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## About This Game

Step into the shoes of Freudia Neuwahl, a cool and collected young woman on a mission to save her best friend from an Imperial witch hunt.

"Rosenkreuzstilette Freudenstachel" is the sequel to "Rosenkreuzstilette", a level-based 2D side scrolling action game for PC.

## STORY

Thousands of years have passed since "magic" was lost to the people. Now there are but a few who even know of its existence. Those who possessed magical abilities were faced with persecution.

Several months have passed since Count Zeppelin's ill-fated rebellion against the Holy Empire and the Orthodox Church.

Rebuilding the damage caused by Rosenkreuzstilette, the Pope issues a solemn decree: that all Magi are to be considered menaces to society and enemies of the state. Establishing his own strike force of magic-users loyal to the faith, Schwarzkreuz, the Pope and his followers set out to put an end to the last of the resistance.

Spiritia Rosenberg, the plucky young woman responsible for quashing the Count's uprising, is among the first to be captured during Schwarzkreuz's witch hunt. As Freudia Neuwahl, Spritia's lifelong friend, you must ensure the safety of the surviving members of Rosenkreuzstilette, put an end to Schwarzkreuz and the Pope's oppression of the Magi, and bring Spiritia home...

## GAME SYSTEM



Your objective is to defeat each of the 8 bosses of the game.

### About Replay

Replay files are created in the replay folder.

ARCADE/STORY will be displayed as FR:ARC/FRS:STO

## GAME MODES

### ARCADE MODE

For those who want less talk and more action, select "Arcade Mode" to automatically skip dialogue during story scenes. Press the Status button during a story scene to skip the scene altogether. Recommended for veterans who just want to have some fun.

### STORY MODE

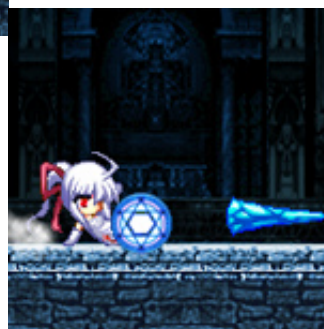
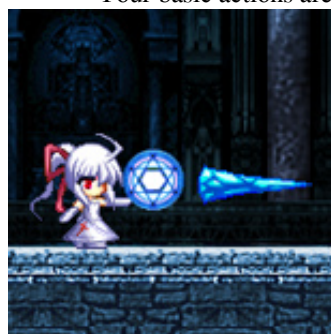
Select "Game Start" to enjoy Rosenkreuzstilette Freudenstachel in its entirety, with story sequences peppered throughout the game. Press the Confirm button to advance dialogue, and press the Status button to close the current dialogue box.

Recommended for first-time players.

### ACTIONS



Your basic actions are shoot, jump and slide.



### LEARNING

By defeating a boss, Freudia can acquire new magic powers.

Some bosses are weak to certain types of magic.

You may be able to beat powerful bosses easily if you discover their weakness.

#### [Standard attack: Freudienstachel]

Hold down the shoot button to attack repeatedly with Freudienstachel.

You can also fire while sliding.

Freudienstachel has a magic gauge.

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If this reaches 0, you will stop firing when holding down the shoot button.  
Also, the speed of your successive shots will be greatly affected.

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Title: Rosenkreuzstilette Freudenstachel

Genre: Action, Indie

Developer:

[erka:es], Darksquid Media

Publisher:

AGM PLAYISM

Franchise:

Rosenkreuzstilette, PLAYISM

Release Date: 17 Oct, 2017

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English,Japanese









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I love Open socery but I'm unable to install the DLC , Ive tied everything from deleting local data to force steam to rescan files all the way to uninstalling the base game and trying to install the dlc at the same time, and nothing seems to work.. I like it very much and I am only at the 3rd trial now.... This was an awesome piece of roguelike awesomeness!

it's quite challanging, so if you consider playing this you might want to grab some paper towels for your tears.

Over all the universe of this game is what got me most of the time (besides my tears).

it's beautifully made, as already mentioned: challanging with chunks of hope for success.. Cute, short visual novel. Emphasis on short - you can easily earn all the endings & achievements in under an hour. The story is simple and straightforward – you're in love with your butler, but he's too polite to romance a lady of your standing. The romance is not deep by any means, but if you get the right ending(s) you'll be filled with warm fuzzies.

I thought the art style – grey, faceless people - was sort of off putting at first, but by the time I finished my first play through I decided I really liked it. It gives the game a bit of a surreal, dream-like quality.

BGM is nice. I wasn't a fan of the voice overs and muted them fairly early on.

If you're a big fan of otomes and you're looking for something short it's worth the \$1 price tag.. Verry nice ssimulation bulding gaem i recommend to add new cars/messions.

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I dont even want to..... terrible. I love this game. It's just a bit short.

Got it as part of a bundle but it is probably worth a few quid. Controls are♥♥♥♥♥. I recommend this game if you enjoy experiencing something completely new and unfamiliar. There is just nothing else like it.

