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## About This Game

Mysterious city of London, the beginning of the 20th century. A series of terrible ritual murders shakes London and young detective James Voodoo takes over the case. He faces the inexplicable events while investigating the case, and realizes that these murders are only the tip of the iceberg. An ominous plan, which is embodied by a group of conspirators, stands behind this all.

James collects evidence related to the murder, and sees that they are directly connected with the abnormal events in the city. Unusual and never previously seen objects and creatures appear at every turn. Some supernatural forces begin to break into this world and destroy it. James finds out that a billionaire and philanthropist Coins is the main person, who is involved in these ritual murders.

Being obsessed with immortality, the crazy billionaire is willing to do anything, even to destroy our world. Using the brilliant scientist and coldblooded killer as his own tools, he seeks to conduct an ancient ritual, which combines two formerly separated worlds. He is ready to destroy everything just for the sake of his own survival. And only you, as a brave detective James Voodoo, can stop Coins and his associates.

\*Interactive Map (quest and navigation)

\*Interactive game-scenes

\*Global Hint System

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- \*Over 50 Locations
  - \*16 HO scenes
  - \*22 MG's scenes
  - \*One time playable HO scenes
  - \*3 levels of difficulty
  - \*Over 16 musical tracks
  - \*Special Chamber Orchestra Live Records
  - \*Laboratory
  - \*Evidence deck
  - \*Thousands of items
  - \*2D animations
  - \*CGI animations
  - \*Dynamic locations
  - \*Brilliant Art Collections
  - \*Integrated Strategy Guide
  - \*Integrated Task list
  - \*Integrated Diary
  - \*Additional Game content (Music, Wallpapers, Screensavers, etc.)
  - \*8+ Hours of gameplay

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Title: Taken Souls: Blood Ritual Collector's Edition

Genre: Adventure, Casual

Developer:

Space Monkey International

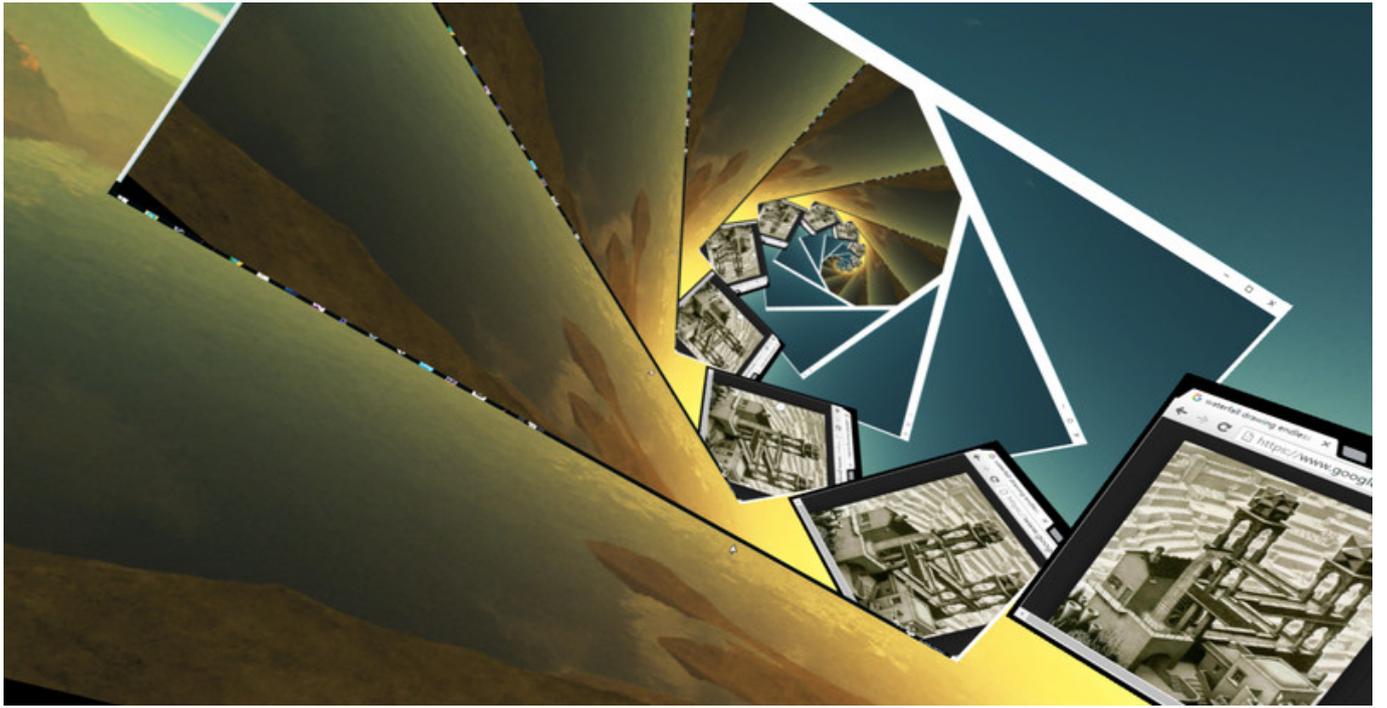
Publisher:

Shaman Games Studio

Release Date: 23 Mar, 2015

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English







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gt;Has more difficulty and style than content and interesting mechanics.

Get on sale.. I wanna give this game a credit for the animation and music, the gameplay is just your ordinary Zelda clone with nothing significantly interesting but it's not bad. Except few parts of the game and some loot places, nothing forces you to use any other weapons and special items.

