Blood Of The Werewolf Download] [key]

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About This Game

Blood of the Werewolf (2.0)

Become Selena, loving mother, devoted wife and -- **powerful werewolf**. Take revenge on the monsters that have slain your husband and stolen your child, in this love letter to classic platformers. Seamlessly transform from human to werewolf in light of the moon, as you shoot, slash and smash your way to fight Frankenstein.

Intense Platforming Action, With All Your Favorite Iconic Monsters
9.2/10
"A Love Letter To The Action-Platform Genre. If you want an action-platform game with great gameplay, challenge and a story that is simple but enjoyable, Blood of the Werewolf is the game for you." "Selena responds with perfection to the button presses."

http://corruptedcartridge.com/blood-werewolf-review-love-letter-action-platform-genre/

9/10
"This game propelled me back to those halcyon days when I started gaming, and games were extremely difficult yet ultimately all the more rewarding."

http://www.midlifegamer.net/reviews/2014/04/blood-werewolf-review.html

8.5/10

"Overall, Blood of the Werewolf is a great platformer. It provides a wonderful sense of atmosphere, the story is well written and well told, and the gameplay mechanics feel fantastic. You may destroy a keyboard or controller out of rage, but you'll want to buy another to see this great game to the end. Fans of platformers, especially old-school platformers, should give this game a serious look."

http://www.capsulecomputers.com.au/2013/11/blood-of-the-werewolf-review/

8.4/10
"An excellent action-platformer that wonderfully combines challenging but fair gameplay with a colorful and vibrant art style. "

http://www.worldsfactory.net/2013/11/03/blood-of-the-werewolf-review

8/10
"Scientifically Proven has managed to create a piece worthy of its platforming predecessors, where gore blends with horror creating an atmosphere that will captivate you." Dying too often gets frustrating at times, but not that much as to make you want to ditch the game. The beautiful visuals along with the multitude of monsters will keep you company while journeying in an adventure like never before."

http://www.softpedia.com/reviews/games/pc/Blood-of-the-Werewolf-Review-396460.shtml

8/10
"Blood of the Werewolf is a beautiful platform game - A classic mold with a ...unique garment that will not make you regret your investment and still promises to steal many hours of your day." (translation)

http://www.techtudo.com.br/tudo-sobre/s/blood-werewolf.html

8/10
"Beautiful, rhythmic, and well done"

http://www.jeuxvideo.com/articles/0001/00019064-blood-of-the-werewolf-test.htm

Blood of the Werewolf takes players on a ruthless journey of revenge through 3 level filled game modes of white knuckle platforming action while taking on hordes of creatures and iconic monster-movie bosses; Creature, Hyde, Dracula, Mummy, Frankenstein. Selena has access to upgradeable weapons in human form and unlockable wolf powers when transformed. Additional modes like speed run and score rush will test your reflexes and memory, with online leaderboards to keep track of yourself, and friends.

Keep your wits about you, Blood of the Werewolf will test your limits and offer a challenge you haven't seen since the golden age of games.

Features

- Experience a rich, in-depth Story Mode featuring 30+ creatures, 15 button-grinding levels to master and five heart-pounding boss arenas

- Score Rush mode offers the pro a whole new leaderboard driven experience as you compete for the highest score.

- Endless Challenge is a nightmare of procedurally generated levels and monsters that increase in difficulty. How far can you make it?

- Shift instantaneously between human and werewolf form when in view of a full moon

- Hardcore, classic platforming gameplay with a modern twist; pressure sensitive, full air controls for precision moves

- Unlock a bevy of achievements, pushing you to the limit of your abilities

- Upgrade weapons and wolf powers, for the edge you need against the monster onslaught

- Uncover hundreds of collectibles and hidden items to discover throughout the game

Title: Blood of the Werewolf
Genre: Action, Indie
Developer:
Scientifically Proven
Publisher:
Scientifically Proven
Release Date: 9 May, 2014

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Minimum:

OS: Windows XP SP3, Windows Vista SP1, Windows 7, Windows 8

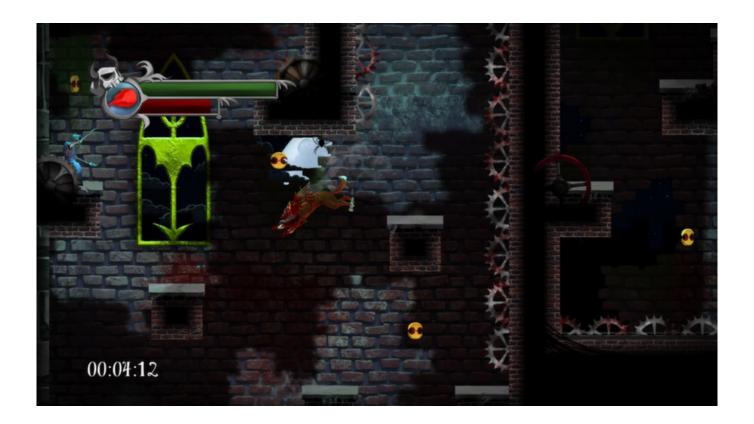**Processor:** 2.0Ghz Dual Core CPU (any Core 2 Duo or AMD X2 or better)

