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About This Game

This is a game with features that are more girl-appealing. Gameplay is like an fascinating novel, in which your choices will influence all, including all different endings.

Storyline

Long long ago, under the reign of a demon, a village disappeared from earth. This is the incident called Red Tragedy—Crimson Flame. A survivor called Ella, though tortured by the heartbreaking memories, still tries to make a living. One day while she was out working, she got lost, both physically and mentally. The memories once again got the best of her. While she tried to calm herself, an injured boy and a demon with black wings appeared. 'Your dream shall come true once more!' A reunion after 10 years, Ella's fate had utterly changed.

Main Characters

Ella
Sole survivor of the notorious [Red Tragedy—CrimsonFlame] incident.
After the incident, she lived in a suburban shelter.
Though she was alone, her heart was bathed in sunshine.
She was a friend of father Raphael.
She was working hard to rebuild the forgotten town...?

Noin
The boy who suddenly showed up at Ella's feet.
An exorcist whose hatred towards Iruley the Archdemon so much so that he planned his revenge for too long.
Calm, serious and always concise with words.
Carried 2 swords, a gold one and a silver one.

Iruley Kollernaam
Hunted dying Noin to Ella's feet.
A demon, who is usually called 'Demon with a crown'.
Injured pursuing Noin, and got interested with the girl taking care of her.
After knowing she was the sole survivor, things got interesting. Maybe there's a story deeply buried...?

Raphael Jerry
Intern father working at local church.
Slightly older than Ella, and cared for her since she was a child.
Always smiling, he's as gentle as man can get.

The game is localized by ***Lofty Ambition Localization Studios***.

Title: Sacrament
Genre: Adventure, Casual, Indie
Developer:
MagicHouse
Publisher:
Paradise Project
Release Date: 8 Mar, 2018

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English







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Fun and challenging city builder, with a unique take that I enjoyed. One of the best turn based strategy games out there. It goes to show how far a series can go to impress its players. This takes the tbs(turn based system) and makes it into its own sub category. The gameplay and replayabilty is quite enjoyable and well worth it. The amount of fun and pain that you can feel during your play throughs are fairly interesting that have occasionally brought me back to this amazing series.. Awful physics, terrible controls.

At it's current state unplayable.

Why is something like this on the store?!

-10/10. 2 Minute Video Review \u2192 <https://youtu.be/aJtx3NIUgUE>

[Bounce is a \u2018get the robot ball into the hole\u2019 puzzle game in a quirky sci-fi setting.](#)

[On your left hand you\u2019re granted various gadgets to place into the scene. With your right hand you can move and aim them how you wish, as well as release the tiny bot from its origin and reset the bot back to the beginning.](#)

[The design is colorful and pleasant, and the music is fun to listen to. On some of the levels you\u2019re treated to a fun scene through windows with supervising bots reacting to the fact that your helping release the bounce bot.](#)

[The levels start simple and small, but the later levels get quite large and expansive.](#)

[I found this game really addicting and enjoyable. It took me about 7 hours to beat all 50 levels. And after you beat the game you can replay each level in Style Mode, in which you get scored by creative complexity instead of efficiency.](#)

[If this type of game appeals to you then I highly recommend it.. Not a shooter game, contrary to what you might expect at a glance. Similar to the old Xbox 360 title Wartech: Senko no Ronde, it's a 1v1 fighting game with cute bullet-hell girls. There aren't that many characters and the gameplay is relatively simplistic, but even then, it's really fun, and the characters are pretty different. Super fun in multiplayer.. Okay, first, play the game before you buy the soundtrack. Personally, I found the "music", and I use that word loosely, totally annoying to the point that I said to myself, "if this doesn't get better, I'll play with speakers turned off." Secondly, when the game starts, I was wandering around aimlessly, and the devil was whispering repeatedly something intelligible and after wandering through the whole first floor\dungeon\basement, I saw two blobs that I guess were silhouettes, but I could not figure out how to interact with them or battle. I deleted the game from my hard drive/PC and marked the category as "don't like", so that when I get a new PC someday, I don't waste time downloading this again.. Very polished game. I like the dorky sounds the little alien robot makes. I know I haven't played much, but I can tell when a game feels right and will be fun with friends. I think it's definetly a game to show to friends who are interested in VR, or who haven't tried it yet. I've played about 4 levels, and the immersion is nice. I hear there's about 50 levels, and then a style type of level, so I believe the content is there. For the discounted price, It was a no brainer for me.. This is very very early review, about 90 minutes in-game. It's not gem, it's not polished but it have potential. Once u get grip on map's and movement patterns it start to make sense. Slightly on run-and-gun side so less skillful players might find waiting for wave bit to long to keep em interested into game. It's too early to say is it good or bad.... game is just soo good if you are old school and like beateam up games with friends or solo this game is FOR YOU!! River City Ransom Underground was made by players that loved the good oldie games](#)

and made this a MasterPiece! The only thing i wished you could do is make your own toon but these things happen. "Mostly negative"? Really? I have no idea why anyone would not like this. The music is well composed, and it does have some mysterious songs(some reviews complained about it being too upbeat), the rest are pretty upbeat. As advertised, perfect for a puzzle game, especially for something similar to Account Mu. Since this is a pack of music, I'll review each song one by one.

1)A song less traveled-This is one of my favs <3 It just feels so calm and happy. Would be really useful for a colorful game, town or some sort of lobby.

2)Endless-Again, pretty calm and upbeat. Would probably not suit a town or a lobby like a song less traveled, but could still be used for a nice colorful puzzle game!