Subjective part:

I don't like art style, design of characters and main character, they are just looks ugly to me. I don't like main character demon, he is way too edgy and one-dimensional. Humor fell flat to me. Music is good but it's all in wrong places. Normal world BGM sounds too heroic and Cursed world BGM sounds too dark. And it doesn't really accompany our actions and goals in the game. This game is a tonal mess and I don't like it.. Honestly , this game is good, but the multiplayer problem shuts it down, 3.5/10 without multiplayer, 9/10 with multiplayer. 6/10

All of my time with Stardrift Nomads was spent in the campaign rather than skirmish modes. I played with a friend, and I used the Mechanic class, which seems to be geared towards building and repairing turrets and towers. For each class, you can choose a passive and four active abilities. As your character levels up, you gain access to more options in each of these categories. The game describes itself as a dual-stick shooter, but I leaned towards mouse/keyboard instead of my controller because of the precision that the game asked of you.

I had hoped that Stardrift Nomads would weave a tale of some sort, but all of the missions seemed to be the same wave defense, against pirates and incoming asteroids. I can't confirm this, but it seems that perhaps you and your partner(s) are playing as dogs? At the very least, dogs seem to be regularly communicating with you and providing you orders. There are bosses at the end of some missions, and these require a bit more strategy, firepower, and timing with the abilities of your class. Certain types of enemies, such as pirates who shoot what might be described as artillery and carriers that release mini-ships, require focus and a change in strategy.

Despite the lack of a real story trajectory, I enjoyed most of my time with Stardrift Nomads. I loved using the magnet towers, which can push asteroids away from your colony and lock enemies in place. Additionally, my abilities allowed me to drop multiple temporary turrets that could provide much additional firepower in a pinch. Lastly, the game has a neat soundtrack that actually reminded me of the Borderlands series of games.

We eventually stopped with perhaps three missions to go in the campaign, as we hit an enormous difficulty spike. We failed a mission perhaps six times, using different loadouts and actually unlocking new abilities with the experience gained from our attempts. There aren't any checkpoints to speak of (not that there necessarily should be), so each failure was a bit demoralizing. It's possible that we could've aimed better, that we could've tried skill combinations we didn't think of, or even that the game lacks balance with only two players. Either way, we weren't invested enough to keep plugging away.. Play it if:

- you're bored
- you have played other AE games,
- you dont mind a grind
- you can keep in mind its early access, and not a polished product.

Dont play it if:

- you dont like grinds
- you need a story to get behind (ashfall might change this I guess, we will see)
- you are looking for the best looking game out there... (you can however use Reshade <https://reshade.me/>-. and tone down the saturation, add in some better FXAA, add better bloom, and add some sharpening.)

[Compared to other AE games, this one seems promising, but will need some good content to really convince me its a game worth sticking with. as of now, it has seemed pretty one dimensional, however that is expected, as the devs work through making their first 3D game. promising concept guys. just follow through :D. the whip movement and motion do not feel natural, a whip should be connecting at the tip not cutting thru like a saber. i expected it to whip out and hit the target but it never. have the developers ever used a whip? buy a few and try them on your partners or each other for fun 3:\)](#)

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had to move slowly for whips to register properly.

i hope this game gets opened up to the mod community the same as beat saber as it has really made that game :)  
ive spent 100's of hours beating the saber.

add some form of lvl/map editor so people can make their own dance maps :)  
this game has real potential will check back after future updates.. :)

.This is the most boring game i ve ever played.. please dont waste you time coz everything about it feels fake and cheap..

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Finally Romanian paint jobs , good job boys:). Fun simple little game, good atmosphere and it managed to spook me good!  
. So... this is my 100th review. What game should I review? One special to me, maybe? How about MI2?

But...? MI2 isn't my favorite video game -- The Witcher 3 is.

But...? MI2 isn't the best Monkey Island game -- the first one is probably funnier and more memorable.

But...? MI2 isn't even my favorite Monkey Island game -- I liked the 3D episodes better, even if they're universally panned for their terrible 3D models.

But..... MI2 will always be the first video game I fell in love with. The one that I spent tons of money on when I had expensive long-distance phone calls with a friend to try and get out of the jungle, back when we didn't have the Internet.  
And this flawless remastered edition gives it justice.

The lesson to remember: never pay more than 20 bucks for a computer game. INCLUDING phone bills.. damn I bought this game and there is no one for me to play with so I bought another controller and am now playing with myself, if you are reading this don't bother buying this game because there is no chance in hell you are going to have more fun than I am right now. My left hand just got salty because my right hand is using catbot to pierce through my left hand's vanguard's shield so I was only able to type this review out with my right hand for my left hand is too busy trying to refund the game at the same time. send help.. Music is fantastic

Readme is not in english.

opens in note pad with scarmbled letters for all except titles of songs and all rights reserved copyright.

Part For giving credit and if its ussable for private or comercial use is unreadable.

hence I can not put any of this im my game as i do not now my liabilityys.

(update) dev just emailed me that english readme was added.

would highly recomend as music is great> changing to recommended. I cannot recommend this game in it's current state for one very very simple reason

There's a delay between pressing the button and jumping

That's all, that's my only problem. It's still fun, but the jumping thing ruins it.. Awesome graphics but awful controls.. I really want to like this game, but...

- control sucks, no instruction in game

- bad graphic when zooming in

- no country information; just a pure flag with name. death wish is cool, but the actual map (seal the deal) is a train wreck.

probably only get this if you really like hat in time. basically its a huge\u2665\u2665\u2665\u2665\u2665ship, and that's the problem.

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