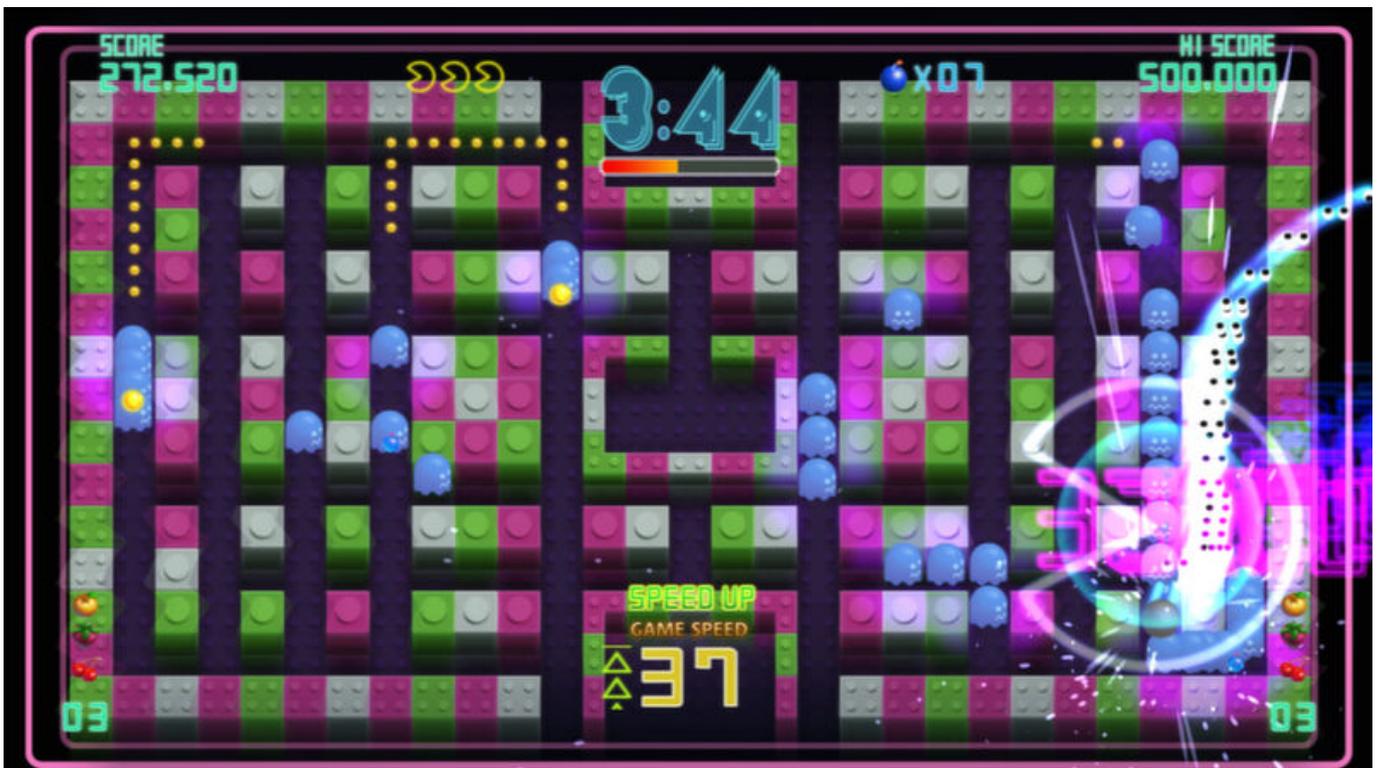

Heart Of The Woods Download For Pc [PC]



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About This Game

Synopsis

Heart of the Woods is a fantasy yuri visual novel about paranormal investigation, ancient mysteries, and a love between two girls that transcends life and death.

