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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

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- 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







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 particularly 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.

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.. I normally would not recommend this game at all if it was priced differently, but for \$2, it can be a cheap way to spend some time on your hand.

The game intro starts with a solemn storyline, however the actual game does not reflect that at all. It is a very basic platformer which is not challenging nor very enjoyable. The twist in this game is you essentially switch forms between a Werewolf and a human and with it the traversal and tools of the trade changes; however the actual gameplay remains the same.

I got this for \$1 on a sale and even for \$2 it is a great deal if you are bored and simply want to waste some time as you wait for some other game.. 4/5

If you like the genre, pick this game up for under 2 dollars, it's 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.. Blood of the Werewolf didn't click for me. When it comes to platformers, the design ought to own whether or not it will be a twitchy, high-precision affair (e.g. Super Meat Boy), or more of a fluid, graceful romp (e.g. Dust: An Elysian Tail). Blood of the Werewolf can't quite figure out which of the two it wants to be, and the gameplay suffers for it. You're expected to make jumps and battle monsters with careful timing and accuracy, but the controls aren't responsive enough to support you in those respects. Your character's movement is too slow, her turns and leaps too fuzzy, and the hitboxes of player, obstacles, and monsters too vague for the kind of pixel-perfect action the game seems to be trying for.

It could be that I simply sucked at this game, and if I were more awesome a player, I'd have enjoyed it. But other difficult games I've played in the genre were fun enough to encourage me through failure and frustration; this one, not so much.. 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)

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- 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-existent 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!. If you love 2D platformers and a challenge with decent storyline, I recommend playing this game. There are some difficult levels where you will die multiple times but you eventually get the hang of it. Battle is pretty straightforward and boss battles are pretty easy once you know their attack pattern. Overall, a pretty awesome game XD

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