HyperRogue is essentially a simplistic turn-based roguelike with a mind-bending twist. It would take some math knowledge to explain it, but you won't need math to play and enjoy this game.

As far as the gameplay goes, there is an unbelievable amount of variety for how simple the base mechanics are. Lots of different lands with completely different rules and enemies, and more are constantly being added with updates. The fact that everything is happening on a hyperbolic plane adds a whole new dimension to navigating the game's world and outsmarting the mobs.. I've no hesitation recommending this, even in early access.

This is a very fun, imaginative table, with immersive music, great sounds, and incredible lighting effects. This is one of the few tables where the ball looks like it's really there, from the effects like spinning and the ball reflections.

Overall, I love the way the lighting of the table gets you into the game, very well done, especially the transitions to thunderstorm and treasure chest modes.

As it's early access, I had a few suggestions:

For navigating the menu, at the moment only the directional buttons work, but it might be nice to also allow the left thumbstick to be used for that input? It's because on the Steam Controller, the directional buttons are simulated via the left trackpad and they make a clunky sound when pressed, whereas it would feel more natural to use the left thumbstick on the Steam Controller for navigating the game menus (as the left thumbstick on the Steam Controller happens to be in the exact same position as the directional buttons are in on the XBOX controller).

Could the position of the Dot Matrix Display be "shiftable" more toward the upper left corner, so that it could be made a little larger via the Operator menu? At the moment, there seems to be plenty of room above and to the left of it, which seems wasted. Perhaps it would help to be able to make the DMD bigger, without covering up the figure in the crows nest?

Sometimes the flippers seem to absorb the ball's energy too much, hard to explain it's as though they sometimes "lose their bounce" resulting in the ball sometimes almost stopping on them.

The "switch view" button's operation is a little confusing, does it combine the "lock view" functionality? I like the way the view of the playfield moves with the ball, but I lost that functionality for a while after I switched views, then it came back, so I wasn't sure. Edit: I think pressing the switch view button a second time while in the same view changes from the "lock view" mode to the "free camera" mode, but the GUI for that isn't terribly clear.

Sometimes, the view of the playfield seems to "jump" toward the top of the playfield (perhaps because of some event that's happening there, e.g. when the shark swallows the ball) but it seems too sudden, I'd prefer the smooth movement of the camera to be preserved all the time, if possible.

I put together a working Steam Controller configuration, perhaps you could also provide a default one so that folks don't have to figure it out for themselves, as

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currently the game assumes an XBOX controller, but the Steam controller is a little different. I haven't been able to get vibration to work yet with the Steam Controller. For folks trying to use their own non-XBOX controllers, it might be useful to provide a way to test the controller inputs e.g. on the menu page where it currently displays their assignments (e.g. by lighting up when the corresponding controller input is pressed, or something). It would also be good to provide a way to test if the vibration is working properly, as the game only vibrates the controller for certain events.

I noticed that the "nudge" is behaving in a very "binary" fashion, whereas in Timeshock, Pinball Arcade and Pinball FX2 it seems that the intensity of the "nudge" can be more controlled, so that it doesn't result in a warning each time. The same trouble happens when using the XBOX controller, so I don't think it's related to my Steam Controller configuration.

Please look into whether you could add Steam VR support, a table like this would be just incredible in VR, you did mention it's on your todo list, I wasn't sure on the priority. I'd even be willing to pay extra for VR support on this game!

It might be fun to be able to aim the cannon, or use it during multiball?  
I wasn't sure if there's any "skillshot" in this table, some tables have them.

Also, the skull has such perfect teeth... perhaps it'd be fun if it lost one or two from the hits it takes leading up to multiball? Also, when using View 3, you can't see the balls resting on top of the skull, perhaps placing them (glowing) in the eye sockets instead of on top of the skull might be a fun way to make them visible in view 3? Nor can you see which top rollovers are lit when firing the cannon, which makes getting the rum pretty much a random event in View 3.

Thanks so much for making this game available on Steam!

On my Windows 7 machine (build documented here:

<http://www.penlug.org/foswiki/bin/view/Main/LinuxHardwareInfoAsusP8Z77V>)

I get the following crash immediately after the game appears (it renders for about one second, then crashes).

It does give the warning

"The installed version of the NVIDIA graphics driver has known issues.

Please update to the latest driver version. NVIDIA GeForce GTX TITAN

Installed: 327.23

Recommended: 378.92"

but all of the other games on my Steam account work fine with this driver, and unfortunately none of the newer nVidia drivers work properly for 3D vision surround.

I thought I'd mention the crash, as Pinball Arcade runs OK at 1920x1080 resolution in DX11 mode, so there might be a bug in your game?

Your game runs fine on my single-monitor Windows 10 system, but I was curious what it would look like with nVidia 3D vision enabled (if it supports that?)

hence trying it on this Windows 7 machine, but perhaps this is a DX11-only game, hence the crash? Is there a way to launch it in the legacy mode?

