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## Origin Of Destiny: Crimson Awakening Activation Key Download



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### About This Game

Sophie and Mike have been separated by an evil group and must now try and rejoin forces before taking on a great evil. But something more sinister is happening and may change the world forever!

With the help of their friends as well as other travelers Sophie and Mike must try to stop the Dark Lord and a mysterious organisation from not only taking over the world but taking over history.

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Title: Origin Of Destiny: Crimson Awakening  
Genre: Adventure, Free to Play, Indie, RPG, Early Access  
Developer:  
CloudTheWolf Games  
Publisher:  
CloudTheWolf Games  
Release Date: 1 Apr, 2016

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**Minimum:**

**OS:** Windows XP/Vista/Windows 7/8/8.1/10 (32bit/64bit)

**Processor:** Intel® Pentium® 4 2.0 GHz equivalent or faster processor

**Memory:** 512 MB RAM

**Graphics:** 1024 x 768 pixels or higher desktop resolution

**DirectX:** Version 9.0c

**Storage:** 15 GB available space

**Sound Card:** DirectX 9.0 Compatible Sound

**Additional Notes:** XBOX One Controller Not Supported

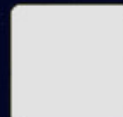
English

Получена новая коллекционная карточка!

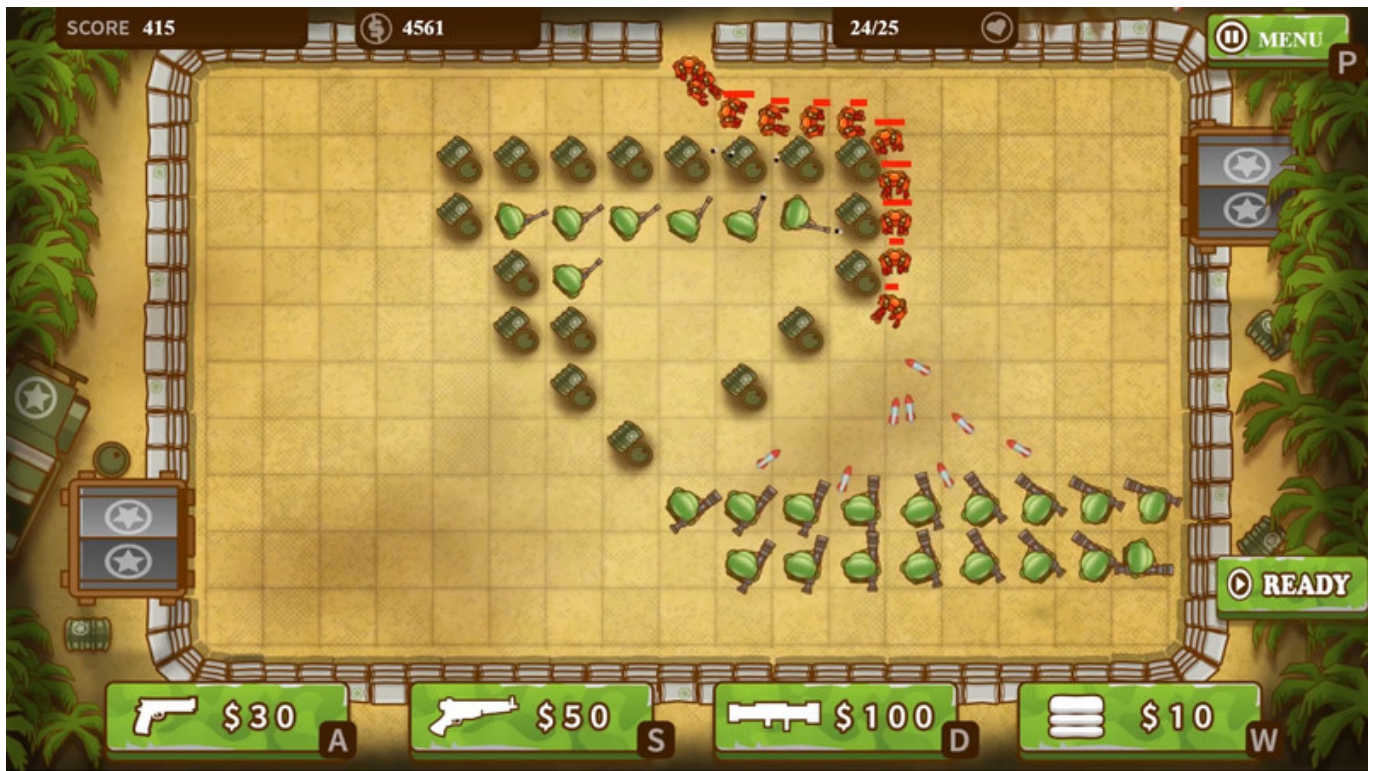


Коллекция: Солдатные микробции

Автор: Ghausst



OK





# CHOOSE NATION



USA



YHA NTHLEI



Innsmouth 1928 lasts 14 turns each representing about 1 hour between the 12th February 06.00 PM and the 13th February 08.00 AM, year 1928. It opposes the American forces of the Police, FBI, U.S.Coast Guard and National Guard versus the degenerate dwellers of the town port of Innsmouth. The first ones must seize the town and destroy all the hybrid and monstrous creatures they can find. The latter must hold at all costs and await reinforcements from the deep. The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields. New units such as the monster Dagon or the O-3 submarine will enter with the play of cards.

Estimated Playtime: 1h30.  
Favored Side: none.  
Hardest to Play: Americans.

START GAME

BACK

Development Build

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## Dev Beta R-102L2 Released:

Another Day, Another Update

as before the L tag in the version means this is mainly a Lore update!

Here's what's new!

- Blade Tech now has flavor text! (Hurray??)
  - Books have been added to the first floor library in the castle
  - Graphic Bugs fixed in multiple places throughout the game. **What's New Today? :o:**
- So what did I add today?

To be honest not much.

I fixed a few bugs, Added the next area of the game, and nerfed some enemies and buffed others.

What will be added next? Who knows but it will be good! =D. **Changes to expect in the next update(s):**

