

SOULS Download Apkpure



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## About This Game



**Game Name:**

SOULS

**Game Genre:**

Visual Novel

**Story:**

At the time of the fall of a year, a rumor was circulated in the school campus without knowing the reason why – The monster who was named Human Snake was found in an abandoned reservoir. The starring actor (The Boy), who would like to investigate what was going on, went to the reservoir for adventure. Eventually he met the monster. Since then, the boy has developed a very wonderful relationship with the monster. The relationship was neither friendship, family members nor master and pets types.

What exactly is the real body of the Human Snake? What will be the impacts on the Boy? With the story moving forward, unexplainable incidents were happened in the school campus. All of the incidents were interrelated between the Boy and the monster. What is the truth beneath? The story starts...

**Original Soundtrack by:**

Tang Ho Ling

**Additional Music by:**

Reg@Daybreak EcLipse

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Title: SOULS  
Genre: Adventure, Indie  
Developer:  
Team Fork  
Publisher:  
Team Fork  
Release Date: 14 Aug, 2017

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**Minimum:**

**OS:** window VISTA(32/64bit)

**Processor:** Pentium4 1.4GHz

**Memory:** 2 GB RAM

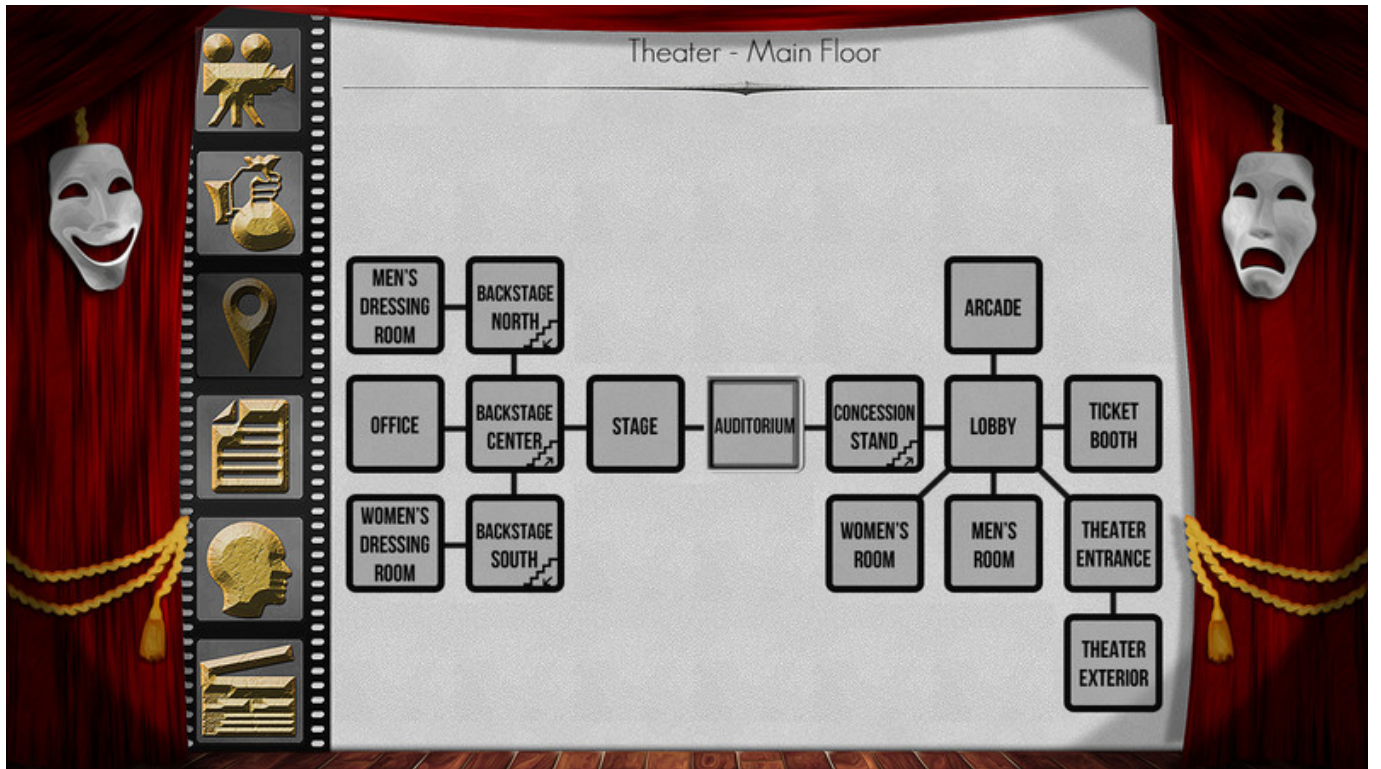
**DirectX:** Version 9.0c

**Storage:** 300 MB available space

English,Traditional Chinese,Simplified Chinese







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I purchased this pack no less than an hour ago and I haven't even placed a driver marker on the locomotive in the scenario editor yet and already i am un-pleased with it. After all the "hype" of this pack being so advanced this pack actually lacks some major features. All the black 5's in all liveries (excluding the Ian Riley 3) have got the same builders plate of armstrong whitworth & co, the manual lacks the description on what the last 3 digits in the numbering system mean and do not even states a section about the numbering system in general for any new players, all black 5's (that aren't 45407, 44871 and 45212) have the same shedcode of 26 D which is where Ian Riley is based, theres no unlined BR livery in either clean or weathered state, there's no other versions of the class that had the other types of boilers (Ivatt forward top feed and domeless like 5025 and 5000), the rolling stock provided being the MK1's, MK2, 16t Mineral Wagon and brakevan, are reused stock with different textures that we've had multiple times again and again from the start of the game and from other packs that have been reused in them, the only NEW rolling stock this pack offers is the GUV. The RATB chatting token system for the Benavie signalman does NOT have a scottish accent despite the fact the signalman IS scottish. All in all the RRP of £314.99 is not really worth it and to best stay with the original Kuju model of the Stanier 5MT and purchase the SteamSoundSupreme packs for different liveries & conditions. This offered so much potential and it was just nothing more then over-hyped and seems all the focus was aimed towards the Riley 3 then the other models which again for £314.99 for 3 Black 5's and