Problem signature:

Problem Event Name: APPCRASH

Application Name: PinballWicked-Win32-Shipping.exe

Application Version: 4.17.2.0

Application Timestamp: 5a39390e

Fault Module Name: nvwgf2um.dll

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Fault Module Version: 9.18.13.2723  
Fault Module Timestamp: 52314d3c  
Exception Code: c0000005  
Exception Offset: 002da576  
OS Version: 6.1.7601.2.1.0.256.1  
Locale ID: 1033  
Additional Information 1: 0a9e  
Additional Information 2: 0a9e372d3b4ad19135b953a78882e789  
Additional Information 3: 0a9e  
Additional Information 4: 0a9e372d3b4ad19135b953a78882e789

After getting nVidia 3D Vision Surround working on my Windows 10 machine, I found that in this game most of the depth calculations are wrong making the game fairly useless in stereoscopic 3D at the moment. It'd be great if you could fix this.. i just got this and it worked for one day and now it won't let me use it what is going on. and if any one els is having a issue and have managed to fix it pleas let me know and it has also happened to my lightening camo too. very disappointed.. I just bought this game for 80% off and when i launched the game it never loaded. It stayed as a black screen for 14 mins and still nothing. Is this game broken or something.. Probably my favorite out of the localized Gundemonium Collection. I'm not an expert and bullet hell/heaven by any means, but I sunk a lot of time trying to get the best ending on the lowest difficulty. There's a lot of quirks about this one that you won't see in a typical shooter game. You can get a large number of lives (to a certain point) by buying dolls in-between rounds. Each of these dolls are basically your ship that you can use to fight enemies with and each has a different function as well as their own unique super ability. Each of them also has the ability to become a bomb by themselves, you won't be able to use a bomb unless you ram your doll into things, thus sacrificing it for large amounts of damage which is essential to beating bosses later on. Speaking of bosses, you're against the clock. Once you run out of time, you can certainly still beat a boss, but...

In any case, there's a lot of depth and play in this game. I've got this on both this and the PS3 and I much prefer this one for the arranged music that they added in over the PC/PS3 release. If you're a fan of STGs, this one is probably up your alley.. It\u00b4s an awesome experience and a nice addition to the basic Game, We always play AoW 3 with friends in the Hot-Seat Mode, but now i bought it to experience the campaign. Must have for every turn-based strategy fan!. Funnier that a prickless cactus. (have no idea what that means, just sounds like what them rednecks might say) :D

#### **Rosenkreuzstilette Freudenstachel Coming Soon:**

To all the Action Lovers

We have just released the coming soon page for the sequel to "Rosenkreuzstilette"!

"Rosenkreuzstilette Freudenstachel" is coming soon!. **Introducing the Characters #5:**



The Metal Hero(?) / UNBEKANNT

Magic: Lustatem "Breath of Desire"

Shoots projectiles in the form of highly compressed air. She has control over their size and boasts an impressive rate of fire.

Check out Rosenkreuzstilette Freudenstachel now on Steam!

[http://store.steampowered.com/app/564160/Rosenkreuzstilette\\_Freudenstachel/](http://store.steampowered.com/app/564160/Rosenkreuzstilette_Freudenstachel/). **Introducing the Characters #6:**



Grolla Seyfarth. **Up to 80% off in the Golden Week Sales!**  
In celebration for the new Era "Reiwa" in Japan, we are taking part in the Golden Week Sale on Steam!



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We have up to 80% off the Playism Catalog, so dive in now while sales last!

Check out the full list on [our Publisher Page](#).

Check out all the exciting games on sale now!

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Playism. **Playism Games in Steam's Weekly Sale:**

Hi Playism fans!



We are happy to announce that a whole selection of Playism titles are on sale this week!

Check out our catalog of fantastic indie games up to 80% off!!

Discover all the sales on our games in our Sale List!

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Strange Telephone Out Now. **11/10 Update to ver 2.02:**

Hi all!

We just updated Rosenkreuzstilette Freudenstachel with the following fixes:

- English text font fixed to be more visible.
- The achievement regarding the defeating the purple devil fixed.
- The issue regarding the hidden stage is now fixed.

We hope that you keep enjoying Rosenkreuzstilette Freudenstachel!

[http://store.steampowered.com/app/564160/Rosenkreuzstilette\\_Freudenstachel/](http://store.steampowered.com/app/564160/Rosenkreuzstilette_Freudenstachel/). **Hotfix for the replay feature:**

Hi all,

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We saw the reports about the replay feature from the previous builds not working properly, so we've fixed it.

However, due to an issue in the old/previous/current build, if anyone recorded their replay in the previous build (from Feb 6), it won't work.

Sorry for the inconvenience.

There are still some issues in the replay of the later stage Iris stage , but we prepared a new open beta depot "replay\_test" for those who want to play their old replay data.

<http://store.steampowered.com/app/564150>

<http://store.steampowered.com/app/564160>



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