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## About This Game

### Synopsis

You are detective **Hank Anderson**, and you've just been transferred to another city to help solve a series of unusual crimes. Upon arrival, you are greeted with a gory scene and a revelation of several instances of a deadly disease that turns people into savage zombie-like husks. Upon closer inspection, it appears there's more to all this, and peculiar events do not stop. It is up to you now to solve this mystery and find out who or what has caused this.

During your investigation, you will have to make choices, find allies, and improve your abilities, for all this will affect how the story shapes up. You will meet fascinating female characters throughout. What kind of relationship you forge with each one of them is up to you, but be aware that your relationships with the ladies will impact the investigation one way or another.

### Features

- A detective story with choice and consequence, set in a modern-day urban fantasy world.
- 6 female characters to romance, all unique in some way, ranging from a sexy vampire to a cute elf!
- Build romantic or platonic relationships with the ladies in a variety of ways: dialogue options, sidequests, and even take them out on dates.

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- Choose to specialise in athletics, charisma, erudition, or mix and match those abilities to open up new ways of tackling the missions.
  - Your stance with each lady could affect the flow of events, their interactions with you and each other, as well as their final fate.

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Title: Snares of Ruin  
Genre: Indie, RPG  
Developer:  
Astronomic Games  
Publisher:  
New Reality Games  
Franchise:  
Snares of Ruin  
Release Date: 17 Jan, 2018

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English









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Problem with this puzzle game is there doesn't seem to be a way to progress except for method of exhaustion which is really boring.. Super funny game. I was playing with my friend and we could not stop laughing all the time. Really early alpha gameplay but i can see a good future in this game since its a game enviorement for creative poeple. I would really recomend this game if you like being creative and have a great time with your friends. Big ups for the devolorper.. At first it seems like a nice exploring game, but after discovering some planets it will turn into a proper bullet hell.. very interesting game so far, and i haven't even passed the first level yet. The controls are intuitive and the dogfighting element is a lot of fun. Gotta keep playing.. Fare worth 5\$ [?][?][?][?]. It works well at what it portrays. Teleport around, shoot stuff. I would have liked a little more direction as to where to go and some variety of enemies and weapons but the shoot from cover is pretty cool.. NEPGYAAAAAAAAA. Really like this game from start to finish. there are thigns that happen that you question what is going on here, but I think these would be explained in the sequel whenever that may be? So I would not hesitate in recommending this game.

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It's not a type for me... Finished it. Liked it. Not good.. Modern Day rts What more can you want in a community with so less rts  
Awesome game. I can't get it to work :( Not even the patches worked.. Even though it's not a real-time game with real players,  
the AIs actually prove to be quite a challenge with certain characteristics that real players actually have. Gives you a certain  
thrill, especially when deciding whether to raise or fold.

Really enjoyed the whole gameplay so far and looking forward to actually completing all the difficulty levels in the game!. Why  
isn't there any multiplayer games and no AI.. You said you would make AI in 2016 and its 2018 now, some people still play  
this.. :( does anybody even play this. So far, its a dark twist on a bunch of well enjoyed games. Really like the dream/nightmare  
aesthetics (things don't make a ton of sense but in a good way). There are some weird collision moments but besides that, I'd say  
the game is pretty polished.

1st level- this level takes place in a hotel with murder monkeys being the enemies. The hallways feel claustrophobic but that's a  
good thing. The game sort of plays out as a first person game of Pacman. As you can't see everything, its really important to  
listen closely to what direction the monkeys are coming from.