Memory: 2 GB RAM

Graphics: 512MB Video Card using Shader Model 3 or higher, AMD Radeon HD 2900 GT or NVIDIA GeForce 9500 GT or better

DirectX: Version 9.0c

Storage: 3 GB available space

English

Honestly i really wanted to love this game but the only thing i enjoyed in it was the werewolf part.. Have you ever been a fan of Castlevania and werewolves? If your answer is yes, this game is for you, BUT it's a bit challenging.

Imagine being on a boat that has holes here and there, while there's a\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665with you on the same damn boat. Can you survive without being\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665 Yes, but it'll be hard as hell. Sometimes, this game will leave you in such situations and the checkpoint will be a mile away from such places, so it's can give a bit headache and consume couple of hours. Did i mention that this game can become slow, because, apparently 8 GM RAM, 1.73GHz 7 Core and 1 GB NVIDIA 330M is not enough to run it on high graphics?

After reading my review, you're probably thinking about not giving a chance to this game, right? Well, the choice is yours, but i still like the game, even with these minuses. It was a fun adventure, liked the story and the art of the game, (wish you could transform into werewolf whenever you want) though the future "sequel" movie at the end made me laugh, a lot.. after a promising start sadly the game became anti-fun and for those reasons

- terrible terrible level design and some trial and error sections that you have to die then
replay the whole section cause the check-point was far behind

- loose controls, when a platformer game requires from you precise timing and a lot of jumping
that a single mistake could drop you down a lot, the least they could do is make the control tight,
they should learn from games like super meat boy

- boss battles are very easy, predictable and boring, it takes ages to finish due to the boss's long
health bar while repeating the same easy to avoid attacks

do yourself a favor and buy other action-platformer games like Guacamelee or Dust and enjoy your
time instead of this terrible game. This game was... ok but I wouldn't say it was great, just good. It was certainly challenging though. For those who love aggravating platformers, then this is certainly for you. For those of you who don't, I suggest finding another game. Its hard to trully enjoy the game when you spend most of the levels being frustrated half the time. The story was meh, it was really hard to really sympathize with the characters so the story kind of gets glossed over. I also didn't particularily enjoy the cliff hanger ending. Their should have either added a diffaculty setting to make things easier or tried harder to make the story more interesting. Still, its a good game but I wouldn't spend more then a buck or two one it.. 4\/5
If you like the genre, pick this game up for under 2 dollars, it\u2019s worth it.

Blood of the Werewolf is a great side-scroll platformer. You play as the mother of the last werewolf, and will transform between human and werewolf form as needed throughout the game. As you try your best to track down your kidnapped child, you are confronted with all sorts of classic macabre cameos.

The game is full of difficult enemies and pitfalls; but you have an infinite number of lives and the game saves after every room... Yes... after every room. So even if you aren't patient enough to play through a difficult part of the game, you can load your save up at a later date and start exactly where you left off, with an infinite number of attempts to beat the game.

A controller helps A LOT! ...but I was able to clear most of the game without one. Like I mentioned earlier, you have an infinite number of attempts to get through each room.

The sound quality was good on my stereo, and the sound track\/voice acting does help to bring you into the game. Although the story is a little dry, it was entertaining. I felt like I was playing a classic side-scroller with much nicer graphics and sound.

I can't find anything I don't like about this game so far. It's challenging. But, it stops just short of unreasonable difficulty. It has those sections and those moments where you feel like you have been presented an impossible task. But, then you pass that part and it leaves you high on elation and a little bit of relief.

  It has a good number of cutscences and transitional screens. But, none of it feels intrusive. The narration make me care about the action. The story is just interesting enough to make me really want to get to the next cut scene. So, that I get that tid-bit more of the over arching tale. The art style, music, and sound effects are nicely done. The auto save\/checkpoints are positioned in good places. It has a significant amount of character upgrading along the way without feeling flooded with power ups.

  It absolutely nails perfection through repetition gameplay. Where you can feel yourself getting better in sections, and stringing things you figured out together into a flow. It foreshadows itself a lot. Each new problem is preping you for more complex things to come. This is the kind of game that wrecks you in a good way.

  If you feel like platformers have not been quite right in a while. If you want to remember what it's like to have controller shaped claws for hands and sore thumbs (and feel like it was tottally worth it). If you want an experience that will give you a reason to get those calouses back. That will make you say "One more try..." 10 times after you first started saying it...Get This Game. Becuase this = Doing hard core right.. Decent little platformer with nice level design. Completing the levels themselves will likely take a couple hours and the game does have leaderboards for speedrunning, as well as offers a point collection mode, and an endless mode both of which will test your ability to complete levels efficiently.

