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Skautfold: Shrouded In Sanity Download For PS4



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## About This Game

A survival-horror game inspired by Resident Evil 1, Dark Souls, and Eternal Darkness.

Set in the alternative historical setting of 1897 Angelic Empire of Britannia, your contract will order you to eliminate the source of the unnatural fog enveloping the Berelai Manor.

Discover the secrets of the estate, as you look for answers among the violent inhabitants.

A strange and repelling madness took hold of the servants roaming the halls, and they will attack on sight, for their madness is one rooted in a deeper understanding of cosmic insignificance.

To repel the maddening horrors, your Iaito cane, and Waltham A9 hand canon will aid you. To mend your injuries your Vitae concoctions will offer healing.

Beware, whatever unearthly events have transpired, your sanity will be tested as the truth unfolds in this hungry all-consuming Fog.

First part of the Skautfold game series.

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Title: Skautfold: Shrouded in Sanity  
Genre: Action, Adventure, Indie, RPG  
Developer:  
Steve Gal  
Publisher:  
Pugware  
Franchise:  
Skautfold  
Release Date: 27 May, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** 1.2 ghz

**Memory:** 2 GB RAM

**Graphics:** 512MB RAM

**DirectX:** Version 10

**Storage:** 1 GB available space

**Additional Notes:** The game produces unreliable performance on Laptops due to integrated video chips, a home computer is recommended. Widescreen capable monitor required.

English







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Forget hellboy. Where the hell is CIA at? CIA is one of the most beloved DC characters and they don't even include him? We didn't even get Masketta man in the game for gods sake!. This is one of the very few good FNAF fangames out there. It builds tension and release like a horror game should do. Although the jumpscare isn't animated and just moves around the screen a lot it still scares you good. (btw you have to try tame mode believe me you'll laugh so hard when you get jumpscared ;) ) Anyways I do recommend this game great fangame! :D. Interesting concept. However the author of the game does not seem to understand that puzzle games and time limits do not go well together. Time limits do not make puzzles fun.. I don't typically review games but after playing the first few acts of this game I just had to!

**The plot:** The plot is cliché in my opinion but still a good plot. The character finds out that he's supposed to die and the grim reaper gives him the chance to fulfill his dream which is to die in his sleep.

**Art Style:** The art style is just so vivid and mesmerizing. Very eye-catching and retro color theme. The characters are well designed and just so adorable. The villains are very unique as well.

**Gameplay:** This game is your typically side-scroller, platformer game with the added bonus of random twists and turns where you least expect it. My favorite aspect of this game is that I'm always on my toes when playing through each act.

**Soundtrack:** The soundtrack is just breathtaking! I immediately purchased the soundtrack after hearing a few snippets.

I am the type of person to rage quit quite often during games. However, this game was different. I was immersed in the game by the artwork, story, and soundtrack. The cut-scenes are just beautiful and so heart-warming that whenever I'm at the verge of quitting, I just can't stop.

This game overall is a 10/10. IMO it's worth more than \$12.99, I'd definitely would recommend this game to everyone of all ages!. Basically a fantasy western JRPG ala Wild Arms if you strip all the world map travelling and turn based combat and leave just the really nice comic-book style cutscenes. You can't help but keep expecting the game to cut into world map travelling or turn based random encounter at any point.. It got interesting in the end. Had a kind of Blade Runner feeling.. This game is actually a good game and as many people have mentioned has a lot of potential.

Due to the fact it's in earlier access I'm not gonna nag at you on the fact of content. But I will say that next time this is updated we NEED to have a settings for the graphic. It's laggy though it's not that bad; I can still walk around and play the game properly just fine.

But if you're looking for a community that will be walking around in the most filled area talking to random people, and may talk to you, then this game is the place to go.

That was what I was looking for. So then I say, "Good game.". Looks like another good addition to VR collection. Great job dev(s)

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First off... reason that I do not recommend this game comes from the fact that:  
- this is an old game which means it's not compatible with Windows 7 64bit.

You can make it run, by changing settings on exe to run as admin, also you can choose compatibility mode (Win NT was ok). But to be able to recommend I would have to be certain that any player will be able to make those adjustments, and that you will be able to bear other issues (like random freezing on loading game, or crashing after ALT-TAB to check walkthrough, because you will need it, trust me)

Now, I'll review this game, from perspective of story and play mechanics and puzzle quality.

