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## Soul Of The Devil Portable



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### About This Game

The battle between humans and the devil was a very long time. The victory was for the humanity many years ago. The sectarians tried to summon Satan, but it was in vain. But in the last battle he promised to come back ....

The main character is a plain guy. What side will he decide to accept? Will he want to remain faithful to God or take the power ...

Key feature -

Partly non-linear progression

Huge world

Sandbox, no one's stopping you do what you want

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there are several various of endings

unforgettable adventures

many moral choices  
and a possibility to  
visit hell and heaven

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Title: Soul of the Devil  
Genre: Action, Adventure, Casual, Indie, RPG, Simulation  
Developer:  
Ziga Games  
Publisher:  
Zotdinx  
Release Date: 12 Jun, 2016

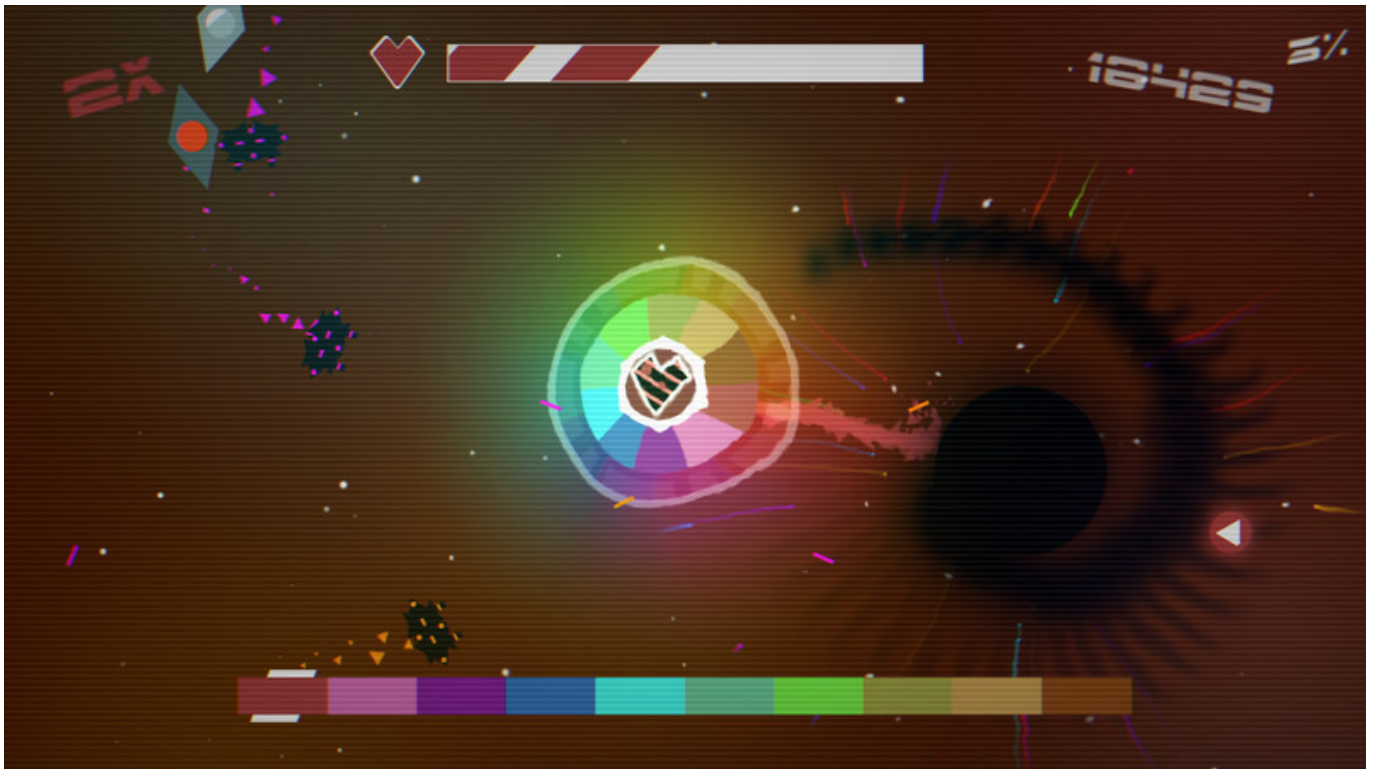
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English,Russian









