

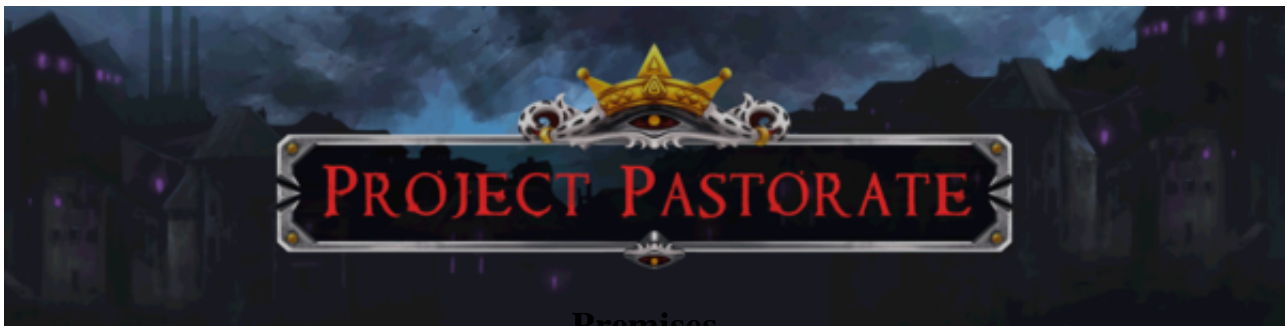
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## About This Game



### Premises

The fragile stability is no more, so the land is crying for help. You, as one of the Devoters, are begged to restore peace and return hope to the hearts of common folk. While investigating the most hideous crimes you will also have to make some grueling choices that will inevitably affect the whole country.

### Outstanding hallmarks

- Atmospheric visuals
- Animated and voiced cutscenes

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- Genuine and original characters
  - Lifelike dialogue
  - Immersive soundtrack
  - Enthralling battle system
  - Unique puzzles
  - Multiple endings depending on your moral choices



### Outset

On December 31, 999 AD, Pope Sylvester II, an infamous blasphemer, who received his post by beating the Devil at dice, solemnly celebrated the last Mass. The bell rhythmically tolled the last moments of mankind before the Judgment Day. “Our Father in heaven, save and protect us sinners from the infernal flames and the hellhounds that bared their fangs to tear our souls.” It didn’t help. The end of the world came right on schedule and showed no mercy.

Only a fortunate few managed to escape the cataclysm on a remote and unknown island. This community subsequently spawned the first Pastor, the hierarch under whose wise government the new state grew and flourished with time.

Eventually, new Pastors came, and with them changed the flock. Changed until the handmade paradise was stricken with the deafening thunderclap — a murder was committed. Then another one and another one... At that time arsons, cattle rustling and robberies began. Gradually, the darkness superseded the sunlight...

Lambs grew weary of being laid under a hatchet, so they cried and crawled to their Pastor, begging the Father to hurriedly deal

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with the flayers, restore order in the common house. Thus, the Devoters appeared, the hope and support of ordinary people, their defenders and protectors, bringing a silver lining into the hearts tormented by injustices.

There is no cold fierce enough, no heat hot enough, no storm or hurricane deadly enough to stop the Devoters from fighting the wicked with seething zeal and ready swords. They live for the sake of their people. And for the sake of their people, they would die. This is their story, unveiled and unadorned, exactly as the Pastorate chroniclers told it over many generations.

***"First, love dies. Then hope is gone. There's only one thing immortal — faith. Faith will stay alive and roam the Earth forever, even after the last human's breath. The stones and the wind will treasure it until new souls come, ready for His words, eager to let them in. Thus spoke the Pastor. And our faith grew stronger."***

**PLEASE NOTE that this is only THE FIRST episode of the game and the rest of the episodes will be sold separately as DLC**

