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About This Game

Combining action and strategy in a unique way, Sang-Froid: Tales of Werewolves transports you into an epic folktale co-written with best-selling Canadian author Bryan Perro (Amos Daragon, Wariwulf), in which two feuding brothers will have to put aside their differences to save their sister, who is pursued by the Devil himself!

This time however, sheer brute strength won't be enough to save the day as your enemies are way stronger than you are. Only your wits and the ability to combine ingenious traps to setup deadly ambushes will give you a chance to see the sun rise again on your frozen piece of forest...

Key Features

- **Plan your strategy!** – Take advantage of the calm during the day to fill your forest with all kinds of traps that are as inventive as they are deadly.

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- **Hunt your enemies!** – When night falls, use the wind and lure the diabolic beasts into your traps using bait... But watch out! You have to be on constant guard to make sure you don't become the prey of the beasts you are tracking!
 - **Fight heroically!** – If some of the beasts get past your traps, that's when it gets bloody! First you can shoot them with your trusty musket and then eliminate the ones that survive by slaughtering them with your axe! Action and carnage guaranteed!
 - **Use fear to your advantage!** – All the mechanics of the game revolve around the innovative concept of Fear Factor, which makes your ability to intimidate your enemy your best weapon. For example, use fire to frighten the wolves and scatter their packs.
 - **Customize your character!** – Choose one of the two O'Carroll brothers and develop your character using a skill system based on role-playing games (RPGs), making your hero as unique as he is powerful!
 - **Discover a rich universe!** – Immerse yourself in 19th century Canada where legends meet History in a world filled with lore and wonders. Buy historical weapons and items, fight mythical beasts and uncover the truth about werewolves...

Title: Sang-Froid - Tales of Werewolves
Genre: Action, Adventure, Indie, RPG, Strategy
Developer:
Artifice Studio
Publisher:
Artifice Studio
Release Date: 5 Apr, 2013

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Minimum:

OS:Windows XP, Vista or 7

Processor:dual-core

Memory:2 GB RAM

Graphics:nVidia GeForce 9 series or better or ATI HD4000 series or better.

DirectX®:9.0c

Hard Drive:4 GB HD space

Additional:This game requires a monitor that supports a 1280X720 @ 60hrz (32 bits) resolution.

English,French

The screenshot displays a game interface on a parchment scroll background. At the top center is a skull icon with horns. Below it, the text "465 Coins" is written in a large, stylized font. To the left, under the heading "Crew list", there are three green skull icons and the text "Your ship is full." Below this is the "Ship Statistics" section, which includes three horizontal progress bars with green segments and icons for a ship, a circle, and a square. In the center, under the heading "Gathered Crew Members", there are five sailor icons in a row. The first three are labeled "Selected" with a green checkmark, and the last two are labeled "Recruited" with a red X. Below the first row is a single sailor icon labeled "Recruited". At the bottom center, the text "A: Add/Remove Sailor --- Y : Next" is displayed. The interface is decorated with a skull icon at the top and a treasure chest icon at the bottom. A small "VO 0.8" version number is visible in the bottom right corner.

465 Coins

Crew list

Your ship is full.

Ship Statistics

Gathered Crew Members

A: Add/Remove Sailor --- Y : Next

VO 0.8





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A refreshingly intelligent strategy game that breaks the common tower defense mold of "file your enemies to a choke point full of turrets". Some of your constructions will automatically damage enemies, some will will distract them, and some will provide you with bonuses. Only a few work on their own and there are generally some creatures that are immune. This means that after smartly arranging your traps you must properly execute your plan in real time; moving about the map, attacking some enemies, luring others, and keeping track of your scent and sound.

A proper execution is a beautiful thing while a small mistake can lead to your being surrounded by werewolves while a will-o'-the-wisp destroys your house. Outside of the gameplay there are some rough edges, but absolutely nothing that detracted from my enjoyment. Finally, the soundtrack is superb and easily one of my favorites.

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