

## Murdered: Soul Suspect A Game Well Worth Your Time

Murdered: Soul Suspect is a straight up detective narrative and I very much enjoyed this game. The reasons why are somewhat complex, but can be explained simply. I enjoyed this game for the same reasons many other game reviewers did not. Murdered: Soul Suspect is a straight forward narrative tale. Essentially, you just move your character through the game world; Salem, known for the 1692 witch trials, and experience the story of Ronan's afterlife as he solves his own murder. While some may lament the lack of true free-roam style gameplay, and others may have issues with the somewhat contrived protagonist, I found this game to be a truly refreshing experience. I love sandbox games and have spent countless hours playing countless shooters, but Murdered: Soul Suspect does not require me to 'kill things'. I have no problem with simulated violence, but it was a welcome relief to move through the game world without fear of say ... having my character's head exploded by gunfire, or perhaps being hacked to death by someone or something with a machete. It takes the pressure off. Granted I was required to occasionally dispose of demonic wraith-like creatures, but these encounters were few and far between and over quickly. Also, I like the protagonist. He's a nice guy, he has an edge due to his dubious past, but was on the straight and narrow, and he helps 'lost souls' along the way.

I downloaded Murdered: Soul Suspect mostly due to the somewhat unique premise whereby you guide Ronan to solve his own murder as a reluctant member of the afterlife community, and because of a gameplay vid that showed the protagonist possessing a cat and traversing the game world through second story windows. It just seemed very cool. I was not disappointed. After playing through, I have to say, the game is also very beautiful, nice and glossy, and the voice acting is above average. Also, the game drops achievement points like important possessions fall from a drunk person's pockets.

Murdered: Soul Suspect is not without flaws. A game world map. Please game devs, always include some kind of game world map. A 'start button' game world map if an onscreen mini map is not suitable or desirable for gameplay or aesthetic reasons. For those who do not wish, or need, to use such a feature, then they can ignore it. For people like me, it is there to utilize. Also, an active save game feature. Auto-saves helps with those times when one is so deeply engrossed in a game they forget to save. But I often wanted to save my game at a certain point and to do this I had to complete an in-game task to activate the auto-save feature.

But minor issues aside, if you want some stealthy, horror-tinged gaming then grab a copy of this overlooked game and give it a day or two of your time. It's well worth it.

To be honest, I'd like to see more of these games. The possibilities are endless: Murdered: Death on the High Seas, Murdered: Jungle Fever, Murdered: Zombie Apocalypse...

M. D. George.