Maddie Raines has had enough. After years of serving as manager, editor, and general business-handler for her best friend Tara's popular paranormal vlog channel, she's finally ready to move forward with her own life. But when she agrees to take one last trip with Tara to the mysterious village of Eysenfeld, she's suddenly swept up in a dangerous supernatural crisis that will change the course of both of their lives forever. A strange young woman named Morgan has promised them undeniable proof of real paranormal phenomena, and what she has to offer eclipses anything they'd ever seen before.

However, out of all the strange occurrences the three of them bear witness to, one in particular captivates Maddie in a way she's never been before: the ghost of a young woman. This woman is Abigail, the victim of a centuries-old injustice now bound eternally to the forest surrounding Eysenfeld. Drawn to Maddie in a way she can't explain, Abigail reveals herself to another person for the first time in more than 200 years.

While Tara and Morgan investigate the mysteries surrounding the village itself, Maddie begins to form a bond with Abigail that grows to be more intense than any bond she's felt before. As she learns the truth about Abigail's death and imprisonment, she realizes that it falls to her and her friends to break the curse that has ruled over Eysenfeld for centuries. But more importantly than that, it falls to her to finally free the woman she loves.

Characters



Maddie Raines

A part-time manager, part time video editor, and full-time babysitter, Maddie has the thankless job of handling the absolute whirlwind that is her best friend.

She's professional, meticulous and intellectual; the first person to turn to when a problem needs solving. But when their investigation entangles her in an ancient curse, she's forced to confront phenomena beyond her comprehension, and more importantly, her own self doubt.

Abigail



For the last two centuries, the ghost of a young woman has haunted the forests of Eysenfeld. That ghost is Abigail, a kind and playful soul forcibly bound to the forest as part of an ancient curse.

Two hundred years of wishing for a life cruelly denied to her have led to a feeling of crushing loneliness and one overwhelming desire: to finally have someone to talk to.

Tara Bryck



One of the world's most popular paranormal vloggers (according to her), Tara is unfailingly charismatic and bursting with limitless energy. She's brash, intrepid, and always seeking something new. That often makes her a magnet for trouble: whether it's from relentless flirting, minor criminal activities or just plain pig-headedness, things around Tara have a tendency to end in chaos.

Morgan Fischer



A loyal Taranormal viewer and the daughter of Eysenfeld's mayor, Morgan is...different. When not running her small and mostly empty antique shop, she's known to disappear into the woods for days at a time. That, combined with her resistance to traditional social standards, has caused her to develop a bit of a notorious reputation in the village.

However, this resistance is not just an act of rebellion: Morgan knows that there's something sinister deep within Eysenfeld, and she's not going to stop until she tears it out at the roots.

