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About This Game

Corrosion: Cold Winter Waiting is a dark, shocking, and fear charged mystery horror adventure game, that casts the player in the role of Sheriff Alex Truman as he attempts to piece together the origins of a disturbed and unidentified car crash victim.

Set entirely underneath an idyllic country farmhouse, in the deserted and claustrophobic confines of a mysterious and secret underground complex, players will explore a place nobody knew existed, and uncover a twisted past that gets more and more terrifying with every corner turned, every door opened, and every note read.

What happened beneath Cold Winter Farm? What does it have to do with the stranger, who survived a terrible crash, only to sit and mutter the farm's name? And if the place is supposed to be deserted, who keeps opening all the doors?

Told from a 1st person perspective, in the style of Myst and Dark Fall, and backed by atmospheric pre-rendered 3D scenes, and a chilling score, Corrosion: Cold Winter Waiting weaves a tangled and brutal tale of love, revenge, jealousy, and bitter rivalry to create a horror experience that will bring new meaning to the concepts of hope and trust, and leave you questioning whether what you know, is really what you know!

Key Features:

- detailed storyline and characters
- 1st person point and click slideshow style movement

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- atmospheric 3D scenes
 - puzzles integrated into the narrative
 - 1280x 720 (16:9) screen resolution
 - chilling and emotive original score

The Background Story

Deacon Oaks is a small and quiet town, where nothing bad ever happens. Sheriff Alex Truman has a peaceful life dealing with lost dogs, trivial disputes, and a few drunks here and there. He should be the happiest lawman in the world. But there's just one small part of him that longs for some excitement, for something that would break the monotony he doesn't even realise is eating him alive.

One cold November night it seems his unspoken wishes may have been granted when he's involved in a car accident with a man who appears suddenly in the middle of the road. Alex is fine, but the man ends up in hospital with a broken leg, and several cracked ribs. Nobody knows who this guy is or where he has come from, and to make matters worse, he won't speak. Finally the town has its first real mystery, and Alex is overjoyed. But that joy is to be short lived.

With no way of finding out the man's identity, he's moved to the local state mental health facility, and life in Deacon Oaks goes back to normal, until two months later when Alex gets a call informing him that the "road guy" has at last spoken. Three words were all he would say – "Cold Winter Farm, Cold Winter Farm, Cold Winter Farm", over and over again.

Alex has no idea what it means, but he does know that Cold Winter Farm is on the edge of town, and that's good enough. The mystery is back, and Alex wants to get to the bottom of it right away. Problem is, the biggest storm in fifty years is heading towards town – he'll never make it out to the farm and back before the storm hits. But Alex doesn't care – something deep inside is driving him – he has to know who the "road guy" is, and he has to know now. Abandoning all rational thought and ignoring the warnings of his deputy, he grabs the keys to the 4x4 and heads out.

Ten minutes after he arrives at the farm, the storm is so out of control, that it uproots a tree, which falls onto the house, crushing the roof, and trapping Alex in the basement. That's not all though. The fallen tree has opened up a hidden doorway, which leads to a secret corridor. At the end of the corridor is an elevator, and the only place it can go is down. With no chance of being rescued until the next day, and with the overpowering need to find answers drowning out the fear he feels, Alex decides to take the elevator down.

But what will be waiting for him at the bottom? Will it explain the origins and identity of the "road guy"? Will it explain why the "road guy" was walking in the middle of the road, in the middle of the night, in the middle of the freezing winter? Will it explain why he wouldn't speak for two months? And if it does, will the answers be simple, or will they be ultimately more disturbing and terrifying than anyone could imagine?

Enhanced Edition

The "enhanced" edition of Corrosion: Cold Winter Waiting has been converted from its original square (4:3) resolution of 1024x768 to a higher widescreen (16:9) resolution of 1280x720 to better suit widescreen displays.

Other updates include a new inventory and larger in game text for easier reading, as well as several general improvements throughout.

Title: Corrosion: Cold Winter Waiting [Enhanced Edition]

Genre: Adventure, Indie

Developer:

Viperante

Publisher:

Viperante

Release Date: 1 Jul, 2015

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Minimum:

OS: Windows 98/XP/Vista/7/8

Processor: Dual Core 2 GHz

Memory: 512 MB RAM

Graphics: 128 MB DirectX compatible graphics card

DirectX: Version 9.0c

Storage: 700 MB available space

Sound Card: DirectX compatible sound card

Additional Notes: Display capable of 1280x720 resolution, mouse, and keyboard required

English







corrosion cold winter waiting enhanced edition. corrosion cold winter waiting enhanced edition badge

Point and click adventure.