#### STORY:

Story is intriguing but could be better. If you were a fan of Still Life, then you probably could neglect all issues (technical and gameplay wise) that you will find here. What I found to be most annoying was that conversations and results in some cases depended on your answers and questions, and in some cases it did not matter. For that reason I was not sure, how important is right selection of answers. Also, in some cases I was able to talk with NPC of things that I still have not discovered which effectively ruined the story line and surprise moments. Try not going ahead of yourself. Make sure you collect all evidence before talking with people as it will effect what they give you back storywise, so you could miss some important parts. Make saves before talking with NPCs so you can revert if you make mistake.

#### PUZZLES:

I needed walkthrough in 2-3 points, where I simply could not determine what puzzle is about. Story is too thin and there's just not enough clues to help you "connect the dots". At one point there are 3 puzzles in same room. And I haven't had a clue why was I doing any of them, and how are clues in the room connected to this 3 puzzles. Text that was supposed to help me with one, was just to abstract even to be sure to what that relates. Ability to do things ahead of story adds up to the confusion.

#### GAMEPLAY:

Discovering items is extremely easy unless they are hidden. You can usually spot items from the first time you enter the scene. Although if something is on shelf, you should examine shelves thoroughly as you might miss something. To be able to examine something you have to "stand in right perspective". For example, you want to make a closer look on something, it will not work, unless if you're in right spot, and there's one odd spot close to game end. Also, when examining some things, you will have trouble figuring out that there's additional to examine, because nothing points out you should look more closely. This is poorly done. Should be covered in story so you at least know why are you doing something. Through whole game, you will never combine items, so don't bother.

#### Important tip!

There are 3 alternative game endings. The end game results, depend on your previous actions, one of them being if you succeeded to clear certain suspect in jail from guilt, did you provide ALL evidence. Don't talk with inspector unless you have everything ready. Save before talk, and make inspector to interrogate that suspect again. If he does, you succeeded, this leads you to ending #2 and #3. You can later revert to save, not clear suspect of guilt and go for possible endings #1 and #2. Endings also depend on last conversation.. The game was great until near the end. The story started making no sense and I only recieved 75EXP for each battle. It feels like the game developers got tired of making the game and just gave up, so this story rich game just fell flat on it's face at the end.

. absolutly terrible. This is a great deckbuilder with a lot of nice strategies and tactics. The theme is great and original, the graphics are excellent without breaking your processor (runs on my crappy lappy beautifully), and I've never seen a dev so excited about his game. If you like Ascension, Star Realms, or other deckbuilders, give this one a shot. It's worth the money and your time.. nice little arcade game to play to kill some time. I'm literally touched, moved and entranced by the comely grace of this game! Unforgettable and unexpected experience where gameplay is at the service of astonishing aesthetic beauty. Rich and immersive sensorial experience, a sort of visual and musical interactive poetry coming with magnificent graphic style and outstanding aesthetics. Another screenshots as paintings generator! While playing you can feel grace, lightness and even a bit of pleasant sadness. I liked so much pushing the B-key and watching the girl trying to sing with no result, so graceful and sad at the same time! :-) My eyes could not resist the blinding beauty of the ending wrapped in an explosion of colors and a vortex of emotions and tears of joy flowed. One of the best game of 2018. Thank you Nomada Studio!

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<http://store.steampowered.com/curator/26168615-Video-Games-Art-International/>

Sono letteralmente commosso ed estasiato dalla leggiadra grazia di questo gioco. Indimenticabile ed inaspettata esperienza dove il gameplay è al servizio di una sorprendente bellezza estetica. Ricca ed immersiva esperienza sensoriale, una sorta di poesia interattiva visiva e musicale forte di un magnifico stile grafico. Un altro generatore di screenshot come fossero quadri! Durante il gioco si ricevono sensazioni di grazia e leggerezza ma anche un po' di piacevole tristezza! Ho adorato premere il tasto B e guardare la ragazza che tenta di cantare senza risultato, così grazioso e triste allo stesso tempo! :-) I miei occhi non hanno resistito all'accecante bellezza del finale avvolto in un'esplosione di colori ed un vortice di emozioni e lacrime di gioia sono sgorgate! Uno dei migliori giochi del 2018. Grazie Nomada Studio!

<http://store.steampowered.com/curator/24577210-Video-Games-Art/>. This was a tough game but I still had fun. Yes, it has multiple different endings but it is so worth replaying the eight chapters again and again to experience it all. It also has so much atmosphere, that every move felt so unnerving.. I can draw a dog!.



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