Overall though I have enjoyed playing it and trying to get better times and scores. The levels definitely become challenging towards the end, though usually by using spikes that insta kill you and having enemies knock you into them which can get frustrating.. Overall 7\/10 - Hunting the achievements down is addicting as there seems to be a challenge for everything.

Pros:
- I got the game for $0.99
- Devs just put out a big update for free
- 125 Achievements
- 4 Steam Trading Card drops
- Good gamepad support
- Rebindable buttons\/keys for both gamepad and keyboard
- Multiple resolution options + Antialiasing + Windowed\/Fullscreen + Framerate cap options all working as they should
- Voice acting in all level transitions
- 3 Game Modes (Normal, Score Rush, Endless)
- In a normal game, you're graded up to an S rank, determined by clear speed alone.
- Leaderboards for each stage for clear time and Score Rush, and one leaderboard for Endless mode
- Challenging platforming
- Decent job of hiding upgrades and Signets
- Challenging Signet(collectables) locations
- Gameplay is smooth and never lags(for me)
- Mostly interesting boss fights, there are 5 bosses
- 10 lengthy stages(excluding bosses) that will take an average of 25-30 min each your first time if you're collecting all signets, and you'll likely miss a couple.
- Multiple checkpoints per stage and I don't think they're overdone
- Could be an interesting game to speedrun, both any% and 100%. (100% would be very hard to rush)
- Damage boosting by projectiles or even enemies themselves is possible and can be manipulated to progress a little faster.
- Collectable hidden upgrades
- Multiple attacks available, which are each upgradeable.
- Play as a human and a werewolf
- Character and enemy bios\/info.
- Minimal bugs. I ran into one, once, where the camera stopped following me after a transition.
- Low RNG, non-existant if you can speedrun the stage flawlessly.
- Very fast load times on death (~1 second)

- Fast and accurate platforming. If you think otherwise, you probably don't understand the collision boxes for the character. (If you barely miss a ledge, the character will get caught on it for just a moment, almost like it's a mini slope. You can use this to your advantage sometimes)
- The game saves currently collected items *within a checkpoint if you earned an achievement(for Signets%), or got a hidden upgrade.*
- Reentering a stage to collect a missed item, then collecting said item, then proceeding to the next checkpoint will save the progress and let you exit the stage with it counting toward your total progression for that stage. (You don't need to finish the whole stage, just make it to the next checkpoint after obtaining the missed items)
- Can probably run on very low end PCs if you lower resolution.
- Quick and responsive menus
- Most boss attack orders are random (in my experience) I'm not yet sure if you can bait for specific attacks.

Cons:
- Mouse Acceleration that cannot yet be disabled, use a gamepad. (Mouse Acceleration is never useful and greatly hinders mouse speed and accuracy)
- The art is pretty good, but could use a little more detail in the environment.
- When the camera zooms in\/out, or moves areas at all, it really throws off your aiming if you're using a mouse. Gamepad is unaffected by this. (maybe they should zoom the cursor with the camera?)
- Music 7\/10, Some tracks are kind of obnoxious.
- Dying on the first checkpoint does not reset the timer. (There is a little unique stage entrance, but they could just queue it again you die on the first checkpoint)
- Dying to a boss doesn't reset the timer, though it doesn't matter because for some reason there isn't leaderboards for boss kill times, even though they have a timer. (I understand that due to RNG boss patterns, they probably shouldn't have leaderboards anyway. It would just be a battle for good RNG on the leaderboards)
- You're allowed to play for about one and a half seconds while the stage is still fading in from black after a death loading screen. I wish it would wait until the game was at 75%+ opacity before the timer starts, input is allowed and anything in the stage starts their cycle.
- If you are not going to hunt achievements, the game probably won't be worth $10 to you. Though if you do want to hunt them down, it certainly is worth it. I like built-in challenges.

I don't think the dev team was very big, so good job!. I really wanted to like this one, and there was a lot to like about it, to be sure. The premise wasn't bad. The unlockable path of upgrades looked like it would have had promise, had I reached the point of further upgrades. The werewolf model was attractive, even if I found the protagonist's human model wedge hair and violently colorful outfit for a Gothic horror action adventure game a bit startling to the eyes. I was interested enough to buy it, to play it, to want to see how the story unfolded. I don't tend to talk much about games I dislike, but this one...well, it had promise, but didn't deliver, and that saddened me.