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Haven't played much yet, just gotten through a few levels - I'll add more to the review once I've experienced more. what I have experienced so far, though, is a lot of fun! The graphics, as you can see from the screenshots & trailer, are nice & colorful and have a great not-overly-serious whimsicality to them, and the engine runs beautifully and without hitches. The action is fast and frantic, with enemies closing in on all sides, big bunches of crystals to collect and plenty of colorful and varied powerups to keep things interesting! Playing local multiplayer is a blast, and the levels and gameplay hold their own in singleplayer equally as well, which is important to me, since I can be more of a singleplayer gamer for the most part. There are four characters to choose from, and they gain experience through the stages for various actions, which means levelling up, which keeps me happy and coming back! Control is tight and responsive, both for the gamepad (I use an Xbox 360 myself) or keyboard/mouse. All said, I recommend without hesitation! Gotta go now, want to get back to it - it's got that 'one more round' quality that we all know and love. Give it a try! Well done, developers! Cheers! -XT. This is a great and cheap DLC please add it to american truck simulator too!

. Take the dream IX is a 2D horror game made with RPG Maker.

You play as the girl "gwen" that's about to go to a festival where she met her true love 1 year ago at the same festival. (She is lesbian so it's a girl yes). The girl she is in love with is called Flora. At the start you search for Flora in your home town but can't find her. Then you go to a cliff with a beautiful view where you see her looking at the view. You get in a conversation with her. Eventually she wants to ask you something and it goes like this. "Gwen this may be a silly question but I want you to answer it seriously". Gwen is like "Sure". Then she starts with "I...i... was wondering etc. But then out of no where a random ghost/ghoul comes and takes Flora. Your journey continues where you will find many obstacles and challenges you need to pass to save Flora (and mind♥♥♥♥♥s ;3).

-Take a very good look at the story line because if you look back it all fits together beautifully-

I kinda hate horror games and I didn't know that this was one, so throughout playing I got some pretty hard jumpscare. Be warned :D. I love deep story's like this one I only had the feeling sometimes things weren't really serious and that kinda ♥♥♥♥♥ed up the deep storyline feeling. I was kinda surprised with the end though because you didn't expect it and the game breaks the 4th wall a lot of times which gives enormous mind♥♥♥♥♥s.

Overall it's a really nice game for FREE! I hope to see a game like this but then bigger coming soon to steam with less spook stuff and a good storyline like this one ^-^. AMAZING GAME!!

People are all so salty because, yes, it is hard; but that's what makes it so rewarding! Going around with your clan and destroying other people is really fun!. Although rough at the edges and buggy (after all this is an early-access), handled right it can become a fantastic game.. MAKE SURE TO INSTALL THE DLC ON LIBRARY PAGE.. Bought this title for the wife since she wanted this, so far she seems to like it.. Very fun, only downside is that it's hard to figure out how to play at first. It is a small but fun game.

It has nice Legend of Zelda (SNES) style pixel graphics and good animations.

Playing multiplayer is best with 2 controllers.

If you like playing local multiplayer games try this!

It is quite different from other games and easy to learn (movement+3 buttons simple rules) but quite hard to master. (Timing trickshots, tricking opponent etc.)

There are not that many different levels (or characters) yet, but the difference in playing with the characters and against them

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are quite big!

The same is true for the stages, since they can change the way you play drastically!



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Great idea for a game. The art is wonderful, and the story is decent. However, the combat system is quite terrible, and very boring.. I gotta be real this chapter was... not as good. I feel like it messes with the pre-established lore of homestuck.

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(MAJOR SPOILERS FOR CHAPTER AND HOMESTUCK BELOW)

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For starters, Karako. He is absolutely adorable, but the ending where he dies doesn't really make sense. The Dark Carnival was a fabrication made by Doc Scratch to get the purplebloods to further Lord English's goals. Washington D.C. was briefly renamed Dark Circus in the Alpha-kid timeline, and Vriska and Meenah eventually wandered into a dream bubble OF a carnival that they mused mighta been the place, but they almost immediately realize that's probably not the case and it's just some rando abandoned carnival (with a tattoo parlor). I mean yeah it was kinda funny but... eh.

