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## About This Game

Present the captivated dark fantasy with the attractive illustrations, a romance adventure game for you——

### System

While the story keeps progressing, the choices will be shown.  
According to the choice you picked, the impression of the character toward you will be better.  
Let's keep raising the good impression and step to the Happy Ending!

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## We'll recommend you, if you...

- Interest in romance game or otome(girls') game
  - Like the fantasy
  - Like the subject about the campus
- Like the shojo(girls') comics and animation
  - Have interests in werewolf and vampire
  - Want to read a serious story
  - Want to read a story with some jests

### story

Fleeting, yet beautiful. The world of darkness——

The main protagonist, Cloe (name changeable) lived in a secluded town. Surrounded by wire fences, it felt like she was trapped inside a cage.

Zombies were the only residents in that town, and she wasn't the exception. Many took their own life rather than to age away, but they were otherwise living a peaceful life. One day however.....

As Cloe was hoping to see the outside world, she recieved an invitation. An invitation to attend a prestigious, diverse school only the most talented and skilled could join.

\*This game is based on PSVita's [EPHEMERAL -FANTASY ON DARK-], with added translations and an updated resolution of Full HD.

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Title: EPHEMERAL -FANTASY ON DARK-

Genre: Adventure

Developer:

dramatic create

Publisher:

