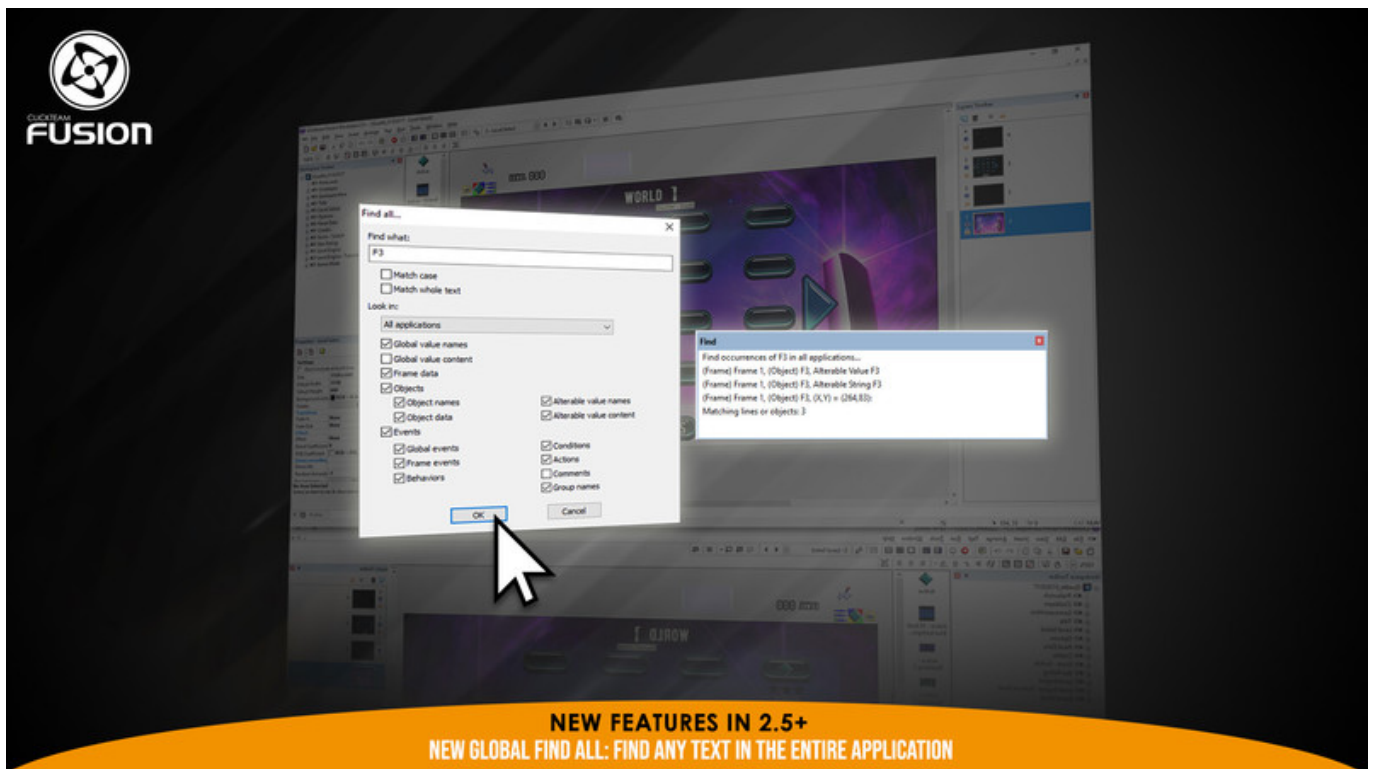

Crown Of Worlds Download No Password



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About This Game

Earth's reality wasn't meant to happen—in fact, it was the product of a very bored goddess. She created six worlds to keep herself entertained, networking them together so they don't literally fall apart (an unfortunate bug of going against the proper universe). This network helps our worlds to survive, and it provides the structure for reality itself. You know, so it doesn't collapse and kill everyone.

Yes, if just one world becomes separated from the others, they'll all find themselves crushed under the infinite weight of original creation.

She...didn't exactly think that one through. But, like any responsible being, she developed a plan.



Crown of Worlds transports readers into the shoes of Bellot, a former navy medic. Through a twist of fate, they are offered the chance to save not only our world, but five others that traverse various themes, from brassy steampunk to sleek sci-fi. The adventure is daring and bold—exploring not only choices, but the aftermath that comes with them, in an unflinching narrative

that's not afraid to address the darkest sides of idealism.