Features

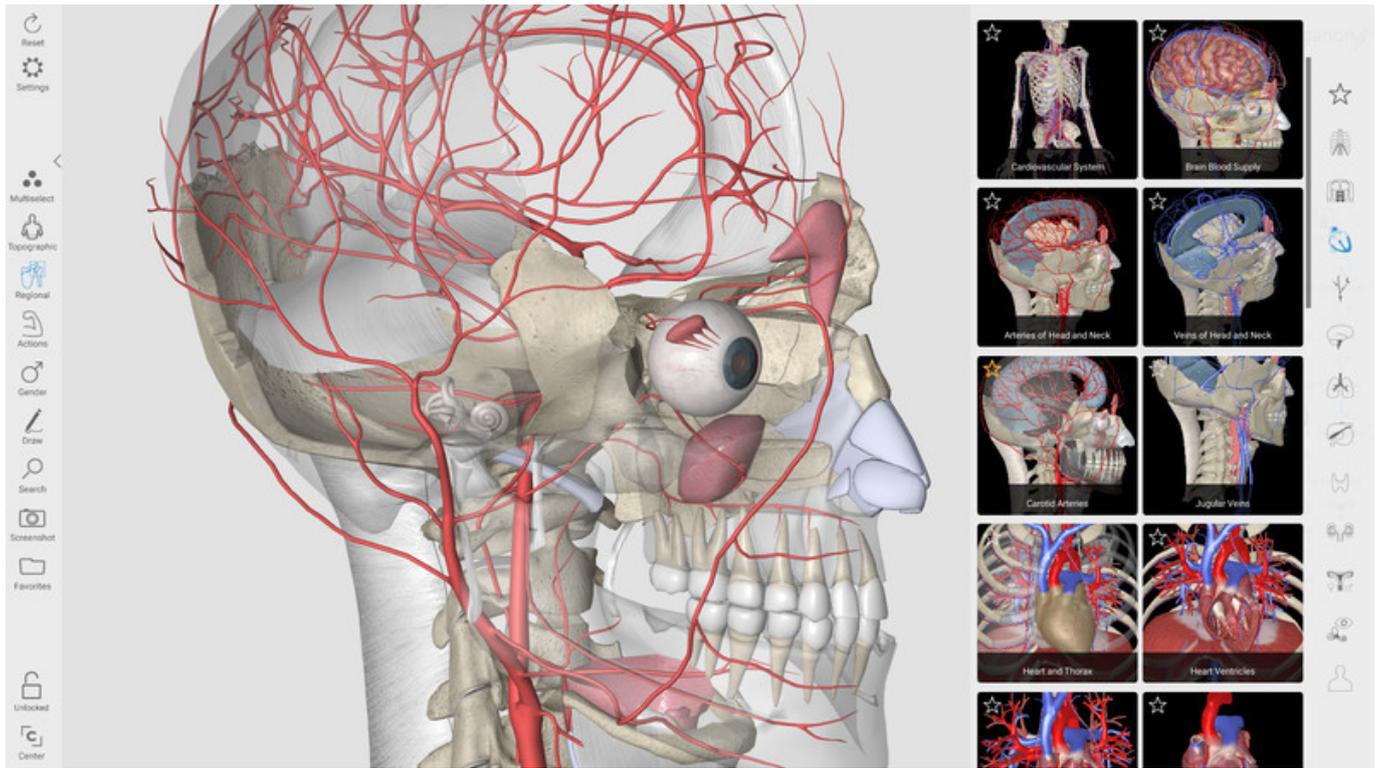
- Incredible character and CG art from Rosuuri
- Fully original backgrounds and soundtrack
- Approximately 130,000 words with multiple endings
 - Ending theme from In Love With A Ghost
 - Multiple accessibility options
 - Steam trading cards
- Extra features including a music room, CG viewer, and guest art gallery
 - At least one really, really gay ghost

Title: Heart of the Woods
Genre: Casual, Indie
Developer:
Studio Élan
Publisher:
Sekai Project
Release Date: 15 Feb, 2019

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English







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i like getting blown to bits by IED :D. Not bad for a rpg maker game, it is actually a fun game.. WATCH OUT! EARTH! I def. like this game, sometimes you dont want to think to much. I enjoy the 2D aspect of the game so far and you cannot go wrong for the price. I have only made it half way in the game and I enjoy the concept of gravitational forces when firing around a planet's body. I like the little video at the beginning and laugh everytime I hear cheering when I complete a level. I give this little game a A+++

<https://www.youtube.com/watch?v=ZQZ6wlt1c-Q>. Don't do it, he will just eat up Epic Gear and waster your space.. More game than you're expecting to get, hard in an intriguing and fun way. Excellent checkpointing, though note that you'll NEED it for some of the challenges (much like VVVVVV, there's a few really tough rooms \ challenges you'll need to get the good ending).