dramatic create

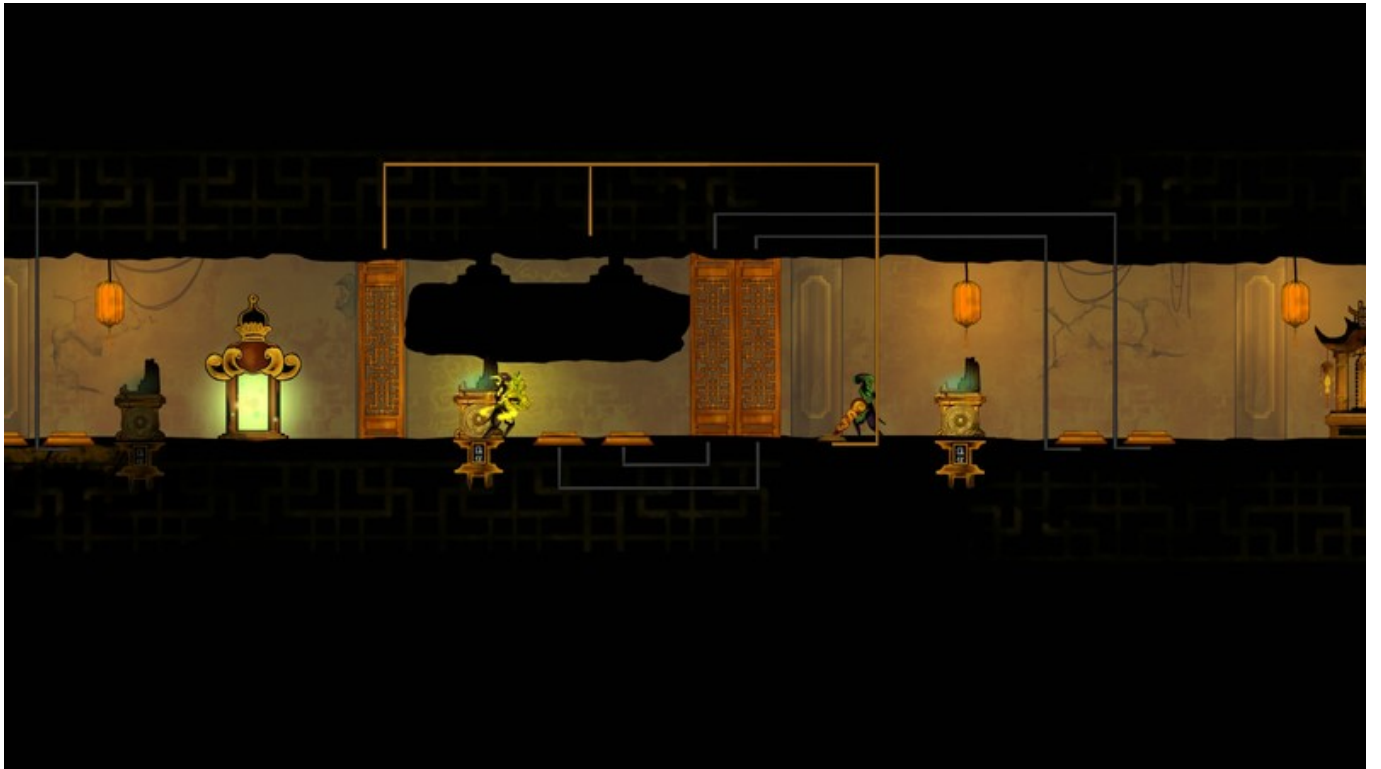
Release Date: 11 Sep, 2018

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English,Traditional Chinese,Japanese







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## Game Information

Labyrinths of the World: Shattered Soul Collector's Edition is an *Hidden Object Puzzle Adventure game that was developed by Domini Games and published by Big Fish Games Studio.*

*Since this is a collector's edition, it comes with extra features, that are not available in its' counterpart; the standard edition.*

## Game Visuals

*I want to mentioned that the visuals in the game is nicely done. The visuals can be adjusted in the game's option menu.*

## Game Audio

*I want to mentioned that the audio in the game is well done even if it is simplistic and somewhat repetitive.*

## Gameplay

*There are four different difficulty game modes to choose from: Casual; Advanced; Hardcore and Custom.*

*The notebook keep tracks of progression in the game. Such as story events and clues.*

*There is an interactive map in the game. It allows the player to fast travel between each locations quickly. It also indicates that there are tasks that can be completed at certain locations. The interactive map is automatically given at the start of the game.*

*There is a padlock feature that is available to lock the inventory panel in place to make it stationary.*

*There are interactive items in the game. Some of these interactive items may require extra components before they can be interact with. All interactive items are marked with a symbol in one of the corners.*

*The hidden object scenes consists of the following: Fragmented items; Traditional word list and Find 'x' amount items. Some of these hidden object scenes may require little or no interactions. Most of the hidden object scenes can be replayed in the game's extra feature section.*

*The puzzles are fairly easy to solve without having the need to skip any of them. Most of the puzzles can be replayed in the game's extra feature section as well.*

*There are five different tools that are given to the player to use. These tools are unlock when the player visits each of the four worlds.*

*There is a puppet helper in the game. It can help the player with the tasks that they cannot do themselves.*

*The miniature house is for the puppet helper. It can be decorated with various items that can be purchased with masks. The masks are scattered throughout the game for the player to find.*

*There are four different museums in the game. These four museums based on the four worlds in the game. All of these museums are automatically locked. To unlock them by visiting each of the worlds in the game. The museums can be upgraded/repared with the used of coins. The coins are scattered throughout the game for the player to find as well.*

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*Since this is a collector's edition game, there is a bonus chapter, but it can be accessed only after the main story is completed.*

*There are twenty-six different achievements to unlock from playing the game. Each of these achievements does come with some requirements that needs to be completed before they can be unlocked.*

#### *Miscellaneous*

*There are extra features in the game: Bonus Chapter; Bonus Hidden Objects; Bonus Puzzles; Soundtracks; Wallpapers; Concept Art and the Game's Strategy Guide. Most of these extra features can be access only after the entire game is completed.*

*There are six different trading cards to collect. The game only drop three of those trading cards. There are several ways to get the rest of the trading cards: Purchased from the Steam's Community Market; Trade with friends; Booster Packs and its' Booster Pack Creator.*

*Final thoughts: I have found the game enjoyable to a certain extent. The replay value for the game is low. I would recommend this game, but not at the game's full price value.. It's unfinished, but there is a lot of potential here. This VR game is like the job simulator of room escapes, at least it tries to mimic job simulator in terms of the style of art and it's lightheartedness. However, there is no story (which isn't the end of the world considering it's a room escape), and there are currently only 2 very short escape rooms (hopefully more are coming). My personal opinion is that people should take a wait and see approach. It's kind of an intersetting demo at the moment, but If the developers add more content then I think it is a definite buy.. It was 82 degrees on the afternoon of October 10th, 2011. I was debating if I should go out deer hunting or not. There was a particular stand set that my friend Dave and I hung in June that I had not been to yet this season. Most of the times the wind was not right or it rained and I did not feel like getting wet. I don't like the heat either but I knew cooler weather will be coming in the near future. I still had to attach a pull rope to this stand because I forgot to when my friend Dave and I put the stand up. Even though it was pretty warm out and it is still early in the season the wind was perfect for this stand setup. We had an east wind.*