reused/retextured stock just doesn't seem to be justified. Hats off to BMG for making a newer looking model of the Stanier 5MT with newer sounds but thats just about it. Honestly if i knew all this before the purchase i wouldn't have broke open the wallet for these.. Do not waste your time or money, The game is a poorly made SC knock off and the "choice" system they have at this time is broken on certin maps for single player. Good & short , i like it !. The design is good, but I can't be satisfied with trying to maneouver some red cube between some letters. The gameplay is simply not that great.. It is really cute and the puzzles are worthwhile!. Having a lot of fun with this one. Addictive, lots of weapons and gear, leveling system, fun and varying enemies, quests and allies to complete/find, a base to build up and defend, procedurally generated map that changes if you die, lots of replayability, enjoyable story (love the diary pages), I could probably go on.

My only complaint centers on how you upgrade the base... I fel like it should be as days pass, not as time passes. 5.5 hours for me to upgrade the workbench.... I mean, come on.

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F\*\*king blinds. Gimbal is a top down arcade shooter with a ship upgrade system. While this concept has great potential, the developers did not include any single player campaign, relying on the old "PvP is content" fallacy. To nobodies surprise, there's no players online anymore, so there's no gameplay available.

\$10 is far too much for a 2D game, especially without single player and with a dead online scene.. Real good game some liberals might get mad cuz theres no real tutorial but whatevs. The simply good game it focuses on real-life events in the middle east like ISIS and teaches the player the rights and wrongs of being a chicken to real life events and the media.. Only three hours, and multiple restarts, in at the time of writing this review, but so far I am enjoying it.

#### Pros

1. It works fine on Windows 10. The only issues I've noticed is the music messing up at times, and the game just leaving you in DOS box when you exit, but it's easy enough to close it via Tab or the Windows key.
2. That 90s charm. How can someone not love the cheesy FMV?
3. The history aspect. Marco Polo has a wealth of audio and video clips with a database that includes information on a variety of topics from important people to trade goods to professions. I can't verify how accurate they may be, but any history lover will likely find them interesting.
4. Trading is simple(I'm not sure if supply and demand is even present) with the main difficulty being in learning(you must learn through experience as the game tells you very little) where goods are produced cheap and where they are desired. Let me stress this again, there's no hovering over a town to see what it makes or produces, nor any number in paranthesis next to a good letting you know what the average price is. You must discover and remember these things. There is a trade log that records how much you bought an item for and where, but that's it. On the bright side, there seems to be only minor randomization.
5. Hagglng. It's basic, and can take awhile, but it remains enjoyable and some of the voice clips are amusing.