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Title: Project Pastorate  
Genre: Adventure, Casual, Indie  
Developer:  
PsyRob  
Publisher:  
PsyRob  
Release Date: 31 May, 2018

a09c17d780

**Minimum:**

**OS:** Windows Vista\Windows 7

**Processor:** 1.4 Ghz

**Memory:** 2 GB RAM

**Graphics:** Intel HD Graphics

**DirectX:** Version 9.0

**Storage:** 1 GB available space

**Sound Card:** DirectX 9 Compliant

English,Russian

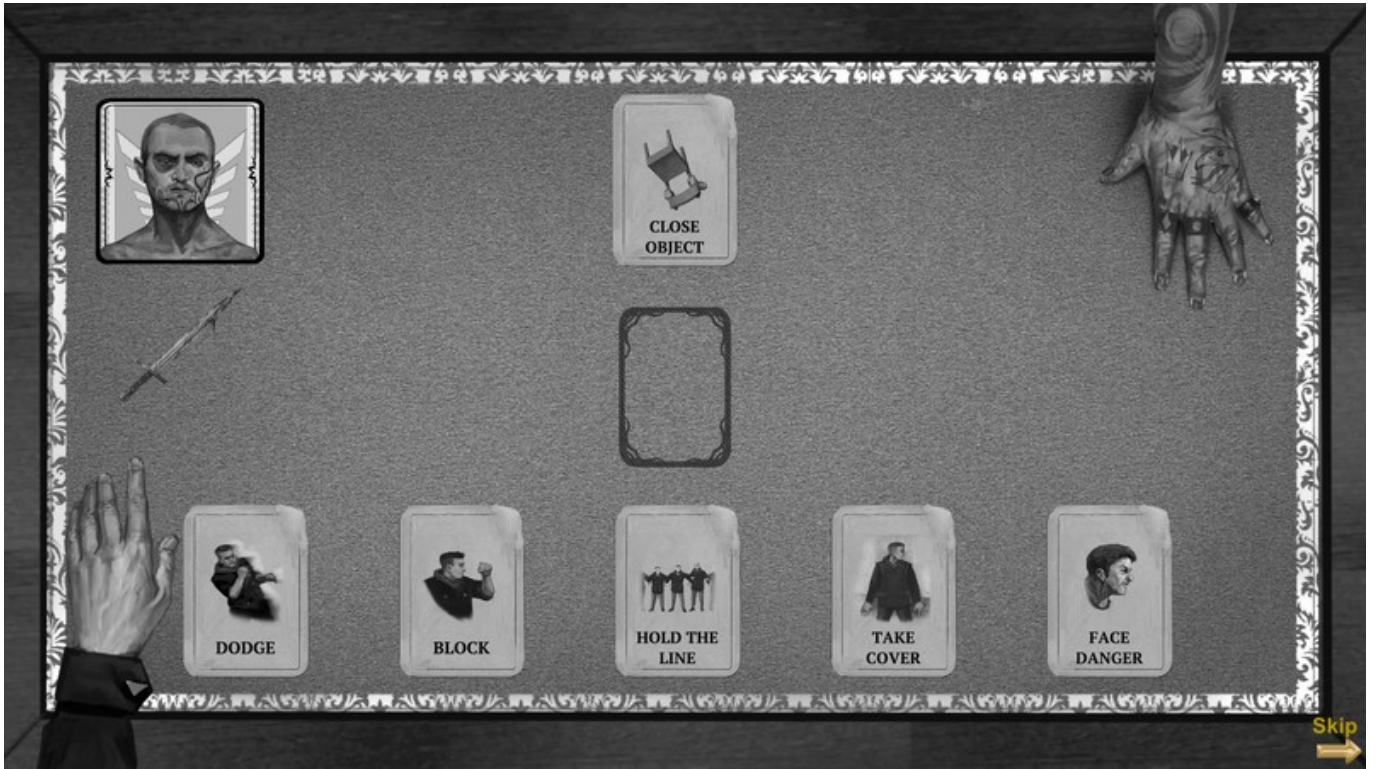


Velvet Book  
League  
Pastor  
Province  
Prefect  
Phlox  
*The Guard*  
Devoters  
**Blue smoke**  
Psylos  
9M  
Edict



There are times when lascivious people, being stupid or attracted by a thirst for quick money, cause bitter misfortunes to the pious people of the League. Therefore, our wisest Father and Teacher established a special service called the Guard for such cases.