Good story, Music and Graphics. Puzzles were challenging enough

Could have benefited from more keyboard controls for movement

Long enough playtime for the low price. Don't know why this game has so many great reviews, just trying to navigate in the game sucks any fun out of it. Can't enjoy a game when you spend 30 minutes stuck trying to zoom out and move.. This was actually a rather enjoyable little time waster. The game had that classic, cheesy adventure game feel. The story was admittedly quite flimsy and rather silly, and as expected the ending was rapid and lame - some more closure would have been warmly welcomed.

As with most adventure games you have to be prepared for some really wonky, convoluted puzzles. They're not difficult per se, but simply a little confusing. One of the few negative things that I'd give some scarce minus points for would be all those darn locked doors that you can't ever enter or explore. I understand that when we're exploring around in what is essentially a secret secret science facility, not every can be opened and, not every place holds any more secrets than the magic of stale coffee. Still, a few less inaccessible doors would have certainly enhanced the feeling. All in all it was a fun little experience, even if some of the puzzles were rather funny and the story was cheesy. I really did enjoy it! Had that classic corny adventure feel.

Though I wouldn't exactly say that the horror tag fits the game; there is some gore & demonic themes yes, but I would honestly say the game would belong more in the "atmospheric tension" category rather than horror. Nevertheless, I'd actually like to see more! A sequel perhaps, would be fun!

Cheers to the devs, I do love me a fun cheesy adventure game! :). Some of the puzzles are tough, and the graphics leave a lot to be desired but this has a great plot.. Have to admit, I had my doubts about this game before I played it. I got it for a quarter from greenmangamings' winter sale, and I was expecting it to be bad. I was wrong. Now, the game's not in the least bit scary. I was expecting it to be like an old point and click horror game I played on xbox called DECAY, but what it lacked in fear, it made up for in story. The story throughout the game has you constantly questioning yourself, and even at the end it has you wondering how much of what you were led to believe is true. All in all, for the price I payed, I got much more than I was expecting. I hope to see more good stuff from the devs in the future, because I'm definitely going to be playing more of their games.. While it looks like an interesting game, I personally couldn't get into it. The developer seems like a very decent guy though so give it a shot if you want to immerse yourself into the Myst style of gaming where you enter a world with very little knowledge and have to learn from the notes and journals left by the people who previously inhabited the compound (with their different personalities and as stated by the dev, varying levels of education).. Very good game, while it took quite a while and I utilized the guide whenever I got even remotely stuck, it was still a very interesting story.

For some reason, I thought it was a true story based on factual events (Did it say that at the beginning?) But Im 90% sure Im mistaken. Or I inhaled some Blue Monday.. Horrible, horrible movement system. Makes it really hard to navigate.

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? ? _ ? ?). creepy... as i love !!! riddles are really logical and difficult...you need to be a true detective !!! walking corridors to corridors, reading diary,looking some info into computer... transform this game as a thriller novel !!

not very scary, but really insane inside !!

well done !. Gave some creeping moments,

- Had a story

- Had some puzzles

- Had a hading Hades experience!

Fun to play!. I finished tha game today and yes, it's really not an easy game. In fact it's often quite frustrating and there are too many items in inventory. Sometimes new doors are unlocking without any obvious reason (or sign to the player that they are now open) so you have to search again and again if new areas have opened. You'll also have to read several PC screens and journals to fully understand the story or to even be able to solve the game. So it's frustrating and hard. BUT I still do recommend it because the story behind all the mystery is so complex unexpected and twisted that I know for sure that I won't forget it that fast. Also the graphics are looking nice and they and the soundtrack are really fitting the great atmosphere. So I give this game a "thump up" but be aware of the problems mentioned above before you spend money on it.. This is one of those games that without the help of the online community, I could never finish. There are tasks that must be done that are not obvious. And if one does not do everything exactly in order, one cannot proceed, no matter how unecesary, The story was interesting. But would never play it again, a key factor in my rating. It was not in the slightest frightening, but certainly frustrating at times. 2/10. Right, so I am a huge fan of horror games, and when I saw a new one that had apparently come out of nowhere, I was excited to see what it held in store for me.