You will experience the entire story from the main character's first-person perspective and travel to four different worlds as you attempt to prevent the collapse of Earth's universe. Will you find yourself sympathizing with the antagonists? Will the correct choice always be the right one? You will find your will tested and your morals challenged throughout the adventure.

Each choice may have an impact as you discover 20 endings, either advancing the plot or obtaining glimpses of a far darker outcome. An all-original soundtrack provides exceptional reach and emotional depth, while optional romance with multiple genders and sexualities makes Crown of Worlds an adventure that can be enjoyed by a wide audience. No more being railroaded into smushy sexy times for a good ending... unless that's what you want!

Romanceable characters in the base story consist of the five main protagonists: two males, two females, and one nonbinary character.



Special Features

- **You choose** whether to experience the story as a **male or female**.
- **Choose your modesty:** Teen for PG13 (no swears, innocent romance), or Adult for NSFW.
- **Accessibility:** Enable sound descriptions or large text within the story.
- **Decide if romance is part of your happy ending.** Get sweet and sexual or keep it chill and platonic. Both options are written with the utmost affection.
- **Romances are open to both player genders.** (BxB, GxG, BxG, GxB, BxNB, GxNB).
- **No stat-raising or mini games** to distract from the narrative. Game branches occur at critical junctions within the story. Other choices offer personal flavor, but don't derail the story. This frees you to respond naturally instead of changing your behavior to "win."
- **Dark Ends: Alternate histories worth reading.** "Game over ends" in this story aren't simply for shock value. They explore what the main character's life would be like if they chose differently at a critical junction in the story, and are guaranteed to include additional lore.
- **Realistic Diversity:** Multiple races, disabilities, genders, and sexualities enrich the character cast.



