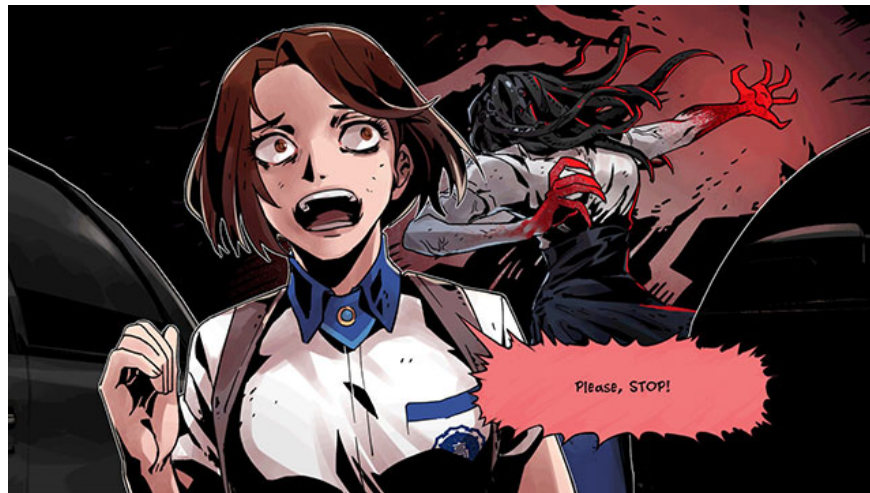


Review The Coma 2: Vicious Sisters - School of parasitic bridge

The school horror genre is always a topic of attraction, so it is not difficult to understand when The Coma 2: Vicious Sisters is highly appreciated by gamers.

School background and horror element attract customers

The Coma 2: Vicious Sisters has a reputation for being a sequel to The Coma, but these two do not have much of a connection except for the weird events that all occur in the same world. Therefore, if you have not experienced the previous part, you can still embark on the fight right after, without having to worry about the serial flaw in the plot, making the whole not perfect. The beginning of the game is a very familiar story when Mina, Sehwa High School's female student starts a more normal day like eating rice, going to class, exam review and dozens of nameless things revolving around life. of a teenage girl. In the morning class, as Mina we will be introduced to the character Song, a person you will never want to see later in the game.



After the hard rehearsal until 10pm that night, when she left, Mina suddenly saw her classmate Seho standing in front of the warehouse door with a very gloomy face. Following him through Mina's door did not see the figure of her friend, then she picked up the locket and the piece of paper on the table with a very bizarre message about the rise of the Fourth Blood Moon night and The gates of hell will open so that the Sister can walk in the world. After reading the message, she suddenly lost consciousness and was surrounded by strange people who appeared around her. After the weird conversation of those people Mina woke up but she found herself no longer in her world. It is still Sehwa school but the classrooms are now full of undead, devil's arms or cannibals. Now, Mina's most urgent priority is finding a way out of this evil Coma world while her teacher Song 'affectionately' follows the introduction of the free extra course.



Horror game and the 'shooting - action action' trap trap

The genre of survival horror game today is very good for shooting action to catch customers, but in the long run it loses the inherent intimidation.

Unlike the gentle version of AV in the real world, in Coma it seems that Song's body is being occupied by some evil force (possibly due to the Blood Moon like the words of the note. Note first game mentioned). When manipulated by the devil, Ms. Song transformed her appearance in a way that could not be more horror, along with the tremendous power and speed that caused the two dragon balls in the crotch of players to move irregularly. When I heard the sound of high heels, I could hardly hear it. That was the death warning because Mina had used many methods to escape, Ms. Song was still like the 'dissonance of soul' chasing her forever. To escape the enthusiastic teacher who likes to follow students for this tutoring, we can only bite her teeth to control Mina to the end of The Coma 2:Vicious Sisters to uncover the secrets and bring this nightmare to a complete end.

The sound is delicious but the gameplay is not challenging enough

The Coma 2: Vicious Sisters approach is not new but certainly interesting because for a fan of the horror genre, there is nothing better than when they can access their favorite food in the most intuitive way, by flipping each page. in the book contains apocalypse. The NSXs at Devespresso Games have captured the minds of the customers very well and turned the second part of this horror story into a page-to-page flipbook so that the creepy atmosphere can be comfortable while sipping a favorite meal. most of it. Because the frame is a huge comic book, the graphics in the game are also webtoon-like that Korean comic book experts can recognize from the beginning. It is difficult to say whether this type of graphics is good or bad because those who like comics made by ginseng will have their thumbs up. While others only see this type of style is usually not strange, but just put it in the average range because after all, this type of graphics is not bad, even looks good on the other side.



Combined with the overall graphic style are the cut scenes depicted in webtoon style, making you feel like you're not playing a horror game but reading an intriguing visual novel. and dramatic. During the journey of digging out of Sehwa High School is now the haunted place in Coma, Mina often said that players will have to take the courage to explore many different areas of the school. Of course, Mina was not too free to do anything, so she wandered around in a place clearly filled with hostile creatures. Just as if she wanted to go from A to B, she needed to explore more areas C and D to search for clues to solve obstacles. That might be the school, the police department, the demonic area . Although they all had the same overall layout,The style of the large area consists of many different levels that require the player to find the way to move between the floors, but each area has different interesting features.

In The Coma 2: Vicious Sisters, the thing that makes people the craziest is the one that makes horror fans the most favorite, perhaps the straightforwardness. The game does not puzzle or hack the world 's brain so deeply, the task of finding the way are intuitive in the same way that you want to escape the school, just go from point A to B to escape. But the misery is that the difficulties in the process of moving players need to brainstorm. Like trying to open a locked door, our Mina had to pick up all the shredded paper scattered in that area to know if a few days ago a mechanic came to repair this door and the key could be blocked by him. I leave it somewhere as suggested. Ok, now hold your anger and look for the key to open the door if you don't want to be forever lost in Coma, lose your memories and become a human being without humans, demons are not like demons out there.



It's easy to say, just search for something, any extravagance is done but cmn why no one tells Mina that we have to grop for the sword in the dark because whenever using a lighter to light the path is the ability of demons Health inquiries will increase significantly. It is an uneasy challenge that players need to be familiar with when playing the game. Besides, NSX is also very psychologically providing sound packages depicting the atmosphere extremely creepy and pictures in the style of twilight. All as a perfect work waiting for people to go on the pilgrimage, another great dash is that Ms. Song occasionally shuffles her heels to find Mina to discuss the delivery package. free tutoring. At that time, in order to preserve the small life for the female student, hurry and find an empty closet to hide, if you do not want to die extremely tragic.

Conclusion

The plot is set in a school mix of horror that makes The Coma 2: Vicious Sisters attractive with the puzzle game combined with the ability to hide and satisfy every gamer, even if it is a hard fan of the genre. scare or not. Although there are still some points that make us not really satisfied like the lack of jumpscare jumps or the style of the ghosts' way of behaving so easily after careful observation. Even Ms. Song, the game's dominant daughter, only scared Mina from the beginning to near the middle of the game, not until after she had mastered the marketing style for the tutoring course with the sound of a cloak. The signal had sounded long before she appeared, so she wasn't something to be worried about. In the first game, afraid to die!In general, this game is good for buying and playing, and lacking in excess as you are **vuhoang** , just cr @ ck and play temporarily through the day.

Link Download Game

https://store.steampowered.com/app/1045720/The_Coma_2_Vicious_Sisters/

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