The first thing, the fact that it is a point and click horror wasn't quite to my taste. Now I know that some people love point and click horror games, but it just didn't feel right. Eh, mixed point on that. But then we get into the actual gameplay and hoo man.

The puzzles start off mildly complex and require you to flex your brain, and only get more intense from there. I won't outright say what they are, but one puzzle that comes aout.. a quarter of the way in, and serves as your introduction to what ends up being a core component of the gameplay, was rather absurdly difficult and nearly had me give up on the game then and there. I managed to perservere though, with the help of a walkthrough.... a walkthrough that was written back in 2012. Over three years ago. Welp. Seems like this didn't come out of nowehre after all, just out of nowhere to me.

But yes, the puzzles which had been slightly difficult before get more and more so, and end up requiring you to wander back and forth throughout the area of the game you've already explored, to find what has changed after you solve a pzzle. I wouldn't have minded this as much, if there had been clues on where you were supposed to go. There weren't.

Then there's the fact that this walkthrough from three years ago exists. I don't mind that, but the edition available here is supposedly the 'enhanced edition'. Nothing at all had changed from the experience the walkthrough guide had, as all his solutions were the exact same in this game. Maybe the graphics updated or gameplay changed between the two version, but for nearly seven dollars, this game felt like a rip off.

TL;DR: Point and click obtuse puzzler from years ago. Buy the original if you want to play, it's probably cheaper.. stock footage

- washing machine sounds used to kill demons
- the worst voice acting I have ever heard in a videogame
- poorly written dialogues
- movement and orientation system gives you a headache
- general confusion
- atmosphere

- not playable without a full walkthrough guide
- list goes on

+ easy 100% achivs. There are some bad things about this game, but in general I would still recommend it (on sale).

The atmosphere is mysterious.

Most of the story is delivered by text though.

Thing I did not like too much is the fact that you are wandering around a lot, not knowing where to go. Sometimes items just appear at a spot were they weren't before or some doors are suddenly open. Would recommend to use a walkthrough actually.

Also the voice acting is not so good.

Not sure, if some of the spelling mistakes where there for a reason or not..

But the story is kinda creepy, which is good.

No gore or jump-scares (maybe just one) in it.. The atmosphere is creepy, the puzzles are good, and the mystery kept me guessing. I enjoyed this game and recommend it to any horror-adventure fans.. I would not recommend this game because of the lack of direction, objectives, and instruction as well as the obscure puzzles. I am currently stuck because a video from the archive won't play for me and I don't know what is wrong. This was a frustrating experience.

Change of email address:

Hi all,

I've been having trouble sending emails so if you have emailed me at info@viperante.com and not received a reply, chances are, things didn't work because I reply to all mails that require it. :P

So, if you want, please resend your email to viperante@gmail.com and direct all future emails to that address.

Thanks.

Byeeeeeeeeeeeeee. :)

Dan.. YouTube Channel:

Work on my new game continues at a rapidly increasing pace, but in the meantime I'm also playing some other adventure games over on my YouTube channel, which you might be interested in. Also, any videos concerning my own games will be posted there. :)

<https://www.youtube.com/Viperante>. Update to v1.2.2:

Game is updated to v1.2.2

Some people were having trouble using the ESC key to access the main menu, which was preventing saving. This update allows you to press F1 instead to access the main menu. This update will ONLY work with NEW GAMES. It will not work with save games. But if you have saved your game, you won't have experienced the ESC key issue anyway, and so you can continue to play the game as normal. Thanks. Dan. :). **New Game Page Now Available:**

Hey adventure fans,

There's a new store page for my new game, which is coming on the 26th April. Check it out. :)

https://store.steampowered.com/app/1064660/The_Death_of_Erin_Myers/

Thanks for your support. :)

Dan.. New game RELEASED!:

Just to let you know, the new game is now available. Check it out here:

https://store.steampowered.com/app/1064660/The_Death_of_Erin_Myers/

Hope you like it. :). **UPDATE to v1.2.1:**

Corrosion: Cold Winter Waiting has been updated to version 1.2.1

Updates:

Typo fixes

Bug fixes

Enjoy. :)

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