*I decided to go. I jumped in the shower and used my unscented and bacteria killing soap. Then I got dressed and sprayed down each layer of clothing. I drove out to my hunting spot and sprayed down my outer layer of clothing quite liberally. I have always wanted to put a stand in this spot over the years but never have due to the walking distance. I know the big boys are in here but I just didn't want to take the time and put a stand here. Times have changed. I get more serious about my hunting every year and strive to shoot only mature bucks. I carry an extra bottle of cover scent with me at all times. Even though I took my time and tried not to work up to much of a sweat walking in, I pretty much was dripping with sweat by the time I got to my stand. Once I arrived at my stand I sprayed down very liberally again to try and cover the stench of my sweat. I then climbed into my stand, attached the rope and then hoisted up my bow. I then sprayed down a third time. Now, it was 4:30pm and finally time to start hunting.*

*I was quite surprised by the number of squirrels I saw. They appeared to be out in record numbers. I sat in the stand watching and listening to the squirrels until about 6:00 pm. Out of the corner of my right eye, I caught movement that was not a squirrel. It was a nice big doe. I talked to my son Mitchell (Deer Slayer on BGH) and told him I will not be shooting a doe tonight unless it was an albino or a piebald. We have seen an albino doe on the property in years past so we know the genes exist here to see another albino sometime. This doe and her 2 fawns were coming from a pond that is down over a hill. They must have got up from their beds, got a drink then proceeded to come up past my stand which is in a corner of a large oak grove. There are multiple trails coming and going in every direction in the corner where my stand is and there is water down over the hill and acorn and hickory nut trees that litter the hillside where my stand is. The doe and her fawns walked past my stand on the right. I had an easy 25 yard shot on her but chose not to take it. They then walked on and came up the trail 15 yards right in front of my stand. As the big doe was walking up the trail it looked as if her eyes caught mine and I thought I was busted. She only looked at me for about 5 seconds then continued on without any signs of worry. The doe turned broadside again and I chose not to take her again. This second opportunity was very tempting but I was able to hold off. I was there to see what would come out of the bedding area just as the light was fading, if anything at all. She walked down the trail a little way and she gave me a perfect quartering away shot. Again, I chose not to take the shot. By this time 15 minutes had passed and it was now 6:15. The next 45 minutes except for more squirrels was uneventful.*

*It was now 7:00 pm. The canopy of leaves in this area is still pretty heavy. Light was fading and I was going to give it about 15 more minutes. At 7:02 I heard a loud snap of a branch straight out in front of me. It sounded to be about 50 yards or so away. I intently was looking for what made the sound of that branch snapping. I was hoping it would be one of the big bucks that I know*



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*lives in this area. I saw a glimpse of brown passing through the trees. I now knew it was at the least a deer. I kept an intense stare on the area I knew the deer was at. It moved again and this time I saw antlers. At this point in time though I was still unsure if it was a shooter or not. The buck was continuing towards and about 30 yards away I finally had a full view of his rack. I knew at this point he was definitely a shooter. Right now he was walking straight at me and was about to walk up the same path the doe and her fawns took earlier. When he came up the embankment he stopped short of the top and looked in both directions. He decided to turn left and walk around to my right side. There was a number of trees lining the embankment so I could cautiously turn and hope he would not catch my movement. There is a large double tree off to my right and I would position myself for when he stepped out from behind this tree I would let him have it.*

*He kept slowly walking and stopped right when he was behind that tree. I was thinking to myself I need you to take two more steps and stop. The buck must have read my mind because that is exactly what he did. I didn't have to stop him or anything. I couldn't have asked for a better scenario. I had my crossbow up and pointed already and now it was just a matter of making a small adjustment until I had the crosshairs of my scope on the kill zone. The buck gave me a 15 yard, slight quartering to shot. I pulled the trigger on my Horton Legend crossbow and let the Easton XX75 arrow tipped with the Rage 2 blade broadhead fly. I watched as it hit it's mark. I thought ahh yes!!! It was a perfect shot. I watched the buck take off like a freight train. He ran down the embankment across a flat little area back up another hill then out of sight.*

