
Cannonfire Concerto Full Crack [PC]

Cannonfire Concerto

by Caleb Wilson

Show Stats

Restart

Achievements

You emerge from the dressing room with your violin tucked under your arm. Madame Toile, with an elegant gesture, directs you to an area backstage. From here you can see the curved row of lights sparkling at the base of the boards, and beyond the rim, an audience of good size. It is time to take the stage.

- I try to intrigue the crowd by entering mysteriously.
- I try to ingratiate myself with the crowd by smiling broadly and waving.
- I try to impress the crowd by entering slouching and nonchalant.

Next

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About This Game

In an 18th century symphony of intrigue, your supernatural virtuoso performance begins an overture to war!

Cannonfire Concerto is a 190,000-word interactive novel by Caleb Wilson, where your choices control the story. It's entirely text-based--without graphics or sound effects--and fueled by the vast, unstoppable power of your imagination.

You are the finest musician of the 18th century. Behind fans and opera glasses, audiences whisper that you are a bearer of Genius, a mysterious supernatural power to master your chosen instrument. At the brink of war, spies, generals, and royalty vie for control of the continent. Will you play them all like a fiddle? Who truly holds the strings?

Play as male, female or non-binary; gay, straight, bi, or asexual. For some, romance is a means to an end. For some, it's a sonata duet of love and sex. Perhaps both.

Will you and your Genius achieve immortality, or will the poisoned pens of critics slaughter your career? Will you overthrow the church, bringing forth a new era of enlightenment, or defend your kingdom from a secular invasion?

The concert hall is silent. The Cannonfire Concerto is about to begin.

- Play as male, female or non-binary; gay, straight, bi, or asexual.

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- Confound the competition with your musical talent on the violin, guitar, or zither.
 - Do you give a private concert, or are you really there to gather intelligence?
 - Join Bonaventure Fox on his conquest for Meropa, or fight him on the side of Rienzi.
 - Romance royalty, or rekindle your relationship with a childhood sweetheart.
 - Rebuild the nation, or leave it behind to begin anew.

Title: Cannonfire Concerto
Genre: Adventure, Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 8 Dec, 2016

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English

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There is one obvious way to get some more information about Ludwig and the Universal Union: follow him to see where the Union is housed, snoop around, and see what you can see.

Ludwig's light-green coat is easy to follow. You trail him down a street called Friedhofweg, which meanders past a long, narrow plot of earth crowded with gravestones, and at its end find a white door set in a wall of black stone. Over the door hangs a cylindrical tin lantern pierced with hundreds of holes. Ludwig slips inside. In the shadow of the street the house is utterly silent. Something in its stillness reminds you of a mausoleum. The windows are hung inside with black curtains.

- I press my face to the window.
- I seek a way to get around the back of the house.
- I hide amongst the gravestones and see who approaches the white door.

audience is dressed soberly for the most part in dark blue and black clothing. The boxes and walls of the theater shine, white-painted wood lit by glowing and hissing purplish globes. The curtains and impossibly distant vaulted ceiling are pink velvet, embroidered in a webwork of veinlike pink patterns; your red and white dress from Cerigne matches the decor perfectly, while your black-plumed hat claims a certain bold elegance.

The bright globes fade to faintness, like the moon behind a thin layer of cloud. A strong atmosphere arises in the theater; not precisely a smell, or a temperature, it is the feeling at the center of a crucible, a sense of great potentiality. With the lights raised, you did not understand the power of the Imperial theater, but now that they have fallen, you feel you are in a great glimmering twilight. The pink curtains are suddenly full of shadows, and mysterious reflections dance up the walls, falling away into the ceiling. Your Genius counts to four, and you begin.

- I play a stately prelude, trying to slowly match my Genius to the atmosphere of the theater [this could impress Sclavia].
- I play a bold prelude, attempting to lay out a clear plan of attack on the atmosphere of the theater [this could alarm Sclavia].
- I play a cold prelude, trying to hide my plans for joining the atmosphere of the theater [this could intimidate the public].

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There is a whiff of panic on the streets of Rienzi; you understand you are seeing in a microcosm the whole bloody history of Meropa straight from the decline of the Rectavian Empire. Still, it would be nice to not be seeing history quite so closely. From Bonaventure's army come clanks and bangs, the alien mechanics of war. They might be distant, but do not feel distant enough.

You must find something to do that will take your mind off of a certain suffocating doom.

- I play a hastily-planned concert for the besieged citizens of Rienzi.
- I try to get involved in the plans for Rienzi's defense.
- I host a huge party, as if there will be no tomorrow (rc. 150).

Next

This was an interesting one. I didn't like it at first, but it won me over near the end.

You play a musician on tour. You travel to all these different towns, each one is unique in it's own way. At each town you'll play at least one concert, you'll have to pickup on clues to appease your audience. At each town you'll be able to help or hinder the different factions. You'll also have some relationship options. There's rumors of war brewing between the major powers. You can try to give the advantage to one or the other, or stay neutral.

Pros:

- colorful characters
- lots of interesting options and outcomes
- well written
- It's like a Victorian era setting with gentlemen and gentleladies, new ideas, and nationalism.
- Looking forward to replaying and trying out different options.
- musical duels, fun!
- good length

Cons:

- The intro's confusing, throws you into an action sequence then timejumps.
- There's alot of names to remember: people, factions, landmarks, towns.
- You earn money, but I wanted more stuff to spend it on.

