
The Coma: Cutting Class FULL



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About This Game



You were just another normal high school student in Korea. You had just sat down for your final exam, exhausted from an all-night cramming session. The result of all your preparation, and those grueling hours spent studying was dozing off in the middle of the test.

You awake to find yourself alone - no one had bothered to wake you when class was over. Night has begun, and you decide to head home. If you can...

It's a **survival horror 2D adventure**. Make your way through the now abandoned high school, packed full of haunting sights and dangerous traps. The school's hellish corridors are not all you must contend with. Your fellow classmates and teachers have warped into frightening ghosts, who will stop at nothing to hunt you down.

In this unthinkable situation, your choice is clear: figure out what brought you here and escape the nightmare. Unfortunately, it seems that your school and its inhabitants have other intentions.

Can You Survive The Hunt?

Run, hide, and hold your breath! Someone is out there. Of all the horrors lurking in your school, the most frightening and dangerous of them all is psychotic killer stalking the halls. When you hear her footsteps, hide yourself, lest become her next victim. Good luck, you'll need it!



Run & Hide

With no escape in sight, Youngho must roam the halls of his school at night searching for a way out. During this journey he will encounter many threats hell-bent on killing him. Running is the best way to avoid danger — unfortunately, Youngho isn't much of an athlete, so he won't be able to run for long. Find a place to hide from danger!

Explore

The Coma is a harsh world. This twisted reality of your high school knows no kindness. Use maps, notes, and tips from other characters to navigate your way through the world and figure out how you became trapped in such a bleak place.

Survive & Escape

Everything is out to get you. Youngho will have to avoid a persistent killer, living vines, and more to survive the school. Unfortunately, health is in short supply, and if you're not careful, you will die. The good news is that save-points provide a welcome breather from the onslaught of things trying to kill you.

Korean Horror

The Coma provides a glimpse — albeit a horrific one — into the life of Korea's overworked high school students. We hope you'll enjoy our infusion of Korean culture into the survival horror genre.

Content

As Youngho, you must navigate through the three connected buildings of your high school using the help of NPCs and your own wits. Along the way, you will find unlockable art, notes, and easter eggs that expand on The Coma universe. Oh yeah, and a relentless killer, several traps, and a lot of game overs.

Title: The Coma: Cutting Class
Genre: Adventure, Indie
Developer:
Devespresso Games
Publisher:
Devespresso Games
Release Date: 19 Oct, 2015

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Minimum:

OS: Windows XP

Processor: Core2Duo

Memory: 2 GB RAM

Graphics: Any with hardware 3D acceleration

DirectX: Version 7.0

Storage: 770 MB available space

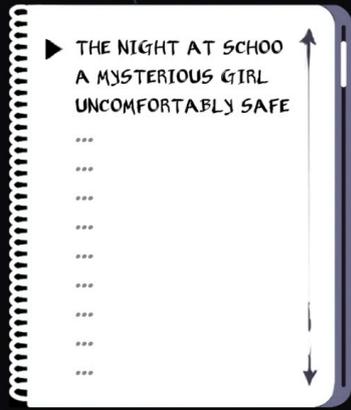
Sound Card: Soundblaster / equivalent

Additional Notes: Earphones

English,Korean,Russian,French,Thai,Japanese,Simplified Chinese,Turkish



NOTES



THE NIGHT AT SCHOOL

I had a strange experience. I ended up staying at school late to finish some homework that's due tomorrow. I was so exhausted, I ended up falling into a deep sleep. When I woke up, I knew something was very wrong.