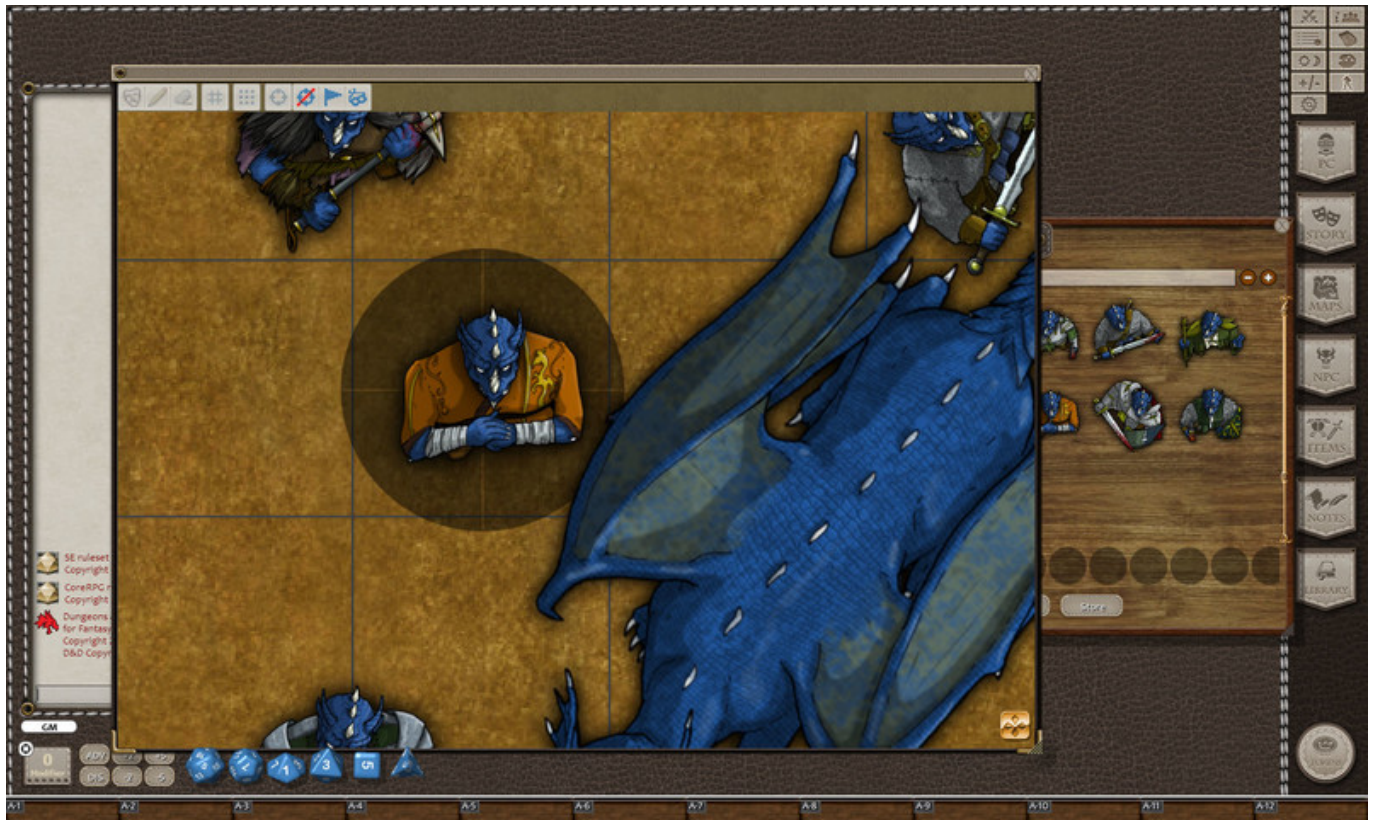
Content Advisory

Crown of Worlds is intended for audiences of sixteen years and older. You will encounter bad people, medically accurate wound descriptions, violence of a non-sexual nature, and references to drug/alcohol consumption. Readers who select "Adult" modesty will encounter vulgar language. They may also encounter sexually implicit content (romance is optional).

Title: Crown of Worlds
Genre: Adventure
Developer:
Primatech Media Arts
Publisher:
Primatech Media Arts
Franchise:
Crown of Worlds
Release Date: in 2020

b4d347fde0

English





CARDS

Image format

Image Quality

PAPER

Size

Portrait / Landscape

LAYOUT

Card Spacing

Scale Override

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Demo is live!:

Steam hit the go button, and so did we. Please enjoy the Crown of Worlds prologue, everyone!

If you like what you see, don't forget to [back us on kickstarter!](#) In addition to finishing the game all at once instead of releasing individual chapters for sale, we'd like to do an art overhaul to a semi-realistic style (right now it's a cell-shaded style), and we'd love to commission an original soundtrack from Geoff Moore, the composer responsible for the title track, which is also featured in the video.

We have some pretty neat limited backer rewards for you, and there's a [social media giveaway](#) going on, so get in early!. **State of the Arts: 2018:**

Dearest fans,

Our first Kickstarter has failed. This is unfortunate, but not unanticipated; we are a brand new studio and it will take some time to show fans just what we're capable of. It's true that an all-or-nothing funding model offers an expedient solution for indie companies, but there's nothing wrong with jumping off the beaten path.

The Crown of Worlds project lives on!

We're implementing a multi-source funding model. The plan goes like this: Release a FREE traditional novel version of Crown of Worlds on Wattpad (done!). Our fans there will be able to purchase the alternative endings and romance routes via PayPal! You can find them on our new Premium Content page. We've also established a Patreon for people who love special treatment. Patrons get early access and other exclusive goodies. Funds from all sources go towards our visual novel production fund.

As funds become available, the visual novel chapters will be developed and released separately. The sales from each previous part will go on to fund the next, and so on. Each Crown of Worlds DLC will contain over 40,000 words, along with new art and original music. They will be priced at \$3.99 each.

Finally, for people who simply wish to support the visual novel and nothing else, we have started a rolling campaign on IndieGoGo. IndieGoGo backers will pay one fee for the entire visual novel. They'll receive codes for each DLC that's released, and score a total savings of approximately \$4.00 over the course of the project. That's the equivalent of getting one part for free!

Thank you for your faith in us. This change in plans has us well on our way to providing you with amazing, original content. Stay shiny everyone, you'll definitely see us around.

[Crown of Worlds Project](#)[studioprismatech.com] | [Wattpad](#)[www.wattpad.com] | [Patreon](#)[patreon.com] | [IndieGoGo](#). **We've left the pilot stage! ★ Critical updates ahead!:**

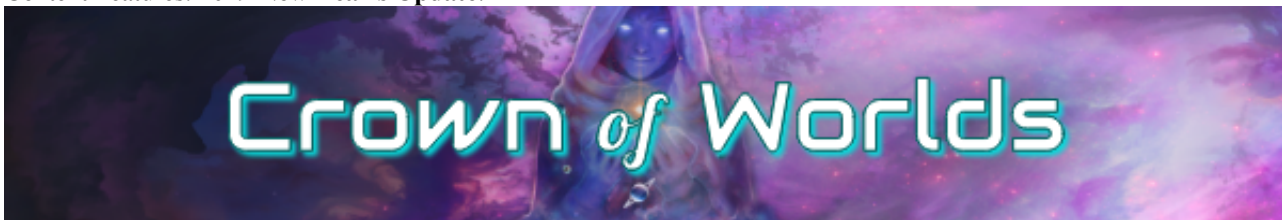
Hello everyone!