#### Neutral

1. The goal, far as I can tell, is to get a high score before the time limit(which you set though there is a cap) runs out which seems to be based on your wealth and renown. Wealth, obviously, you get from trading and renown I suspect you get from completing the various quests you can receive from the cities and towns.
2. There isn't that much resource management, but it is important and with the clunky menus it can be annoying. Wealth is self-explanatory aside from the fact that trading appears to be the only way of making it. Food is required to move from town to town and if you don't have enough you are officially stuck. Portage is another name for the animals(or people) that carry your goods. Escorts or guards protect your caravan from Tusken Raiders though you can get around this with enough save scumming as attacks seem to be random. There's also "strategy" which is a board with tiles where you can arrange your escort in a formation around the caravan though I'm not sure what effect this has if any.

#### Cons

1. All that 90s charm comes with the clunkiness one might expect. Important information(rations, guard strength, etcetera) is buried under different pages, and so getting your bearings can require a modest amount of menu surfing which can be tedious. Just figuring out how to back out of the database took me a minute. However, it's not that bad as I came in blind and figured out where to find most information in 10-15 minutes.
2. Early game is rough. I'm 4-5 restarts in and ending up in a position where you're literally stuck is quite easy. Save often.
3. Only four save slots(you cannot name them though they do mention the week and location) which are shared between all of your playthroughs. By the way, you have to quit to main menu in order to load a save.
4. Luck is very important. To give an example, I was heading to Acre to sell my goods only to discover that the city was experiencing an epidemic(it had never in any of my prior attempts) so prices were rock bottom. Almost all of my funds were



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invested in those goods! I had enough food to return to the starting town, but they produced my goods so they wouldn't pay much for them either. Thus, I was left in a position where I couldn't do anything. So, I reload and not only is Acre not experiencing a plague this time, but en route I also looted some arms from a battlefield which were valued at 4-5 thousand or about 10 times what my trade goods were worth. One trip might fail miserably, but reload and that same trip might go fantastic.

5. Each time you go to look at or buy an item you must listen to a short voice clip. Only a few seconds long, but this can get irritating.

## Summary

There's likely some points I'm forgetting to mention, but I'm confident I covered the major ones. I don't feel \$6.99(I bought it on sale) is too much, but with how dated Marco Polo is and the lack of a demo I'd recommend most to look up some gameplay on Youtube or wait for a sale.. random review for a badge. Amazing game. I love the variety of swords it gives you, and the different tactical options they allow for. Every sword is played a little different, with different reach, stab damage, slash damage, etc. This game also forces you to think about not only when to strike, but where, and if your sword is oriented correctly. If you attack with the dull side of your blade, then it's not gonna hurt.. You are trying to find a new planet for your civilization to survive and so you have found your way onto Planet X. There's one small problem, there seems to be robotic inhabitants that keep attacking you at every turn as you try to carve out a place to live, and of course build defenses to protect those who came with you.

I'm not going to lie, you're playing as the "asshats" in Alien Robot Monsters. You land on this planet get attacked and then you retaliate, that makes total sense, but then to go on the offensive and decide that you are going to commit basically genocide seems a bit rough.

Now of course we are talking about a fictitious world, and of course this is just a scenario to help you into the story of a tower defense game. In this game you will be unlocking upgrades to your towers, as well as upgrades to units that you'll be able to utilize later in the game. You are given specific locations where you will be able to place your towers, so even if you have extra scrap metal (that's the currency) that you could use to purchase a tower, once all the spots are filled you are going to have to either blow up an existing tower, or just work with what you have.

