which he wakes up and wanders inside a mysterious cave.

That's about it for the story, it's nothing entirely special. It doesn't really go anywhere with it's plot and also the way it wraps up a story could be considered a negative, cause the game ends on a cliffhanger. The game was intended to be a trilogy, but since the first game came out in 2014 and there's no info on a sequel , it's safe to say the story will never get a proper ending.

Graphics:

This is probably one of the few positives I can name about the game and that is the graphics. The caves you explore are filled with detail and some interesting environments like an abandoned library and such. It does wonders for the atmosphere of the game, which certainly creeps you out when you explore the seemingly abandoned environments.

There is one negative which is a weird motion blur. When moving around the environments become blurred as if someone smeared vasoline over the lens.

Audio:

The audio is alright for the most part, nothing entirely special. The main character is fully voice acted and the acting is actually sort of decent. The soundtrack is also decent, giving the game plenty of atmosphere, to unsettle you and creep you out while you explore the caves.

Gameplay:

This is probably the biggest negative I have for the game. Coma: Mortuary is pretty much a walking simulator for it's entirety. It's really boring when you're exploring a certain location with no threat whatsoever. While the environments are interesting and pretty to look at, ultimately there's not much reason to actually to explore as there's no bonuses to do so.

Also the main character moves really slowly. The shift button actually slows you down even more which is annoying as hell. So when you explore the bigger parts of the cave you notice that you reach a dead end and you have to walk back at a really slow pace which really doesn't help the game at all.

Apart from the walking there are minor puzzles to solve to advance, but they are incredibly easy and will not prolong your journey by a lot, I wish the puzzles were a bit harder so there was a bit more play value, but sadly there's not much.

Verdict:

Coma: Mortuary is sadly a really mediocre game. While I still recommend trying out the game if you like horror games, I suggest waiting for a deep discount. There's not much play value as you can finish the entire game in under an hour and not to mention the game having a cliffhanger ending which will never get resolved. I suggest giving the game either a skip or wait till deep discount, not to mention you can get it really cheaply on sale, I think it goes down to under an euro so then it might be worth it.

Final Rating:

5/10

Pros:

- + Amazing atmosphere
- + Impressive environments

Cons:

- Cliffhanger ending which will not get resolved
- Boring

If you liked this review please consider joining <https://steamcommunity.com/groups/completingthebacklog> and <https://steamcommunity.com/groups/ImperialReviews>

[. 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\u2019t get away too easily, but you\u2019re also not running for so long or regularly that you\u2019re 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 brain\u201d 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\u2019t build up to anything and it doesn\u2019t 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=PLcN6cXpQDyhfIwsggcqrhn8cjoVOyNSyY>. 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 an 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.. It's evident that a couple of people inspired by the Penumbra series wanted to take a shot at making a slow paced mystical exploration horror game with focus on eery atmosphere rather than combat and jump scares. With this first part, which is supposed to act like an intro of sorts, they brought me from sceptical (I bought it on a sale so I paid almost nothing at all - so I didn't expect anything really), to underwhelmed, to a bit intrigued, back down to underwhelmed and landed on sceptical.

If they put in more effort on the coming episodes, especially when it comes to character models and the AI, then I think it will be at least worth a purchase. As this episode stands, I would not recommend it to the general public - but I would recommend it to horror lovers and people with a genuine interest of games of this type. The atmosphere is absolutely nailed at some parts, while it's completely ruined at others.

If I were to give it one of those oneliner judgements, I'd say "barely passable". If it's on sale again then yes, pick it up. You might enjoy it!. 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 recomending.

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