So, news... lets give you some of that.

As well as working on the update I will also be redoing most of the events in the game.

Expect the following changes (Although some may come sooner than others)

- I Probably won't need to say this but. More Story!
- Spelling fixes... I hope (I wish RPG Maker had spell checker)
- Changes to NPC Interaction in some early areas.
- Improvements to the main story "These shouldn't need you to start a new game, but will provide more flavour text to the main game and be done as part of the NPS changes"
- Enemy Balancing
- Skill Balancing
- Introduction of "Extreme" Difficulty Option.

I also plan to add more advanced mechanics, but if they require you to start a new game they won't be added until a transition from Early Access to Full Release, I will look to add a "Legacy Version" that will be the previous build without the features, It will be unsupported, except for Bug Fixes, (expect this after the main story has been finished)

These changes will start come in the R16X builds (R160 to R169)

. **More Update...updates! Oh My!:**

Hey all,

So it's been awhile since I have posted an update so thought I would keep you all in the loop.

I have been working on the next update on the game that will be a Storyline Update and extend the game play.

I'm not sure how long the new areas will be, but I hope it will be enough to add a good hour or more to the game.

Also some enemies will be getting tweaked to reduce the encounter rate in some areas but will give enough EXP to keep you leveled up without needing to grind too much.

Stay tuned for more details soon!

Ps... I updated some of the store/hub graphics. :D. **Please Leave Reviews! (Even if it's Negative):**

Hey everyone,

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I want to ask Most (If not all) of our players to leave reviews of the game!

Why? Well, I want to know what you all think.

Do you like the game, is there something you don't like? I want to know as much about how people react as I can to make the game better.!

And by leaving a review I can get an overall view of how you, the player, feels and what you like/don't like.

Thanks!

~ CloudTheWolf. **Update News:**

So, it's been a while since the last update.

And I'm sure that some of you are asking when the next one will be out.

Although I can't give an exact date for the next update I want to try and get something out by the end of the month.

Why is it taking so long? Well as I'm sure some of you have figured out, this is a one-man mission and I must balance this with a full-time job so I can pay the bills, so I can't but in as many hours as I want.

But do not fear! The game is always being worked on and I will try my best to bring top quality updates as fast as I can.

Stay tuned for more news!



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