Secondly, It's weird that sea-dwellers are that strong. It's been stated before that Equis's strength is relatively unique to him. But the writing repeats at least 3 times in the space of maybe 5 minutes, "Damn, they're so tough." One guy literally get's gored by some sort of little shop of horrors plant knock-off and he just walks it off. It retroactively claims Polypa told you they were tough but, in her chapter, it was pretty implied that she just snuck up and ganked a guy, and any difficulty was in that sea-dwellers are well guarded and influential VIP's. Feferi got shot clean through and she DIED, and she's higher on the hemospectrum than they are. Granted it was a little different but... still.

Finally Marsti. I just... do not get what they're going for. She seems to imply she just cleans to clean but the second she sees Folykl it's like she's almost turned on. She seems genuinely fed up with you and your lack of awareness all the way to the end of the "good" route but is suddenly smiling with you like you're pals anyways. It almost feels like it's treating you as borderline unintentionally racist to lowbloods based off of assumptions you make so yeah, guilt-tripping. Fun.

The character designs and songs were great, as were the backgrounds. As far as art goes this chapter did maintain the quality. And, granted, I get the adventures of the MSPA reader are absolutely non-canon, and friendsim is here to tide the fanbase over until the next installment of the main game, but I was always under the impression the worldbuilding was accurate. Like everyone interested in the deeper dynamics of Alternian culture could finally get a peak. It feels like either

A-  
This is newly developed canon and we have to live with it, or  
B-  
I'm overthinking it. Which judging by the size of this review is quite possibly the case but we're 14 volumes in and this is the first hint of acanonness I've noticed.

Still eagerly awaiting the next one but coming off the last installment this chapter was a bit of a let down.. Good for gaining perspective into the difficulties in saving the world without destroying it.

Couple good jokes and some nasty black ops actions if you're feeling a little sadistic.. go \u2665\u2665\u2665\u2665 your life. Fun game with beautiful art. Recommended for anyone who likes a decent mystery/horror story <3 Note: Scare factor quite absent.

Story: I haven't finished it yet but so far, exploration finds notes that reveal the inner workings/thoughts of your classmates, teachers and the school itself. These aren't the main point of the horror mystery but are good enough to pad your journey as you discover more about this world.

Gameplay: It is...decent, there aren't many available actions to take as we can only run/dodge and hide from danger, the chase is very simplistic and ultimately, this repetitiveness felt like an annoying deterrent for me to discover the entire story but not too terrible because it isn't difficult at the same time. The loot/reward system felt poor because we only have 6 inventory slots for usable items and most of my "finds" end up not pickable because of this.

Horror/Gore: Not very scary, this from someone who is easily frightened. I would say that the supernatural theme, gameplay setup and atmosphere is good enough to provide an enjoyable playthrough to discover the mystery, but if you want a good scare, definitely not here.

So, why would I recommend this? While there are flaws, the combined game allows for a relaxed and therefore fun mystery exploration of a supernatural/horror theme with beautiful Korean style art that I have a soft spot for.. Played the game in Beta

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and really love it. It offers great complexity and loads of game modes to choose from.

Now it's time to face Commander Grak again!. This was enjoyable!. this game was awesome with 4 friends! just too short, i need more levels stat--i'll pay anything!!!!!!!!!!!!!!!!!!!!!! Good, but flawed.

The main problem is that it needed the controls to be tightened up. The character tends to slide against things even when there's room for them to walk normally, and the menu's can be hard to navigate because it won't register something, or it will think you clicked on something you didn't. My other complaint is that at the end of the dialogue I would click to exit and the character would shoot. The enemies also tend to be bullet sponges.

I was still having fun until I got caught in an insta-death loop. I kept loading right outside a door and the boss monster would kill me in two hits. Also, you can't load the menu to quit from the death screen. So you have to reload, then QUICKLY open the menu and quit out. Yeah, having that screen up didn't stop the monster from killing me when it did every other time.

I look back over all these complaints and it seems like a cut and dry case that this shouldn't be recommended. But at the end of the day it's only a dollar and it is fun to play.. Epic game i play everyday. When im horny I jerk off to it. :)

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