2nd level- takes place in a school. cool look to the school. probably not quite as good as the monkey level. The enemy for this  
stage is Agatha (demonic school girl thing). The game plays like a really messed up version of hide and go seek. My experience  
was that you could just boost past her so she was a little less challenging than the monkeys. the second stage to this level makes  
the school a lot more creepy which is nice. the main demon, Malak, shows up at the end and kinda diverts attention from Agatha  
but, overall, it's pretty good

3rd level- takes place at a mansion and a hedge maze. the enemies are living statues. really cool location with tons of traps to  
watch out for. enemies play sort of like red light green light. their basically weeping angels. overall, really fun. I wish there was  
some big final boss but it was Malak again which was a bit disappointing. Would have been cool to be chased by a giant statue  
or something lol

overall, really fun game. worth playing.. For those who are having difficulties with starting AH2, it is in your Steam tools menu,  
not your games menu.

There's been a few small noticeable bugs since I've tested it out, but they seem to do more with how FSX is handled. Otherwise,  
it works great and adds a bit more depth to FSX. Still have yet to test out the a lot of the features, but I can't wait to do so.

### **Snares of Ruin 2 first sneak peek!:**

Happy New Year, everyone!

I thought it would be great to start this year with a little sneak peek of Snares of Ruin 2. This is a short video sample showcasing  
a bit from the first investigation. One of the things I've added to this game that my previous games didn't have are animated  
character busts. So now, whenever the characters talk, their mouths move and they'll blink at times too. I am hoping this can  
bring a bit more life to the characters during the scenes.

Thank you for support and be on a lookout for further updates.

<https://www.youtube.com/watch?v=lDabzrbUwkA>. **Snares of Ruin Zero is now out!:**

Hi everyone!

Just a quick announcement that Snares of Ruin Zero, a prequel to this game, has now come out. I hope you'll enjoy it.

Snares of Ruin Zero store page:

[https://store.steampowered.com/app/970090/Snares\\_of\\_Ruin\\_Zero/](https://store.steampowered.com/app/970090/Snares_of_Ruin_Zero/)

As always, feel free to ask any questions on the discussion forums. Stay tuned for updates relating to Snares of Ruin 2 in the  
near future.

Thanks for the support!. **Solution to Launch Problems!:**

Hiya guys.



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So while preparing Snares of Ruin Zero for release, I've managed to find out what's going on with launch problems that some people have been experiencing.

As I mentioned in some discussion threads before, there is a third party program called Node js (Nwjs) that is required as a launcher for this game (and other more recent games of mine: Pegasus-5, Snares of Ruin, Renegade Grounds, and will also be for Snares of Ruin Zero). This program together with one of the plugins is required for integration of Steam achievements. Unfortunately from what I've been testing today, the newer versions of Node js give a lot of problems and often don't trigger achievements (possibly due to conflicts with other plugins). So, as of right now, staying with version 22.3 of Node js is the best bet to make sure achievements still trigger.

However, if the computer has used a newer version of Node js for running of other games, then it could cause launch problems of games that used older version of Node js. There is a handy fix that can allow you to stop this from happening.

You have to go to the following folder:

C:\Users\*(your username here)*\AppData\Local\KADOKAWA\RPGMV\UserData\Default

And then scroll all the way down and locate two files:  
"Web Data" and "Web Data-journal", and DELETE them.

This will stop the override and will allow your computer to run games that use any version of Node js that's older than the whichever is the newest version you used.

If you happen to run a game later that uses a newer version of Node js, then you might have to do this fix again as the "Web Data" and "Web Data-journal" files will reappear and constantly auto-update based on what version of Node js you've been using.

Just a note - AppData folder is normally hidden on your computer, so you'll first have to 'show hidden folders' from your computer's Control Panel.

I hope this helps, and please feel free to ask any questions if you're still stuck.

The alternative solution that was mentioned before is to launch the game via Firefox browser (by going into game folders and launching it through the file called 'index').. **A Small Update (v 1.01):**

Hi guys.

First of all, thank you all so much for the support, for trying out the game, and for leaving comments and feedback. It's really appreciated.

I've made a small update to the game, fixing a few minor bugs and adding a handful of things to the game. All the changes are in the bullet list below.