This game is quite challenging and you will definitely have to pay attention to what is coming at you down the predetermined paths. I will say that there is definitely a balance needed between what type of towers you have out there as well as the order in which you upgrade them. You're going to get a basic tower with two gunmen to start off but as you progress deeper into the game you're going to be able to change that tower into many different types of towers, some of them will have units that you'll be able to place outside of the tower to try to take on the enemies as they come. There will also be towers that will shock your enemies, literally, and though expensive, a very good addition to have on the maps to help you through some of the tougher spots.

One of the things I do like is the fact that there is a little bit of customization that is done between levels. You can decide how you use your victory stars. For each level you will get 1 to 3 for successfully getting through the level. Now of course you're going to want to have every level give you 3 stars, but lets be honest there are sometimes when you just misjudge the enemy and a couple slip through, ruining your perfect run on that level. Have no fear though you can gain those missing stars with a replay.

Anyways you will use the stars to upgrade damage by weapons, unit health, more scraps collected per kill, etc. I personally like to at least get the base level of each upgrade but there's definitely reason to try to max out one upgrade before giving the rest some attention, its all in the way you play, and I think for this reason it definitely caters to the player.

The graphics aren't going to blow you away, but the overall flow and design that you are presented with looks great. I do enjoy the fact that there are enemies of all shapes and sizes and that each out is truly different, be it in speed, attack, or durability. There's also bosses that you need to be concerned with, if you survive specific levels you will find, after the final wave, that there's one more monster that wants to destroy you, get through that and you're well on your way to victory.

This game can be your's right now on Steam, and if you are a tower defense type of person, this is something that you're going to want to add to your collection. So with that being said I'm going to give this game an 8.7 out of 10.. If you like pop-in, awful mobile ports, and an all around ♥♥♥♥♥ time, buy now!. I really like it so far. Beautiful and intriguing, but...Could you

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please make it so that you can free move by just sliding your thumb across the thumb pad, instead of having to actually depress it, like in Fallout 4 and Arizona Sunshine. Multiple Vive controllers have lost their sensitivity for me, when trying to depress the right side of the pad, so if I only had to slide across the surface, there'd be no problem. Also, when a title allows you to move without using head tracking, it's normal that you can move in the direction that you point the controller. That way you can easily move in any direction and still look around and still use stafe and reverse. Strangely, this titile, when head tracking is off, you seem to only be able to move in a straight line from where you were looking last. So you have to stop, look in a new direction and move in a straight line and repeat. if I could slide up to move forward and then point the controller in the direction I want to go it would be perfect, but because of the inconvenience of having to stop, look in the direction I want to go, move in that straight line for a bit then stop and look in a new direction and repeat, I had to turn head tracking on cause it was so inconvenient.

With those two fixes it would feel great and match all the other games where I use free movement with no head tracking. Paranoraml Activity comes to mind, which also added these movement options after release. Thanks.

### **Over 1,000,000 Downloads!:**

Hello everyone,

TE120 reached an amazing milestone today surpassing 1,000,000 downloads! When I originally set out to create TE120 I wanted to help satisfy the fans of Half-Life with what felt like a modern Half-Life game. I hope you felt that, but reaching this milestone definitely helps me to feel validated in that goal and it really does make me feel it was worth all the effort. And for you all (and me) I hope we really do get that modern Half-Life game we've been dreaming of someday.

### **Cheers everyone!. Emergency notice(Resolved):**

The problem of the server hosting company is causing the connection failure.

We will process it as soon as possible.

All issue has been resolved. Connection is possible. Thank you for waiting.. **Big update: New characters, new improvements, and lot of progress!:**

Hey folks,

It's been a minute since our last update, and it's time to share some of things we've been working on. Before we get into that I'd like to apologize for the extended silence, and fill you in on what's been going on. I had someone who was very close to me pass away recently, and I left the good old state of Illinois to spend time with them, and take care of things before and after their passing. This person was my grandfather, and he lived to the ripe old age of 93. He's actually the inspiration for Ira's family, and some of the locations in game (the Homestead, Pilgrimage). So, In honor of him we are making Ira's family's last name Morningstar after his. It seems only too fitting. All that being said I'm back at it, and our team appreciates everyone sticking with us. So, without further ado we have some wonderful things to share.