Overall:

-Takes too long to get into. I'd recommend waiting for a sale, it's not one you have to play.. I think this is a brilliant story, though whether it is a brilliant game or not is a bit debatable. I feel like the summanry given does a poor job explaining the game's stong suits, so I'll give a breif summary. Throughout the game, you are a musicain on tour, traveling through various city states as the land teeter on the edge of war between the Scelerians and Bonaventure. This is the main focus of most of your interactions in the game, though farious factions such as the church, or the freebuilders, also show up. For the romance, I didn't notice it much, and there seems to only be two or three romancable charachters. I think the real joy in the story is in it's road -trip feel, each place you visit feeling distinct and unique, and the descriptions of music though the game were enjoyably well written as well. But the game aspect is a bit... I think it suffers from having too many stats. Many times I would try a particular action, completely unspser which skill it wouls use, or pick a converstaion topic, and not know ehich one of my skills it would improve. The game also puts a bizzare emphasis on clothing, at certain points, which despite being very blatant, seems to contribute next to nothing. I imagine this game would be very frustrating for someone trying to hunt acheivments or get a specific ending. The best way to play is either ick which options suit you, personally, or imagine a charachter and try to play as them. Despite it's flaws, this game is a imaginitive and charming journey of music, and well worth the four bucks.. this is my sh*t right here

i can finally be a non binary, violining bad a*s genius with a heart of gold :)

in all seriousness this is the best choice your own adventure ive played in a while, a definite recommend for fans of CyoA games.

10/10 would violin again. This is a lovely, lyrical, well-written game. The writing is light and elegant, and the choices are interesting and often witty, and many choices feel like they have real weight.

There are quite a few characters, most of them briefly sketched; the ones you get to know well, however, are lots of fun. It was, I have to admit, a little difficult for me to keep track of the numerous lands, factions, and agents. I was confused a lot. That's ok: I suppose the character I played was confused too!

I particularly enjoyed designing my musical Genius, selecting outlandish outfits, and engaging in musical combat.

All in all, a very good addition to the Choice Of Games line.

. great choices, that lead to understandable effects. while I was unable to acheve the goal at the end of the game the reasioning given as to why was well thought out and explained.

10V10

This game has quite an interesting tale; if you enjoy a choice of snubbing strangers, or friendly addressing enemies, while artistically playing tunes for reporters, using a make-shift instrument, then I suggest glacing into this story. I would have liked more opportunity to visit the stores to buy stuff, however, in the loom of all the excitement of war and song; who has time for a penny transaction? I, for one, erected enough curiosity for \$2.99 book.. This is what COG should be - fun, whimsical, able to paint a whole world in a few lines.

I play it the same way I play Tin Star, revisiting it just because I miss it from time to time. A great world that's loads of fun to explore, and great characters. Genuinely a fun and delightful game.. One of the better CYOA text games on Steam.. A great game!. It's basically set in the Napleonic era, bonvantage is bonapart, scalvia is Russia, phrance is France, and I guess Rienzi is Venetia. So the entire plot seems pretty intriguing: can you help your tiny Italian city state survive the much greater military mights of both France and Russia? Unfortunately though I think the means you can use is actually limited, but still this is a great story, for there are simply too few games that share its background.. 7V10

A solid 'Choice of' game. If you are interested in classical music or being a famous musician. Not the best novel-style game out there, but worth a try if the theme interests you or you can get it on sale.. Sorry but this writer has a annoying fetish with strong women. Comes over a bit inapropriate with quite a overhang over the story. Would be more enjoyable if any form fetishism would moderated or left out.. All in all, this story was good. I love music, and it was very nice to spend 1.5 hours pretending to be a Genius.

One notable thing about this story is that you can truly have any ending you want - this nation, that one, set yourself up as governer, relationships, whatever. Well, I don't know what happens if you stay neutral. I tried, but I broke and joined a side (the lesser \u2665\u2665\u2665\u2665\u2665\u2665s, FYI. I would never support Bonaventure after he disrupts my concert that way. And he's an arrogant prick. Only I can be an arrogant prick.

While you can pick your ending (not literally, yes? It's not like - "choose your ending". It's just that your actions really make a difference, and theirs more than one possible outcome, which I really don't know if all stories have), I do want to point out that the endings don't really feel right to me, and none of them are what you'd call classic "happy ending". None that I met, anyway. Now, I have no problem with a non happy-ending, but I do want an ending that feels final. Like, I don't mind if it ends in death, tragedy, heartbreak, whatever - just that it ends, you know? When I finished, it felt kind of incomplete. I decided to help this empire defeat another empire, they won, I become a politician to better the lives of my city's people - done. And, I dunno, didn't enjoy.

However, while endings are important, I'll stress - I very much liked every other part of the story. 8V10..

\u0e40\u0e1e\u0e37\u0e48\u0e2d?. As Choice of Games go, I thought this one was rather straightforward, but still enjoyable. It felt pretty clear to me how your influence directly leads to the end path you choose; nothing was too confusing or hidden. That being said, I still think there's good replay value. Not only can you play for different endings or work with different factions, even changing your base Genius alters the playthrough a good bit. I liked the settings and characters and I would say the tasks were straightforward and not too difficult. Romance options were a bit basic, but still enjoyable. Overall, a quality game :)

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