The controls just aren't smooth. Jump physics are strange, both in timing and in propulsion style -- holding down the jump button for a longer or higher jump feels 'floaty.' Aiming the crossbow might work well on a desktop with a proper mouse, but I find it much harder to do on a laptop with a touchpad. Yes, I certainly understand that laptop gaming is not the primary concern of the developers, but I'd call into question the entire aim-and-fire system by mouse in a game like this. In werewolf mode, it's strange to keep a hand on the mouse just to slash-attack, when there's no aiming involved. And yes, sure, I can remap the werewolf's attack to a key...but then, I'm switching between mouse and keyboard when I change forms, my hand off the controls for a moment.

The early enemies have slow, blobby, floating "attack clouds" that are easy to dodge, but huge. As I climb a ladder or jump around to avoid being hit, the enemy's position changes, relative to my mouse crosshairs. Unless you have exceptional digit isolation, handling the WASD directionals plus thumb on SPACE for jumping, while precision-gripping the mouse and tapping to loose an arrow, is pretty annoying. I'm going to want to use my right hand to jump for the platform elements, and to aim and fire my weapon, and switching back and forth between two-hands-on-keys and one-hand-on-mouse just isn't viable.

Combine poorly thought out control mapping issues with weird game physics, and you end up with a game that just isn't smooth and natural to play, and that introduces frustration regularly.

The game calls itself a "love letter" to classic horror\/monster movies, but I don't think this game has really decided to whom to address that love letter. One moment we have flickery lights and black and white titles ("THE SEWERS!"), the next we're back to our cartoonishly anachronistic protagonist in a Castlevania-like setting with Teenage Mutant Ninja Turtles-style glowing green slime as a miss-a-jump toxic hazard. Levers gleam with rich F-stop-enhanced wooden handles. Above ground in the intro, we have a burning house, a vivid transformation, and slash attacks at scarecrows. I see elements of Karloff, of Chaney...of Castlevania, of Troma films, and a strange sort of pastel art style with our strangely-attired lead character that doesn't fit in with any of it. I think the developers would have been wiser to pick one, or at least two, key visual themes, instead of throwing in everything they thought might potentially fit into a werewolf game. This game could have been gorgeous with hyper-realistic visuals, with flickery-candlelit sepia tones and a brush-illustration or woodcut-like decor, or even the shadows of early silvered cinema. There are too many thematic elements, and they clash visually. Too much color, too much saturation, too loud and bright and intense a gamescape for the sort of Gothic horror vibe at hand. The Castlevania series managed to blend rich colors with a Gothic horror story, but then, it also went for painterly, stylized tableaus. The sparse, dark backgrounds of this game don't support the rich, saturated pools of color of the objects and ledges.

The music tries to be Gothic and atmospheric, and clearly borrows a page from Castlevania. I would have liked to hear a more compelling soundtrack, but I haven't progressed far enough in the game to hear much of it. Perhaps it gets better; for now, it's a step in the right direction, but the journey's far from over.

This could have been an amazing game. It had promise, and it's clear that its creators put a lot of thought into it, and had a real vision for what they were hoping to create. I see so much to like about this game that it just...doesn't deliver, when push comes to shove. The saddest part, for me, is that it feels like poor technical and executive choices are to blame. The controls could have been tighter and smoother. Jumps could have felt organic and natural, and not physics-defyingly floaty. The weapons system could have been designed for easier, less switchy-swappy hand positioning. The game could have been limited to one or two thematic and visual tropes. Real estate could have been used more wisely onscreen, leading to a less sparse-and-empty level vibe. The visual rendering might have sepiatoned the game, added brushstroke-like quality to the key outlines, and given the shapes in game weight, eye-magnet quality without cranking the saturation -- or, if the saturation remains, lush and lavish painterly backgrounds could have been added, making the rooms beautiful and striking.

This feels like a pre-alpha rushed to release. It had the makings of a great platformer, and it just didn't deliver one, due to several little "just not quite there" limitations. I'm not sad because it's a disappointing game -- there are many of those out there. I'm sad because I can see the solidly good game it could have been, and wasn't quite. It could have been more than it is, and *that* saddens me.

I really can't recommend this game, and it's the first I've reviewed that I couldn't. A shame. I see where they were going with it, and if only they'd pushed harder, demanded more of it, it might have been the game it almost was.. Although pleasantly challenging, Blood of the Werewolf does not quite make the cut. A decent premise, but poor story and voice acting. Where revisiting areas require replaying levels, this just ends up being a Metroidvania wannabe that is poorly designed around levels instead of a sequence of places. On top of this the visuals look like they were done more than a decade ago. Another case of promising potential that proves poor.. My two main gripes with this game are:

1) The sometimes insane difficulty level. Sure, the game autosaves pretty often, but replaying the same stretch of a level 20 to 30 times gets real old real fast.
2) The very platformy feel of the game. It really feels like someone just put together some of the levels to make a difficult challenge. That's okay in Super Mario, but in this game I feel it ruins the thematic aspects of the game.