3)Mysterious Mayhem-A little less puzzle-y and more vast. Tbh, I don't think this could be used for much. The thing I don't like about this song is that it mixes cyberpunk and fantasy which makes it so that you can not use it for either.

4)Obscurity-One of the darker songs in the pack, this is pretty good for a mysterious area, or for giving some atmosphere before a boss battle.

5)Quizzical-The song itself is awesome, however it makes the same mistake Mysterious Mayhem did, but this time instead of mixing fantasy and cyberpunk, it mixes happy and sad. It does have the perfect tune for a memory sequence, but it just makes you think "would I use this in a happy or sad memory?".

6)Sand Falling-I can't really say that the title suits this song. You'd think this would be a desert styled music, but it isn't. It has a more visual novel or tamagotchi feeling to it. Just like most other songs, could also be good for a puzzle game!

7)Slight Suspicion-This one is pretty dark while still having an upbeat theme to it. It's great for the final levels of a puzzle game, as it gives me that impression at first.

8)The Riddle-Another cyberpunk-ish theme, atleast this time it has no fantasy mixed in it! It does feel like it would be great for a calming scene in a sci-fi game.

9)Unobtained-Another slightly dark tune. It does have a horror feeling to it, but could be used in a fantasy rpg!

10)Wondering-Oh god, I'm getting the underwater vibes already! This one is possibly the calmest song on the list.

Before finishing off, I'd like to point out that you should get it when it has a sale. In my region, it's 10 try, which is the same amount of songs in the list. And with that money I could get atleast 3 games from my wishlist. Luckily though, I got it when it got an 80% discount, and I feel that this price is waaaaaay more suitable. One downside of it is that most songs are short, mostly below a minute or a little above it. It isn't too much of a problem, but it does make me wish they were atleast slightly longer. Do get this if you are making a puzzle game, or just want some upbeat music in general, the songs are really well done and cute. I wish it had a little more songs though.

This is very cool if you own a vive and like fractals.

pro

-there is a flashlight

-cool music

con

doesn't use all of the screen. Its worth it, you gona have funny 20 minutes with the game and soundtrack is very nice :D. Meh. Gunplay is okay, locomotion is alright, graphics aren't very good and the gameplay is just decent at best. If it was one of my first VR experiences it might have been fun.. but at this point there are just SO much better options out there. After playing a game like Robo Recall on Oculus, this game is just absolutely boring and bland. And Robo Recall was free..

For \$30 I would say absolutely don't purchase it, that's asking way too much. I bought the game for \$20 on sale and I'm asking for a refund. Maybe \$10 if you have nothing better to play.. but this game is just bland and doesn't deserve the price tag.

Also.. I usually don't get VR sickness, but I felt very sick playing this game within 10 minutes.. Got this a long time ago, just decided to check it out. Honestly, the controls completely ruin it for me -- can't recommend it for that reason alone.. I definitely recommend this game! It has a great story, the bits and pieces come together as the story unfolds, but not in a normal way. There were no real jumpscars, but there were moments of tension and fear.

The graphics are really good! I like that ;) things look really amazing, and I've spend some time on this game just wondering around the maps enjoying the way things looked and worked.

The puzzles aren't that hard, but they do requir some imagination and an open mind. For one puzzle I used a walkthrough because my game had a glitch. But that was also the only glitch I encountered.

The story is great! the order in which the pieces of the story come to you makes it really cool, as a schizophrenic I had like 10 different ways in my head how this story could end but I wasnt 100% right :p

Then there is something to say about the gameplay, I won't go into detail about that because it would spoil your fun. But believe me, the gameplay is really good!! The best thing is a new concept, which I haven't seen in any other game, it forces you to use it in a original and constructive way.

So in general, it's a really good game! besides one glitch, it's definitely worth it's money. Oh and you will poop your pants a couple of times! ;). This is one of the more fun SNES-like RPGs out there.

Well done devs!. To one direction the shoal of fish swarms, that of which reeks of food.
How do and how far can one fish go, of which the shoal consists?

An interesting thought experiment, highly relatable to your fulltime job.. Its was good the first few days but it got boring :(I generally like rhythm games but there is one issue that prevents this to be enjoyable: there is almost no correlation from the track being played and the drum hits sequence.

There is a reason why the most successful games of the genre release the tracks with the game itself or in DLC packs. The hits must be manually tailored on the track, or the algorithm that generates them should be exceptionally good.

I should be required to hit the drums when I hear drums in them music and vice-versa. In the current state, you might as well remove the music altogether.

There are other minor issues that I could live with and could probably be fixed, like the occasional stutter or hitting the drums by mistake from below when moving the stick from a previous hit.

Given the fairly high price tag, I cannot justify these flaws and I requested my first refund ever.. This game.... If nor one of the BESTTTTTTTTTT RPGMaker games I EVER played

The comedy in this game is AWESOME!!!!!!! AHAAHAHAHAHH, So many good jokes and cute lines

The characters are amazing, every single one of them.

The story is just great with many, many side quests so you won't get bored

Many types of enemies, some are strong, very strong some weak, so you fight weak then come back to strong one, because in some RPG maker games, where ever you are the enemies are same level,

here in one place you have like 3 types of enemies already,

The world is very nicely done, many there can be some new things in the world, I am an RPG maker veteran player , i played like 100 and 100 of games, I really don't see here any new stuff, only some new magic, that is really good

Here every hero has a ton aaaaaaaa ton of magic and spells, which is amazing, and I love it

So overall AMAZING game, buy it ppl and play it.

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