Character updates. **Update has arrived! Ver 0.9.9 has come!:**



We collect all information about the game and your wishes!

Update list:

- 1) Lamp fix, now it has better behavior, and does not pass through the hand.
- 2) Improved the intelligence of the monster on the street.
- 3) Balance is adjusted, now the dummy appears slowly.
- 4) Now all the achievements work!
- 5) Fixed crash game after of the end game.
- 6) Fixed and changed tips

We continue to work on the game. And soon we will release another update.. **Announcing new patch & plans for the future:**  
Hello, ladies and fellas!

It's been a long time since I wrote a post on Steam - much was changing in my life, so I had time only to support the project and fix the bugs you found.

However, I'm in charge again, and I'm glad to announce some new features & mechanics for the next patch:

*UPD: it's not out yet, this post is just an announce!*

- **First of all, money is finally going to appear in Life is Hard.**

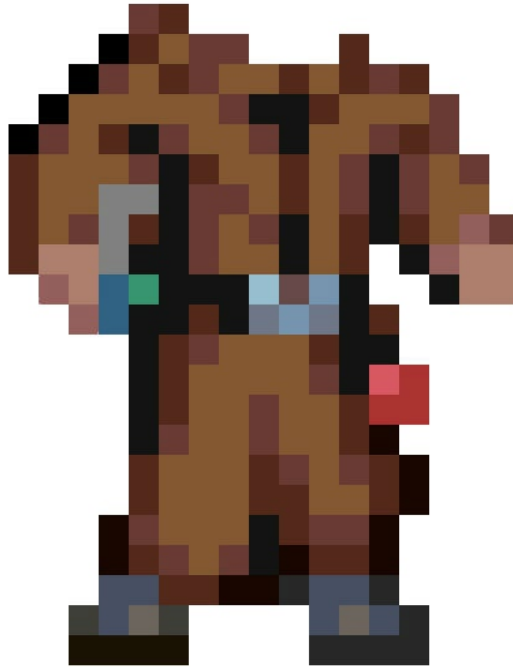
A player will be able to construct a new building - market - that attracts merchants and caravans from all over the tiny world. They will buy goods from your minions and pay with gold!



*Hiring mercenaries, monks, jesters etc. will require money from now on. No more barter!*

- **Secondly, mages will stand by your side.**

You'll be able to hire new units at the mage's tower. Seems legit, doesn't it? Mages are equipped with light armor & wands. Soldiers will lose ability to use them.



*A "work in progress" mage's outfit*

- **To compensate for the loss, soldiers will be able to use shields.**

Shields have a chance to reflect hits/projectiles. The stronger the material is - the higher the chances are.

I'm also considering giving secondary weapons to ranged units like archers, as using bow at close range seems illogical.

I'd love to hear your thoughts about it in the comments.



*A wooden shield*

- **In this regard, i've changed weapons system, making weapon & armor types more balanced. Here's a small table:**

Weapon type. **Threads:**

Hi all,

Relatively minor update this week, as most of the work I've done is under the hood. I was hoping to include destructible terrain this week, but it's not quite ready to roll out yet. The reason I'm releasing an update anyways is because I've made a few changes to the way the game runs through each game tick.

Previously, the game timer would interrupt the game and cause issues with using the interface, as well as essentially locking up the game for a few milliseconds while it processed each game tick. Now I've moved things around in code so that the majority of the game tick runs in a separate thread. It seems like an obvious thing to include even before releasing in Early Access, but in my mind performance comes secondary to correctness ie. I was initially more concerned with making sure everything worked and was fun rather than how quickly it ran (as long as it was playable, of course).

Using the UI should now feel a lot more responsive even while the game timer is running, and I'm hoping things run a lot smoother in general. Let me know if you run into any issues - if any of you have done programming yourselves, you'll probably be more than aware that multi-threaded/concurrent programming occupies its own special place in Hell. Nevertheless, I'm hoping this improves the game experience for a lot of you.

Bugfixes/Changes:

- Made game tick concurrent.
- Prevented the HQ and Aerodrome from refreshing every game tick, which should make those screens more easily useable while the game timer is running.

