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## Chronicon Apocalyptica Keygen Password

### Chronicon Apocalyptica

by Robert Davis

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After a moment of stunned silence, the crowd roars and moves towards her with shouts of "Burn her! Burn her!" but Sweterun seems undisturbed.

"Fools. You should know that we witches are not without defenses," she says, as flames erupt from her hands, mouth, and eyes.

Flames cascade from her body, swarming around her like thrashing snakes. A few men and women try to douse Sweterun with water from a trough, but she laughs as she hurls coils of flame at market stalls, carts, and people.

You look at your companions, who are all ready to help, but are unsure of how to take on a witch.

- Weapons will do no good. The only way to counter the Devil is with prayer.
- Engage her in combat with Blædswith and Hereward.
- She is so consumed with revenge, it should be easy for me and Deorwine to distract her.

Next

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## About This Game

Battle Norse raiders, ghosts, and changelings to save medieval England! But beware, if the elves can capture the Book you hold, the world will end.

*Chronicon Apocalyptica* is a 250,000-word interactive medieval fantasy novel by Robert Davis. It's entirely text-based, without graphics or sound effects, and fueled by the vast, unstoppable power of your imagination.

You are an Anglo-Saxon scribe in the year 1000. You hold a Book of secrets written generations ago, including this prophecy: "When Æthelred II is King, he shall not be King, but there shall be an elven changeling in his stead. Should it gain this book and its ink, the world he shall rend asunder."

The witan advisors to Æthelred have tasked you with a secret mission to research whether the Book is true. Build an unlikely party of adventurers: a nun, a holy warrior, a bard, a beekeeper, and his bee, each with a mysterious past. Judge a witch trial, infiltrate the magical land of the elves, and even travel through time on your quest to extract fact from fiction.

Lovers of England's mythic history will delight as you meet Excalibur, the Green Children of Woolpit, and the Tremulous Hand, a creepy disembodied hand with a predilection for parchment. Put your analytical, investigative, and storytelling skills to the test as you decide where your loyalties lie: to the church, the crown, or the people of England.

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Will you uncover the secret at the heart of English history, or succumb to the evil of the most deadly book ever created?

- Play as male, female, or non-binary; gay, straight, bi, or asexual.
- Discover rare sources, excavate ruins, and collect local legends.
- Fight the forces of darkness, or outwit them with your sharp intelligence.
- Explore decaying strongholds, funeral barrows, and even time itself.
- Choose romance or rivalry with your greatest foe.
- Determine who sits on the English throne.

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Title: Chronicon Apocalyptica  
Genre: Adventure, Indie, RPG  
Developer:  
Choice of Games  
Publisher:  
Choice of Games  
Release Date: 11 Jan, 2019

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English

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Picking your way through the rubble, you struggle to keep up with the boy, who seems to know his way through the dark by instinct.

The night is suddenly invaded by a searing bright green light.

"They're here!" the boy cries.

The light fades, leaving three creatures in its place. They look like tangles of vines, barely distinguishable from the overgrown ruins, but they move like humans, or predators on the hunt. As they walk through the rubble, tendrils unravel from their arms, uncovering debris and tossing it aside like pebbles. As they move towards you, you sense a darkness growing that might blot out the very light of the stars.

"Don't think about them. Follow me and do everything that I say," the boy hisses.

- This is fascinating. Hide, watch, and analyze these creatures.
- If I can trap one of these creatures, I can make a fortune.
- Follow the boy's instructions as closely as I can.

**Next**

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Before Lioba can make the sign of the cross, she is knocked over by a dark cloud hissing from the grave. Blædswith and Hereward draw their swords and hold fast. The cloud takes settles in front of the cairn, its wisps and tendrils collecting around an unseen center. Slowly, it takes the shape of a tall, broad, ashen-colored creature.