The Guard protects the weak and gullible from the predatory



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This kinetic visual novel with mystery and thriller by PsyRob features a pair of Devoters Leonard Pinterro and Vinnie Boyd in the fictitious province of Phlox. Phlox is part of a secluded island nation of The League that is ruled by The Pastor. The Devoters are special investigators tasked with investigating serious crimes that might be beyond the abilities of the guards.

Amidst the backdrop of a restive mining community, psylos addiction and seemingly unconcerned government officials in Phlox, the murder of the Prefect of Phlox at the slums has led Leonard and Vinnie to be called to investigate the murder by the guard. As Leonard and Vinnie investigate the reasons behind the murder, they will battle multiple groups of gangsters and agitated miners, and also befriend Pin, a psylos junkie as an informant.

As an episodic visual novel, the first episode of this visual novel features a Velvet book that describes more about the various terms and locations used in the game to provide more immersion into the story. It also has card battles and puzzles that are both optional and can be skipped.

In terms of achievements, it requires winning every card battle without skipping and solving 4 different riddles and IQ puzzles. The card battle is difficult at first, as it can be difficult to figure out or to guess an appropriate card to counter an opponent's card initially. Then it becomes repetitive with the same artwork portrait of the same enemies as there are only two types of enemies and they use almost similar cards throughout. Thankfully, the background music during the card battle is sufficiently stirring enough to try and play through all card battles until the Brawler achievement is unlocked.

The first episode ends at a major plot twist and an unfinished ending where Leonard and Vinnie make a startling discovery and they decide to take a different approach in their investigation. Although this game only has the first episode for now, I would still recommend this game when it is at discount as the first episode with all achievements can be completed in around a couple of hours and the game has nice artwork. Hope this game will have Steam trading cards and a next episode in future.. Project Pastorate is a game that caught my attention a while back, when devs were showing awesome-looking concept art and unique ideas behind the setting, early in the development. Actually playing it was a bit disappointing, but not because of the art or the fictional world presented in it were below my expectations, but rather because of the gameplay mechanics and the technical side of things.

I actually still dig the general setup (a corrupt, totalitarian state governed by a theocratic leader being the last enclave of the humanity after a global disaster) and the early-modern, Easter-European aesthetics. The main characters, who are part of the elite police force known as Devoters, are not exactly what I expected - acting more like dirty cops than religious/political police, which goes even to the extremely foul language and brutal investigation methods they use. The contrast between a cynical veteran in the force and his young, idealistic partner is a very standard trope and could be done in various different setting, but here gets additional spin through the political pressures and devoter's responsibility to protect the good name of the state. In general though, its a crime story more there anything else, at least in the already-available episode.

Putting other details aside, I think the story was fine and things like the in-game encyclopedia, full of pompous state propaganda, make the experience pretty atmospheric. Everything else is a bit more problematic - especially the card game combat system, which is somehow both basic and counter-intuitive - it's all about hiding hard counters to enemy moves, but more often than not I had to find it by trial and error, dying repeatedly and having to note down the combinations after finding the right responses - and really, none of that process was fun. There's was also just too many fights - two or three could've been a nice addition and add to the immersion, but as they were implemented, they simply distracted from the narrative (I think they're all skippable though).

The game also has a slightly clunky UI, which looks mobile-oriented and lacks convenient skip or auto-play options known from Ren'Py VNs. It is still quite an interesting and unique experience and I recommend giving it a chance - and I also hope that the devs will continue this story - even with the questionable gameplay, they've created quite a promising foundation here, one that is definitely worth expanding upon.

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PS If you're interested in more quality Western VNs, check out [my curator page.. There's a lot to like here. The backgrounds are particularly well done and memorable, full of atmosphere and character. I liked the running water effects a lot, and the other](#)



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animated touches. The music was also pretty good. The story, once I got my bearings, has a lot of solid world-building. I think the main draw here is the steampunk-y, filthy, dystopian world.

