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About This Game

Escape from a mystical cemetery in Redemption Cemetery: Salvation of the Lost! A late-night subway takes a bizarre turn when you suddenly find yourself in a strange cemetery. An otherworldly entity has summoned you to free the cemetery's lost souls. And to make sure you finish the job, she's holding your dog hostage! To earn your freedom, you must help three spirits resolve some unfinished business from the past. Will you succeed, or is this the end of the line? Find out in this thrilling Hidden Object game!

This is a special Collector's Edition release full of exclusive extras you won't find in the standard version. The Collector's Edition includes:

- An exciting bonus game in a mysterious underground world!
- Beautiful wallpapers, screensavers, and concept art
- Downloadable music tracks
- An integrated Strategy Guide

Title: Redemption Cemetery: Salvation of the Lost Collector's Edition

Genre: Adventure, Casual

Developer:

ERS G Studios

Publisher:

Big Fish Games

Franchise:

Redemption Cemetery

Release Date: 12 Jul, 2016

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English







This is definitely an older hidden object game, but not an OLD one. The interface is a tiny bit clunky but solid in function, and the plot is . . . honestly refreshingly simple and straightforward. You're in this to save your dog. There's cute extra goodies, and decent puzzles.. soooooo good gooooooooddddddddddd good real good check it out.. Part of a series, this continuation is on par with the others.

A bit on the simplistic side, with some puzzles thrown in with the usual hidden object games, if you're intermediate and above, this will be a quick game. It has some extras thrown in... Games to play with your dog if you complete all the puzzles and find all the little dog metals. Concept art, wall papers, stuff like that.

All in all, it's a nice little addition to the series but not something one would strain their brain on.. Taking a subway late can lead to interesting places or be a meeting place for mysterious people. The three users with you seemed to come from another times and only you and your dog seem to be real, as when arriving to a cemetery, the persons became ghosts. Hina, the keeper of the place, kidnaps your dog, only for you to help these ghosts to find peace by changing the outcomes of the events tormenting them: a gone too soon journalist, a dam worker left behind and a falsely accused of witchcraft young woman...

I must say that it's probably one of the rare casual adventure games without a precise villain. Hina, the keeper, is a kind spirit, your dog is just kidnapped for making sure that you'll help her and the ghosts, lamenting themselves and feeling responsible for the death of others (though the zookeeper is the only one that wasn't driven by selfish reasons and could have save the journalist if only these keys weren't stolen). In fact, the enemies are mainly in these events and are merely humans, none being of supernatural nature. If you want to find the latter, it's in the bonus chapter, set after the main story.

I liked being sent in time and save the life of those who shouldn't have died, tormenting souls for eternity as they're regretting their choices (but again, the zookeeper felt guilty as he was a genuine man that did everything he could but it wasn't enough, I'm pretty sure that given the storyline, you'll be agreeing that he shouldn't have be in this limbo).

The gameplay is quite the standard one for that kind of games: find items, combine them, use them, solve puzzles and clear hidden objects scenes (list of objects or find objects of the same type). I'm rarely negative for that aspect, however, here, I feel that I should perhaps warn you about some puzzles being long and kinda frustrating or that some hidden objects scenes are just annoying.

The graphics are nice and the soundtrack fits really in the game.

Yet, I was a little disappointed by this game, maybe because I was imagining something else or because I was expecting something else from ERS or because having added its profile to Neoseeker (and the whole series), I misunderstood the concept behind Redemption Cemetery (unless Salvation of the Lost was softer than the other games, as I didn't play them).

The good surprise is probably the letter let by ERS for the gamers and the puppy's room, where you can play with the puppy, if you find medals scattered in the game. It's also the only place where you'll find "achievements". The rest of the bonus are just classic: music, movies, wallpapers, minigames, concept arts, etc..

Should you buy the game? I would say that better games of the same genre are outside. However, it's still enjoyable if you don't encounter the same crash I had on Windows 7, making me switch to Windows 8.1 where it ran perfectly. However, while the price is kinda something normal for Big Fish Games, I would still advise you to buy it when there is a discount.

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