[If you ever wanted more Bionic Commando out of Bionic Commando, this is your game.. Aside from generic high fantasy and superheroes, pirates seems to be a popular genre for CYOA works from Choice of Games. Several of their offerings already explore life and on the high seas. Not to disparage the other fine offerings already on hand but I hold the opinion that Choice of the Pirate is the best one of them yet.](#)

[For one, it presents a wide scope in the narrative with a meaningful choice between civilization and freedom. Neither side is shown to be an absolute good but rather present different views on what people value in life. It also has a strong Carribean feel with native magic being intrinsically tied to nature. The set pieces are fun, especially as you meet creatures like merfolk, sea monsters and ghost ships.](#)

[Overall it is well-written and a fun romp. Each playthrough takes approximately 40 minutes which is decent for a CoG title so no fear of a truncated game either. I won't lie, the previous two offerings from CoG did not impress me much. Heroes: Redemption was basically the author strongarming the reader into listening and playing along with the author's political views while Sea Eternal was kinda meh. Choice of Pirates on the other hand is a strong offering that ranks alongside some of their best works.. fun someone play with me and laugh at me as i die xd. I wish there was a "neutral" thumb because this game COULD be good if they got rid of every cheap mechanic and polished controls a little bit. Every time you die it feels as if the game is purposely screwing with you. Some would say it just requires "skill," but the controls are sometimes just intolerable. Definitely one of the most frustrating games I have ever played, not asking for a refund just because it was one dollar.](#)

It's just the Revolver with a higher maximum rate of fire - it doesn't shoot grenades or dispense vanilla Coke or anything. Only really useful if you turn on infinite ammo.

I got this on sale, and you should too.. Claybook is now working very well on most systems, and the issues I had before are gone. The clay texture and clay "water" are very satisfying to manipulate, and I appreciate this quirky little game for what it is!. Odd difficulty.

A bit glitchy in a lot of ways, especially near the end of the game. The game doesn't use the typical "introduce a new mechanic and then make the mechanic steadily more difficult", it just throws the mechanic at your face and tells you to figure it out. The game uses a health system, but a lot of things will just instant kill you despite it not seeming extremely dangerous. Small ball of spikes in the center of the room? Instant death. Touched the side of a spike a little bit? Instant death. Spikes on the front of a minecart barrelling towards you? Surprisingly little damage. I typically don't feel in control of my character, especially in combat. Knockback is absurd and completely locks you out of your character for way too long.

The story is mediocre, though I will say that the artwork is pretty decent.

The powerups for the wolf feel somewhat satisfying. You steadily get stronger as the game goes on if you find the secrets. The powerups for Selena feel like\u2665\u2665\u2665\u2665\u2665 Everything is about her "special arrows", but enemies rarely drop ammunition for them. Need hearts for using wolf powers? Everything will drop them. Need an arrow so that the basic enemy will die in less than 6 hits? Sucks.

Edit: Forgot to mention, the bats are the worst designed enemies I think I've ever seen. They die in one hit, but good luck hitting them with Selena OR the wolf. They just spawn infinitely at the side of the screen until you reach a certain point on the screen, which is sometimes directly beside their spawn.. A very comprehensive book covering subjects that have opened up for me now such as 3D and 3D Physics. My knowledge of the AppGameKit engine is expanding with this well written guide.

Highly Recommended! :). This game is absolutly easy and that's where it has it's fault. It's too easy, simple and repatative. Payed 10cents for the game and I almost want it back.. you know what i \u2665\u2665\u2665\u2665\u2665ING LOVE , grinding 4 hours on miscreated to get the best loot and then \u2665\u2665\u2665\u2665\u2665ING FALLING 4 FEET OFF OF A \u2665\u2665\u2665\u2665\u2665ING CLIFF AND DYING INSTANTLY , I JUST LOVE THAT MECHANIC I WONDER HOW THEY CAME UP WITH THAT . MAKES PLAYING THE GAME THAT MUCH BETTER , \u2665\u2665\u2665\u2665\u2665 THE DELEVOPERS AND \u2665\u2665\u2665\u2665\u2665 THIS GAME.. Trash TV is a real short indie job. It's a good lookin' game with nice music and puzzles. My only problem, other than the length is that each level gives you a new weapon to solve puzzles in that level, and that weapon is used for puzzles in that level, and usually never again. There's a lot of good concepts that could have been elaborated on in this game, and some wasted potential. This game's good, but short, so wait for a sale or someth'n.

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