*Once he was out of sight I began counting until I heard him crash. One thousand one, one thousand two, one thousand three. Crash, crash, thrash, thrash, I heard the buck now rolling around on the ground and then I heard this deep aaaarrrrrrggggghhh. I call that the death growl. I knew he was dead. I shot him at 7:05 pm. I texted my son Mitchell at 7:06pm and wrote BBD BABY BBD JUST NAILED HIM!!!!. My son immediately called and asked me the details. I told him at the time I think he was a big 10 pointer but I didn't look at the rack too much and I wasn't sure but I definitely knew he was a shooter and I heard him crash and he was down. I told him I would find the arrow and then call him back. I then called my friend Dave and told him and he asked me if I was sure I wanted to pursue him or wait until morning. I said I heard him crash and I heard the death growl and I knew he was down. I got down and went to the point of impact and could not find my arrow or see any blood. I walked the way the buck ran and looked for blood and any part of the arrow but I did not see any at all.*

*My son called me back and was wondering why I didn't call him back. I said I couldn't find the arrow or any blood and I was starting to second guess myself on pursuing the buck any farther. He asked me again what happened and I told him the details. I was positive the buck was down but just in case I was wrong I did not want to push him. My son said wait and he would be out to help me find him.*

*By the time my son and I got back to the stand site 45 minutes had passed and it was now completely dark. But, with the help of the flashlight I won in a BGH grand slam contest I knew we could find the buck. This flashlight is awesome. It lights up everything. We walked the way the buck ran. Scanning back and forth looking for blood. Finally about 60 yards from the point of impact I spotted a drop of blood about the size of an apple seed. The blood was bubbly. The further we walked the drops were getting closer together and bigger. We reached the top of the hill where I last seen and scanned the area. We walked about another 10 yards on the blood trail and I scanned the area again. I said I see brown. My son said be careful but I knew he was dead.. Wow, that was quite a ride. I liked the variance in the riddles, not just 4 digit combination locks but reading, math, placing and logic puzzles. A lot of different environments, looking outside from the spaceship was a great view! This one was even longer than the mine, with three different places that you visit and a story that gets revealed as you go along, if you take the time to read any notes found.. wrapped waifu*

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So this seemed like it could be an interesting enough premise. Whack-a-mole with zombies. Not exactly groundbreaking, but maybe some arcadey fun.

This game though, isn't very good. The basic mechanics are hitting zombies or digging holes for zombies to fall into. This is made much more difficult since the controls are terrible, and your character slides around like he's in a Mario ice level. You don't exactly slide so it's not a perfect description but that's the best way I can think to describe it. I tried playing with both controller and keyboard and while keyboard was slightly more bearable I would not say I had a good time. The whack-a-mole part is pretty precise in registering a hit, and you have to be fast, so anything being awkward about the controls is a very bad thing.

One thing I found strange was the gravestones (which the enemies spawn from) being randomly generated, which meant that sometimes a level would be hard since the graves were far apart and the controls suck, but then on retrying it all the graves would be in one corner making the level stupidly easy. It seems like actually planning out the levels with the gravestone placement would make for a better experience, especially since the levels increase in difficulty as the game progresses and adds more enemy types and mechanics. Enemies spawning is literally the only thing you have to manage while playing so the randomness just seems like poor design.

The game is still pretty easy until the introduction of ghosts around level 8 or so, random spawns aside. The ghosts are honestly terrible. When an enemy hits you, you become stunned for a few seconds. Ghosts can hit you, but the only way to kill them is with a random pickup - the crucifix. However, as soon as you kill one another spawns, so it's pretty pointless. The problem with the ghosts is that they often stand over the graves as zombies are spawning, meaning you can't get to the zombie and kill it. The ghost just wanders around randomly so sometimes a couple of zombies will just be blocked off with nothing you can do about it. And it's not like you can just dig holes to get around this, since you can't dig on tiles with gravestones and skeletons take 2 holes to kill, which you often don't have time or room for (and keep in mind this entire time how bad the game feels to control). I don't mind challenge, but having like 2 mechanics in a game and then randomly making some enemies guaranteed to get past is really annoying (and the game isn't exactly fun to begin with).