The writing went a bit overboard with its vulgarity, to the point where it was maybe unintentionally funny, though it set a certain tone for sure.

There was clearly a lot of effort spent into putting you "in the scene" through the sound of people coughing or wolves howling in the background, which I appreciated.

The card battle gameplay had the potential to be interesting, but I didn't really understand how to counter certain cards. I usually ended up just skipping them. But, since they are skippable, it's not that big of a deal.

The riddles were a nice touch. I'm not sure what solving them did, but it was satisfying to type in the answers.

It was sort of a mixed bag for me overall, but I'm glad I played it.. I've never seen an Apocalypse like this one. I can't even begin to describe it. You have to witness it yourself.

Even if the graphics and the sound were lousy (which thankfully they aren't), still the story would've made my day. Pastor alone is worth one long discussion. I'd really like to see this game on screen one day.

"The lie is best hidden between two truths". PP's got some strong ideas and some really thoughtful stuff in its concept. This is one serious, grown-up, well-tailored, heavy-weight story that needs to be heard.

\*Couldn't be bothered about no battles. Skipped them the first second. Possibly some drawings could've used more detail, and also they could've added some more music tracks. Nevertheless, the main thing here is this thick plot that leaves you in anticipation for the next episodes.. I can be quite short about this game:

I like the game, and i agree with many of the things user wrote in their reviews.

The game has quite good graphics ( i mean the art used in the game) the story is also good, good dialogues.

Story has a nice progress throughout the game , so far still playing the game but it starts well from the beginning so i expect some nice dialogues and encounters in the game.

Price of the game is okay, and value for money is also very good.

My rating would be 78 from 100 for the game, looking forward to see more of this game and possible new games like this one.

. worth the couple bucks, fun little story, paced well, cool art style, really enjoyed being able to change the music (which is great, by the way) to fit the scene, if you enjoy point and click stuff and you are looking for something that doesn't require much effort, this one will give you 1-2 hours of fun, this is no 'myst'.. it's pretty much impossible to fail or get stuck, just wish there was more!. Nice one! Actually, Psy Rob could do just a few things better. First is fighting mechanics - card game is a good choice but it feels just a little too random. Second is soundtrack, it is very generic in my opinion, and if you really want to feel the atmosphere I would recommend turning the music off. Imho the atmosphere is truly a highlight of the game! This is fantastic and remind me of good old adventure games I played back in late 90s \u2013 early 2K \u2013 Dialogues is something worth mentioning as well \u2013 you can feel the characters behind the words. Overall PP is enjoyable experience), seems good! :)

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I did have some pleasure playing this game. The story is absolutely fantastic, I really loved it! Music and art is ok too. However I had some difficulties trying to figure out how to beat the opponent in a card mini-game. You gotta sit down and write all the moves if you want to succeed. They also have riddles in this game which spill some more light on this particular setting. Although I'm not so sure about not so many choices we have to make during the playthrough, they could've added more diversity there. Overall the game's good, especially the dialogue. If you're after a good plot and true characters, then give it a spin.. If played top to bottom, everything read carefully and every achievement popped - the game will last 3,5-4 hours which is kinda good for the money they're asking for it. We got a "good cop - bad cop" kinda motion here that is set in a very bizarre (but in a good way) post-apocalyptic theocratic orthodox-KGB world. I know it sounds like one crazy mix but somehow it all sticks fine together. I personally also liked sound design, I mean most of all - atmospheric sounds for the backgrounds that you hear while playing. It really submerges you in this unusual setting. So,

- + Strong story and characters
- + Good music and sounds
- + Great intro animation

- Seemed a bit on the short side but I skipped most of the battles
- Not so sure about the riddles (if they're supposed to be here at all)
- More choices would do no harm

Final verdict: 7,5-8 out of 10. Nice visual novel. I'm waiting for what happens next with Vinnie and Lenny )

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