"Thorolf Twist-Foot," you say, addressing the ghost, but it pounces on Lioba, who is struggling to get up and protect the Book. Becoming more solid by the moment, it pins her to the ground, its wispy hands reaching for the Chronicle. Blædswith rushes, sword raised, but the thing spins as fast as the wind and knocks her to the ground. Emitting a hollow screech that echoes across the valley, it buries its teeth into Lioba's arms.

Hereward charges and the ghost reels up to knock him aside, giving Lioba a moment to toss you the Book with her free hand. You bury it in your pack as Hereward scrambles up. The ghost turns and is lumbering towards you.

"The fruit..." Lioba says weakly.

What do you say as you hold up the sack of gold?

- Offer a prayer for Thorolf to find peace.
- Call out to the ghost, showing it that I am here to grant reparations.
- Trust my instincts and wordlessly seal up the cairn.

**Next**

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"Whoever wrote this was either mad or in a mortal hurry," you observe, letting your hand trail over a page of furious writing.

"Or both," Stigand says. He turns to a marked page. "Read that passage."

You look over the text, which reads:

*When Æthelred II is King, he shall not be King, but there shall be an elvish changeling in his stead. Should it gain this book and its ink, the world he shall rend asunder.*

- "This is mere fantasy."
- "I can see why you want this kept secret."
- "Is this some kind of test?"

Next

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This was a hard read. To be honest I was constantly fighting between wanting things to go a certain way, and raging at the book when they didnt. Its like my choices always went wrong, but the story carried on anyway. As with all cya games, your mileage may vary depending on the choices you make, and of course you can always play again and choose differently. Still I always go by my first play throughs with these sort of games, As that when Im "choosing" the way I would, as opposed to knowing things and choosing to avoid bad things based on that knowledge.

All that being said, the writting is good. I believe I only saw one grammatical error the entire length of it. The world setting and the plot line are very interesting. The other characters in the game need a bit more fleshing out, the few opportunities I had to get to know them better didnt really tell me much more than their abbreviated backgrounds followed by a quick choice of how i felt about that. Also a certain character really really needs to be taken to accounting. I think I was actually more infuriated with how they were handled than the rest of how the story turns out.

So if your looking for something different and dont mind your choices having some strange V unexpected V dissapointing results, this will definetly provide you with several hours of diversion.. Its not bad but not great either. There are many good ideas like team building, but they were not played out very well. Characters are two-dimensional and lacks depth. You could almost guess what a certain person would say or do in a certain situation. Their "big secrets" does nothing to make them more interesting or attractive. And the most important thing: story just gets blander and blander after each chapter.. Dechipering a mysterious book is the centre of this well-written story. Though contains the usual medieval-fantasy adventure tropes, the plot is very well paced and developed for each chapter without being dull. The side-characters are also interesting, even the ones having minor roles. For the price we pay, it is a very well worth adventure. Almost every decision have note-worthy effect. Only flaw is multiple numbers of stats that come into account for decision making, sometimes the phrasing kind of confuses me which stats come into account for the choice. If we can grasp that, the game becomes very enjoyable.

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So if you're looking for something different and don't mind your choices having some strange / unexpected / disappointing results, this will definitely provide you with several hours of diversion.. It's not bad but not great either. There are many good ideas like team building, but they were not played out very well. Characters are two-dimensional and lack depth. You could almost guess what a certain person would say or do in a certain situation. Their "big secrets" does nothing to make them more interesting or attractive. And the most important thing: story just gets blander and blander after each chapter.. An interesting and engrossing story that is much more accurately medieval despite fantastic elements than most fantasy.. Deciphering a mysterious book is the centre of this well-written story. Though it contains the usual medieval-fantasy adventure tropes, the plot is very well paced and developed for each chapter without being dull. The side-characters are also interesting, even the ones having minor roles. For the price we pay, it is a very well worth adventure. Almost every decision has a note-worthy effect. Only flaw is multiple numbers of stats that come into account for decision making, sometimes the phrasing kind of confuses me which stats come into account for the choice. If we can grasp that, the game becomes very enjoyable.

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