The sound design is also pretty dreadful. The music is generic atmospheric stuff, bland but inoffensive. But there's this weird and off-putting 70's porn music that plays when you pick up tequila (kind of like this game's version of the fruit in Pacman, letting you jump on the zombies and kill them faster) and in the main menu mousing over any of the options plays a weird sound of what I think is someone saying "dig" but it sounds more like "dink" and is just weird. When you complete a level it tallies up the enemies you killed and plays an 8-bit chirp for each one making each level end with what is basically a burst of static.

It's pretty easy but becomes very tedious since every time you fail a stage it shows a game over screen and kicks you back to the main menu where you have to select the stage again. Not a huge issue but adding a retry level option or something doesn't seem that hard.

The game is also very short. It took me like 30 minutes to beat all 12 levels even with the annoying controls, and after that I just played it a while longer for the cards. The last level changes things up with a flamethrower and no powerups but it's not really any better. Really not worth the money it's being sold for, or any money at all in my opinion.. great game. still needs some fixes here and there. two to mainly point out are. o when typing in chat still brings up the upgrades menu in battle. kinda annoying but should be a easy fix for dev team. second fix needed is at times in TD mode map goes black no one can see anything and things no long spawn V move. also if the devs read this. it would be a nice idea for the tank class titan to have 1 more upgrade to pick from. and some more mechs in genrall in the game maybe something that can fly with weak armor? mix it up about so its not all ground only. :) played this for the first time in facebook gameroom. and loved so i bought it on here to help support the team.. Great murder investigation game. You really have to observe, use your brain and connect the dots to find out the truth. The game doesn't hold your hand with super obvious clues or giving you clear indicators on a silver plate, you have to pay attention, read between the lines, and examine things carefully, as it usually takes some extra work and reasoning to solve the puzzles and find out what to do and where to go next, otherwise you may get easily stuck.

The story just keeps getting better and more intriguing as you progress through the game and read diaries and documents that establish the story and relationships between characters. I personally got really immersed into the story and my interest in solving the case never dropped at all during my playthrough. I even empathized with the stories of the characters portrayed through these different diaries.

A few things, however, could have been improved. The game, for example, leans a bit too much on finding keys and passcodes

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to unlock doors and desks (which occasionally results in finding another key to unlock another thing to find another key), and this can get somewhat repetitive. Considering the game has a lot of puzzles, it could have used a little more variety in this aspect. The ending sequence also feels like it needed more polishing (maybe it was rushed), but I won't write details about that to avoid spoilers.

An excellent game for anyone who likes mystery solving and detective games. I'm glad I bought it, and hope to see more games like this in a future.. Bought this cause I love Trials HD on the 360. Controls felt totally different to the point of I just couldn't play it.

Gave up on it. Then Trials Evolutions Gold came out. Was afraid to waste money again but found it on sale and took a try. Felt exactly the same Trails HD on the 360. How same you might ask, well Evolution Gold includes Original Trial HD levels. My times are for the most part exactly the same. I most likely will never reinstall this game. Get Evo Gold instead of this, just my 2 cents... Gave it the thumbs up due to two cars I have been waiting for SALEEN S7 TWIN-TURBO and MERCEDES-BENZ C63 AMG COUPE BLACK SERIES both are fun to drive good cars to cruise the coast line with.

ALFA ROMEO 4C sounds pretty nice but just not my style

Once again I think the price of \$7.95 is a little too high so if you're not in a hurry for this pack maybe wait until there is a sale. It's a good game, kinda average. I have absolutely no idea why there's "great soundtrack" in the tags, the game's soundtrack is okay I guess but definitely not great. It just kinda falls into all the other stuff that's quite average. But still, if you see this game in a sale or in a bundle, it's quite a lot of fun for a while. I'd say the price is about 1€. Don't go higher, it's all the same♥♥♥♥♥over and over again.

6/10. Excellent demo that shows off the power of horror in VR.

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