We're feeling pretty emotional around here. It's been a year and a half since our writer first pitched Crown of Worlds to the Patron-in-Chief, and our concept pilot saw a lot of changes—both before, and after, funding. As of today, our ideas are no longer visions; they're reality. We love how the final structure, plot, art, and designs have shaped up, but in keeping with our company motto, we'll let you decide for yourself. In addition to updates we've made to the store page, here's the information you've been waiting for!

-Crown of Worlds Team



Content Features. **2019 New Year's Update:**



Happy holidays!

We at Primatech Media Arts would like to thank everyone who has kindly watched over us as we convert our pilot demo into an amazing visual novel. We have updated the art in the Steam and [Itch](https://primatech-media-arts.itch.io)[primatech-media-arts.itch.io] stores, and added sneak peeks of the new UI menus, scene examples, and the main cast!

The OST is well under way. Visit our composer's [soundcloud](https://soundcloud.com)[soundcloud.com] for a preview track! It's called Entangled, and will be used during emotionally complicated scenes.

Our artists are working along at a steady and sustainable rate. Now that we have a decent archive, expect to see some regular previews on our [Twitter](https://twitter.com), [Instagram](https://www.instagram.com)[www.instagram.com], or our [main site](https://studioprimatech.com)[studioprimatech.com]!

Last but not least, the writing is coming along well. The first part, in which Bellot (MC) visits Planar Domain: Freiburg, is nearing completion. The platonic route—before dark ends and dialogue options—will be around 80,000 words. After that, author Lydia Rivers plans to write Planar Domain: Gaia, then Federa, and finally Mythos. She also plans to rework the introduction for the demo once the Planar Domain plots are complete.

We hope to have another demo up for you to try by Dec 31, 2019! We're working steadily with that goal in mind.

Happy New Year, everyone!. **Announcement & Planned Updates:**

Dear readers:

We at PMA originally planned to release two variants of the traditional novel: One for a female main character, and one for a male main character. Today, author Lydia approached us and requested to have the male variant cancelled due to the excess strain on her health.

We view this as a reasonable accommodation, so please join us in supporting her. We don't mean to tease, but Part 1: Freiburg is looking ☆ awesome ☆ and the last thing we want to do is burn out our talent like certain AAA tyrants.

Going forward, you can read the traditional Crown of Worlds narrative from Marie Bellot's perspective.

The visual novel will retain its ability to choose between a male and female Bellot. This is possible because the VN is told from a first-person perspective (first-person pronouns are the same for both available genders, and converting it is much less work). Our first app update is scheduled for next month, bringing the VN narrative better in line with its Wattpad counterpart.

We'd love to get started on ordering the new semi-realistic art and character designs for the prologue/demo. Please help us along by supporting us on Patreon or IndieGoGo!

Thanks for your time, everyone! Have a great weekend. :)

[Crown of Worlds Project](https://studioprismatech.com)[studioprismatech.com] | [Wattpad](https://www.wattpad.com)[www.wattpad.com] | [Patreon](https://patreon.com)[patreon.com] | [IndieGoGo](https://indiegogo.com). **Crown of Worlds is fully funded!!!**

Hello everyone,

I'd like to express my sincerest gratitude on behalf of Prismatech Media Arts. There's a lot of uncertainty, negativity, and hate out there. Sometimes I feel like I must become bitter and distrustful to protect myself. But art has always provided me with the tools to process the joys and sorrows of this world—a safe place in which to survive them. Along those lines, I wanted to give something back to the community. I want your day to be a little brighter, and your heart a little warmer, after viewing our content.

Enter Prismatech Media Arts. It isn't easy being indie, especially at first, but we are committed to bringing you some amazing, original content that celebrates intersectional diversity and combines our three most favorite art forms: words, music, and visual arts.

With those thoughts in mind, I am pleased to announce that Prismatech Media Arts has secured full funding for our debut title, Crown of Worlds! We are so fortunate to have a patron who believes in our skills, dedication...and of course, the story itself.

We are moving forward next month with all new art and an original soundtrack for the visual novel. It will release in 2020, all at once.

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