Written by Seko Gill

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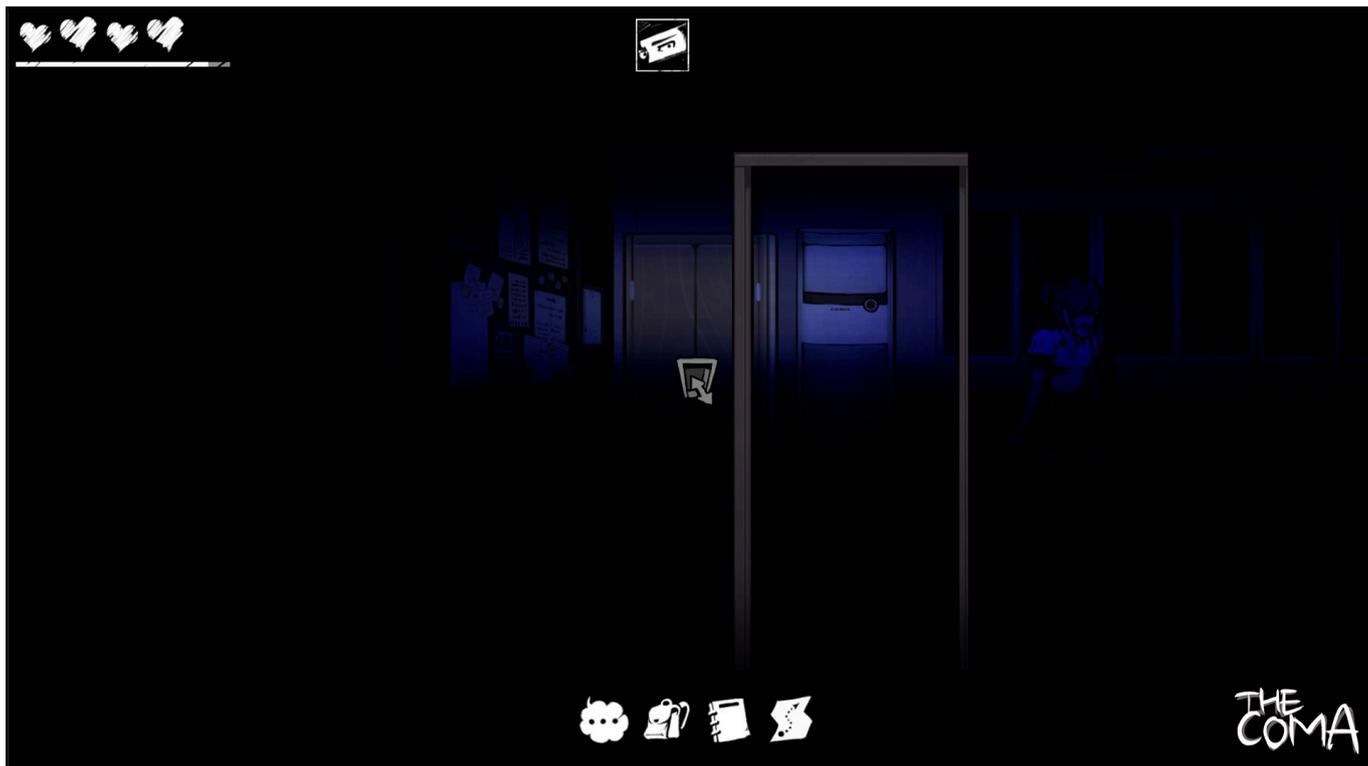


THE COMA



Jaesol
Great. You **STILL** think this is a dream. Why don't you open the door and find out?

THE COMA



This is a game that I never once had a moment where I wasn't enjoying it as much as the general playing. The detailing, the atmosphere, the sounds, all superb.

I would recommend this game to anyone who has the potential to enjoy horror. This game has the detailing(art), the music, the gameplay and the writing to back it all. Some might be like me and go in expecting a new "white day", but what you get is so much more. In saying that, I'll start with something more of a con-ish nature.

The atmosphere and the killer are both horrifying together, don't get me wrong. There were also things in the enviroment that constantly sent chills. But having more of a variety in scares or ghosts would have been great. We have one killer, a handful of NPCs and hidden ghosts that will damage you upon surprise.

This is one of few horror games I've encountered that are so open, and yet so rewarding for exploration. There are side quests, little interactions and notes everywhere with history on the world. It's all amazing. Every character has exceptional personality, and some even having potential for the future title.

And by future title, A SEQUEL GOT ANNOUNCED OMG YAY <3

Carrying on. There are a total of 5 endings now, one of which being the "True" ending, which opens up for the sequel. Here, I will be reviewing the canon ending. Speaking in spoiler-free conditions, the ending was great. It left many possibilites in the sequel, hinted who the next main character will be and left multiple characters with purpose for the future. We can expect great things. But right now? Get this game, it really is incredible.. This review hurts me to write, because I really wanted to like The Coma. I really liked the Clock Tower games, and this game draws massive inspiration from those, so I had high hopes going in, but sadly, it fails to deliver on several points, both large and small.