- Added the ability to use the WASD keys to scroll.
- Reduced the number of subscreen refreshes, which should make things less "choppy"
- Drag-selecting entire groups of units and issuing orders to them will now ignore HQ units if HQ units are unable to perform those orders (build orders, wiring, etc)
- Selecting HQ units will now highlight their subordinate units as well.



- Added weapon names in the Order of Battle subscreen.
- Updated the tutorials so that they are no longer broken versions of the main map. This also means that the bug in which the map toggles in the upper right corner of the screen now work in the tutorials.
- Changed the game icon to something other than the default Godot icon.

Soon to Come:

- Destructible Terrain - I have one house type completed, as well as the underlying logic for any type of terrain in general. I probably won't release this feature until I have at least a few different building types, otherwise it's going to look really weird.
- The ability to schedule attack orders using the Scheduled Order screen.
- A Retreat button once you send units over the top.
- Better UI for managing subordinates/superiors. Right now it takes several clicks to, say, select a company within a brigade, and then to select all platoons in that company. I'm probably just going to steal the interface from HOI3, but it will take me a few days to implement, and I wanted to get an update out today.
- Artillery gun-pits. Some of you have suggested this, but until now I couldn't think of a gameplay-related reason to include them. Since artillery can't enter blockhouses, I'm thinking these will basically be blockhouses for artillery. They take longer to build, and it takes artillery units a long time to settle into them or leave them. However, artillery will be protected from counterbattery fire and aerial observation (signals units can still spot

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them, though). Let me know if this sounds good!

Thanks for playing!. **Update time:**

Hello all,

It's been a very exciting few weeks for us and we have a we have a lot of cool news.

First up, you may have heard that we attended Steam Dev Days, and we have to say, the whole trip was an amazing experience for us. We were in Seattle for about a week, and we met with so many amazing individuals and teams there. Being able to spend time with others in the industry was a refreshing boost that we needed desperately. We're not alone! The conference was a great opportunity to learn from the successes and failures of other developers, and there was a ton of great information about the current state and direction of the industry.

While not entirely relevant to Ira at the moment, virtual reality was a huge focus of the conference, and we have to say, we're impressed. It's such an amazingly immersive experience and there is so much potential for interesting and meaningful experiences, we're totally sold on the platform and we have some solid ideas about our next direction after Ira. Thanks to the fine folks at Valve we now have developer kits for the HTC Vive so we are ready to roll! Fear not though, Ira is the priority so we'll do our best not to get lost in the world of virtual reality. ;)

Our only complaint about the trip? No Gaben to be seen... Was he busy at work on HL3? Polishing his knife collection? Stuck in a virtual world?... We may never know.

Steam Dev Days was great, and after returning home we barely had time to unpack our bags before the next big development came in. Apparently some guy on Youtube named "Markiplier" decided to showcase our old demo for a let's play... Yup, the Markiplier played our game, and after few days the video is nearing the 1 million view mark. Yes, the demo is old and outdated, and we have no idea why this happened now, but it's given us more of a spotlight than we've ever had, so a HUGE shoutout to Markiplier for the excellent playthrough.

With Steam Dev Days under our belts and Markiplier's video play through giving us a huge boost in traffic, we have a new found energy burning in us, and the development train pushes on full steam ahead. We recently got Ira up and running on the Xbox One compiling, which is an exciting new development, and we should have new content to show you all very soon!

Until next time,

Nick and the Ira team. **Mind Massaging Machine Bugfix Release 1.0.4 and SessionMaker Update:**

This is a quick update to let you know that version 1.0.4 of MMM has been uploaded to all platforms and should arrive on your devices soon if it hasn't already. This update has minor improvements and also fixes a few more problematic bugs.

Fixed Bugs

- Sessions using MP3 files were not working on certain devices
- Sessions that had no audio file or textscript did not run properly
- corrupted or otherwise not readable sessions could be imported and break SessionLibrary

Also, SessionMaker has been updated to let you set a duration for files that do not use an audio file or a textscript. You can download the updated SessionMaker from [here](http://heptamind.com)[heptamind.com] (I'll be including it in Steam soon).

If nothing critical is found the next update should be v1.1 later this month. Wish me luck!. **The game has been released!:**

Our game will continue to be developed every day. With your views we will make the game better.



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