- Extended the dialogue with Medina on the morning of day 10.
- Added more to the ending scenes, now with a little more clarification of repercussions of the chosen ending.
- Fixed interactable panel in the final mission that was bugged when going with the decaffeinated method.
- Fixed caffeinated dialogue line appearing even when decaffeinated on the very first investigation.
- Fixed Sancras Park ladder not being interactable when decaf.
- Fixed a couple of small passability errors.

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Also, I know a few of you have had troubles launching the game. If you do, please let us know in the discussion topic. It's possible to launch the game in a browser if the launcher is not working via the 'index' file among game's folders (Firefox works perfectly, Chrome can block it unless some settings are changed). But we're looking to get to the bottom of the problem regardless.. **A small bugfix (v 1.02):**

Heya all.

Thank you loads for checking out the game and leaving feedback. Many of you even replayed it numerous times to check out all the alternate paths, and that is really great to hear, so thank you for the support. Some of you have found a few bugs that I've missed, so the following have now been fixed as of this update:

- Leaving Alzyra's room when ending the conversation prematurely during the special scene. The player sprite used to end up being transparent afterwards. Should no longer be the case.
- Gwen special scene build up, stopping it prematurely should not cause the bug with the wrong sprite for the player anymore.
- Gwen's dialogue image when you choose to deny to have breakfast at the start of day 4 used to linger on the screen afterwards. Should be fixed now.
- Removed some of the unused files from the game folder, so it's a slightly smaller size now.

As always, let us know in the discussion topics if you have any questions or things to say about the game.. **Snares of Ruin sequel and prequel.:**

Hello everyone!

I hope you've been enjoying Snares of Ruin, Pegasus-5, and my other games. I thought I'd make this announcement to shed light on what's coming up in the near future for Astronomic Games.

So, as some of you might know already, Snares of Ruin 2 is in development. I got some very useful feedback from players of Snares of Ruin 1 and Pegasus-5, and I'm keeping many of these suggestions in mind for Snares of Ruin 2. I hope to make it even better than the first, but at the same time, all the things people loved in the first game will be in it too. So - relationships with the ladies, choices & consequences, mysteries to uncover and crimes to solve, a free roam kind of feel around the town hub, the attributes, and of course I'll be saving up some budget on the CGs of special scenes with the ladies.

Because of the scope, I am taking it slow with Snares of Ruin 2 and gradually funding the different custom assets that will be used in it. So, since there are still some assets that need to be made for SoR 2, there's not much main development I can do on it at the moment, so in a meantime I've decided to work on a shorter project in the Snares of Ruin universe - a prequel to be precise, called Snares of Ruin Zero. This prequel will take place during the two weeks that lead up to the beginning of the events in Snares of Ruin 1 and the story narrative point of view will be alternating between 3 of the ladies from the first game - Miroslava, Medina, and Alzyra.

Snares of Ruin Zero will be a shorter project (perhaps about a couple of hours long) and I am aiming to release it before the end of the year. It's already been in development for a good month or so. It will reuse most of the graphic assets from Snares of Ruin 1, as I am mainly trying to spend the budget on Snares of Ruin 2 assets.

Thanks for reading to the end and for the constant support! It's highly appreciated!



. Snares of Ruin Zero store page is live!:

Hi everyone.

So, the prequel to Snares of Ruin, called Snares of Ruin Zero, now has its Steam store page live. The game is planned for release on 6th of December this year if all goes well, but you can already see the trailer, screenshots, description, and to add it to your wishlist.

[https://store.steampowered.com/app/970090/Snares\\_of\\_Ruin\\_Zero/?beta=1](https://store.steampowered.com/app/970090/Snares_of_Ruin_Zero/?beta=1)

Snares of Ruin Zero is a shorter game than Snares of Ruin and serves as a prequel that shows more of the backstory and how all the events in Snares of Ruin began.

Snares of Ruin 2 (which will be a sequel) is still in development. Some of its graphical assets have already been completed by my artist, so I can begin to make some good progress on its development pretty soon.

Thanks for the support!

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