As for the small problems, I'd mostly attribute them to the ui and controls. Everything is real time, but all of the buttons are spread out over the keyboard. ESC closes nothing, so you'll have to find the designated close button to get out of a backpack or something in order to interact with something else and the controls don't feel as responsive as they should be. This causes a lot of cheap injuries that I felt I should've been able to get out of. The biggest problem with the ui is the map, mainly in the later areas. Once you get to the third building, several paths that look like they should be open are blocked off, requiring you to find alternate routes or teleporters. The routes that are blocked off are not marked on your map, even after you encounter them, and this becomes a massive hassle when trying to navigate the later, maze-like, levels (as well as something else which I'll mention next paragraph). These issues could be fixed with a simple patch, potentially, but the major issue I'll be mentioning, I'm not so sure of.

The big problem is the antagonist who follows you around. The Clock Tower games had their Scissorman and this game has an analogue, but there are major differences between the two that hold this game back from its full potential. In Clock Tower, encountering Scissorman was a relative rarity which served to add a bit of tension to the game. You had more than one option on how to deal with the encounter, and the game also had several ways that Scissorman could show up (walk around, jump out from a closet, leap out from a pool, etc...), all of which added up to an antagonist who added spice and fear to an otherwise standard point and click adventure game. In the Coma, the antagonist only shows up one way (walking around), there is generally only one way to avoid the antagonist, which is hiding. You can flee, but you have to flee quite a ways away, which leads to my next issue. The antagonist shows up far too often and kills all pacing. If you touch the villian at all, you lose about 1/3rd of your health, so you have to run. That means that while you are trying to solve the puzzles and navigate the maze, you'll randomly have to run in the opposite direction for a little bit, then find one of the many common hiding spaces, and then wait for about 10 seconds. That may not sound too bad, but on your tenth time in a row in a short while. it becomes incredibly tedious. I went from saying "Oh Crap!", to "God Damnit! Not again!" fairly early on, and this only gets magified when navigating the mazes in the latter half of the game. The one thing I'd recommend is perhaps cut the encounter rate in half and give some kind of way to fight off the hunter without damage, or at least reduced damage, because I really cannot overstate how much having to constantly run away kills all pacing. Imagine a maze where you have to draw over what you've been drawing at random, frequent intervals, or Resident Evil 1 (mentioned Clock Tower enough in this review) where, every time you saw a zombie, you had to run back three rooms and wait, then hope the zombie wasn't there when you got back.

It's a shame, because there is a bunch about this game I like, primarily in terms of characters, story, and art style. I would like to

see this game get more refined, but as of right now, I just can't recommend it to anyone who values tension over tedium.. It's always a good sign when I find myself repeatedly muttering the words "Hmmm, I actually really like this game" to myself when I'm playing something. Well, a good sign that it's a good game. Perhaps also the "first sign of madness", as they say. But we won't go there...

Since an eccentric little foray into 2D, Silent Hill-inspired "survival horror" entitled Lone Survivor came out in 2012, a number of other indie devs have attempted to capture a similar charm. While a couple have come reasonably close - last year's Claire comes to mind - The Coma may finally be a game which equals the inspiration of Jasper Byrne's little "neo-classic" (while also owing a tremendous amount to the "stealth horror" classic Clock Tower, as well as high school horror game Obscure and maybe, just maybe, the more recent DreadOut). While The Coma does very little which could be considered terribly "new", what it does it does very well.

It looks great, sounds great, and plays just fine too. It's scary enough - though it shouldn't stress any of you lightweights TOO much - and it also isn't that difficult really, until perhaps the very end, and might thereby be a rather good introduction to horror gaming for all of you thus far afraid to take the plunge. It's a fantastic little game which manages to find a balance between "cute" and "creepy" without compromising either, and is perfectly good value given the moderate length and substantial entertainment which it provides.

Sure, I could make a few minor complaints. The maps, for example, could take more cues from the likes of Silent Hill by showing you: a. where you've been, and b. where you can't enter (due to a barricade in a corridor, say, or something blocking a door "from the other side"). But on the whole, this still emerges as one of the more solid horror titles of recent years, and while that's not necessarily saying THAT much - it's been a quagmire of late, let's face it - it'll still stand up pretty well in years to come, methinks, not least of all due to the frankly "ageless" art style it's chosen.

Nice job, Korea! You're certainly putting the vast majority of Europe to shame at this particular point in time...keep up the good work!

Verdict: 9/10.. Get rektV10 by your teacher simulator. I love the art in this 2D horror game! Everything is pretty much on spot.
The story and lore is very interesting and fresh.

The only thing that I didn't like is the run & hide mechanic.
It works well at the beginning, but I found it very boring when it happens a lot later on cause you don't do anything when you hide. You just wait until everything is clear.

Well, I enjoyed it very much. If you hate school, but like spooky stuff then go for it ;). This is great game! Even though its a 2D game, I enjoyed it from the beginning to end. Great story line to follow also. I playedVrecorded my whole gameplay on YouTube. Check it out and see yourself!

<https://youtu.be/VgIeG74LAhaE?list=PLrWfXYCWLraauBuIh7WDZeUZtOgy3NtS>. One of the most enjoyable and thrilling horror games I've ever played! This game has perfect atmosphere which was built in a 2D sorta side scrolling game!!!! Majority of modern AAA-ish horror games can't come even close to quality this game has. This may be a little bit rambly review, but I'm greatly impressed with the game and probably a fan boy now.

[+ Marvellous atmosphere!](#)

[+ Very good visuals and I absolutely love their drawing of enemies! That hits every pleasure point for me. I have a super weakness for what people tend to call psychotic killer if she's a lady :D](#)

[+ Pretty interesting story which build up new mythology and provides us with nice believable characters](#)

[+ Developers even added additional ending after release!](#)

[+ Whoever worked on sound did amazing job! Footsteps, music which kicks in when you're in danger, that bzzzz sound :D 5+](#)

[Bottom line is that this game absolutely "worth it" and a must buy in my opinion! AND there is a sequel coming from what I understand on forums here! This time it's 99% that I'll be buying Coma 2 straight away and not wasting time for some overhyped tales of whatever boredom they release! Great job devs! Pure diamond here!. I haven't played too much of it yet, but I do have to say that I adore it so far. It gave me a good frighten at the start, which I haven't managed to get out of a horror](#)

game for awhile.

So far, I love the art in it, and the audio is also really good--the chase music is a little bit hectic, though, because there's a small dip in it that makes it hard to tell if you're still being chased or not, and sometimes the hiding mechanic is a bit of a pain--as it I would be a good distance away from her, and yet hiding would lead to me being attacked.

A few of the mechanics put me in the mind of White Day--specifically the utilization of vending machines, the hellish school atmosphere, and then being chased by a school staff member, though this is considerably different and amazingly unique from White Day.

Honestly, though, if you were a fan of White Day, I really recommend this one; if you're a fan of horror games in general, I also recommend this one.. Didn't really know what to expect going into this, but it turned out to be a very creepy game. A side-scrolling trip through a ghostly version of the main character's school, where a crazed maniac stalks the halls in search of you and a malevolent spirit alters the environment. You collect notes along the way that expand on the story as you try to find a way to return to the real world. Definitely recommended if you're looking for a very tense, pulse-pounding horror game.

A decent horror game with nice artstyle, disturbing moments and great audio.

Worth it's price to me, wouldn't mind a sequel.. Play style is almost exactly like the 1st SFC Clock Tower, and about just as good... In modern terms on how most games are rated, that'd be around 12-13/10?. The Coma has a sold place in the 2D horror genre with beautiful art work, great witting and a amazing scenes of spooks. An hour in and the only problem I had with this game so far is that I'm stupid... I had a hard time pronouncing the names but admittedly I don't know Korean but with that being said everything translates well to english.

I'm a big fan of horror games despite most of em being mediocre or just plain poopie (I'm looking at you Evil Within) so I'm a bit desensitized when it comes spookys (nothing really scares me). But surprisgly their was a moment were the game spooked me to the point of me choking on my own saliva. It got so bad I had to stop playing and take a break; I tip my hat to you game. Mind you I was playing at 2am with all the lights out so yeah it was spooky.

For \$9 its a must buy.

<http://steamcommunity.com/sharedfiles/filedetails/?id=538455106>. Nice horror 2D. The Coma is an engaging 2d Sidescrolling horror game with a bit of a corpse party vibe to it. While the content is a little less toned down there is an intriguing mystery to put together with some interesting plot twists and mentions of a future installment.

[The gameplay while simple does a very good job of not containing fluff. You won't find yourself constantly having to fix things or to double back for seemingly meaningless tasks, all of the exploration you do will further the plot or help you get a greater understanding of the situation.](#)

[Because I believe that rating a game is grounded in what it was trying to be, I would give this game a 10/10 as there is nothing more I could think to look for in this genre so seldom visited.. closet hiding simulator 2k17. best game.](#)

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