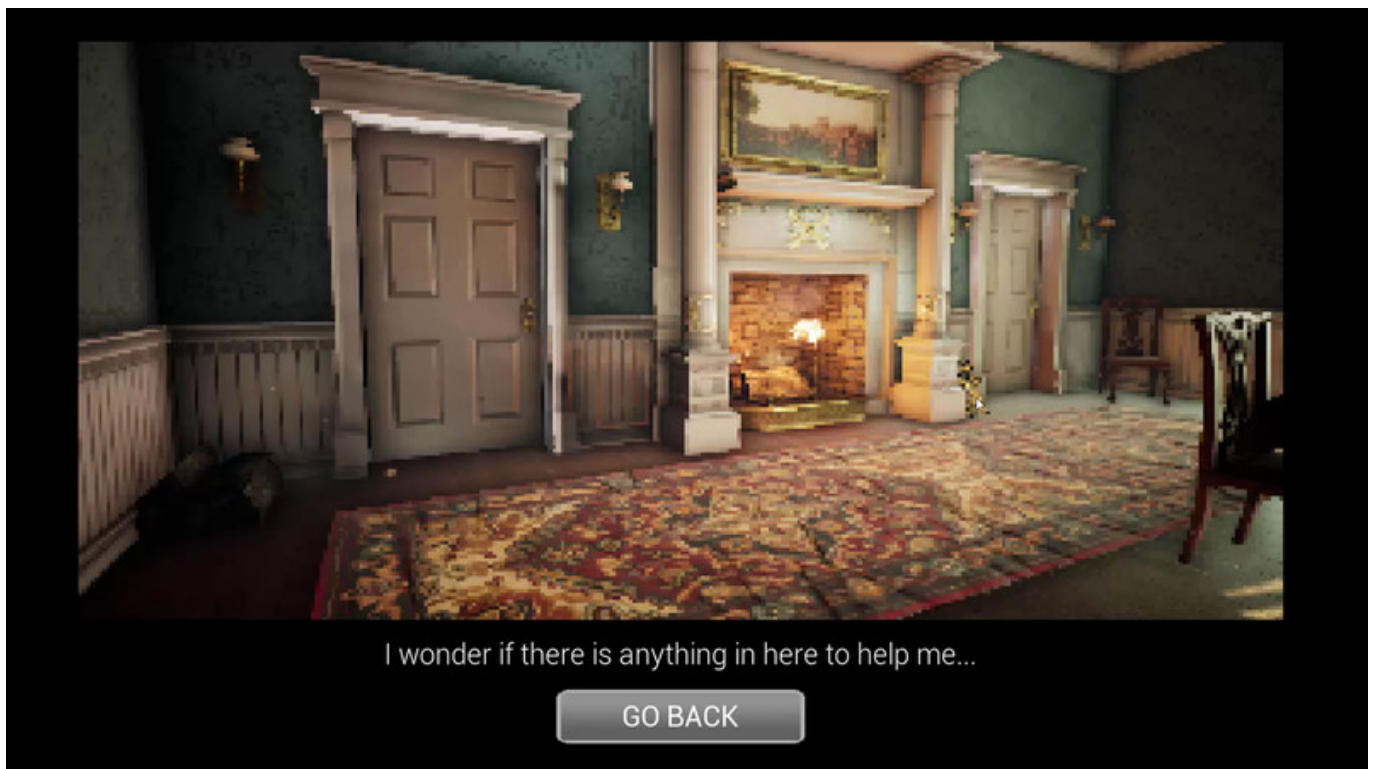

TAIKU MANSION Download Dlc



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About This Game

After receiving a voicemail from a friend who has been dead for 5 years, you head to the location as directed and end up at Taiku Mansion. As soon as you step inside, the front door jams shut behind you. It was a trap. An ominous voice fills the mansion and your mind. You have no idea who this voice belongs to, but they want you dead. You have until dawn to escape the mansion.

Fail and you're dead. succeed... and you might just live to tell the tale.

Features

- **Unique Puzzles:** Every puzzle you face within the mansion is unique and different. No two puzzles are the same so you will be forced to use every inch of your cunning and wit to solve the mysteries before it's too late.
- **Classic Gameplay:** Using gameplay tropes from classic text adventure titles, mixed lovingly with modern staples of the game industry - use a simplified interface to navigate around the mansion with ease.
- **Haunting atmosphere:** Every sound, image and puzzle has been hand crafted to send the chills through every hair on the back of your neck. Every crunch, punch, footstep and door opening has been tuned to ensure you never feel safe whilst solving the riddles of Taiku Mansion.
- **Deeper Story:** Taiku Mansion features a narrative written by Ryan Shah (Kitatus), who has written a number of extremely popular books, both fiction and non-fiction. Every word, letter and phrase has been inserted with the greatest attention to detail to add to the creepy aesthetics of Taiku Mansion.

Title: TAIKU MANSION
Genre: Action, Adventure
Developer:
ST. TAIKU, KITATUS
Publisher:
KITATUS
Release Date: 13 Feb, 2017

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Minimum:

OS: Windows 10

Processor: Quad-core Intel® or AMD processor, 2.5 GHz or faster

Memory: 8 GB RAM

Graphics: NVIDIA GeForce 470 GTX or AMD Radeon 6870 HD series card or higher

DirectX: Version 10

Storage: 1 GB available space

English, French, Italian, German, Japanese, Korean, Russian, Simplified Chinese



"I've been waiting for this day longer than you realize..."



You are standing by the north-west room on the ground floor...

Open Door

South-West

Hallway

North-East

MAP



"Build the wall in C..."

GO BACK

I...literally beat this game in 15 minutes, and only puzzle I had to 'look up' was the one from Metal Gear Solid where you need the codec frequency from the back of the actual game case (it's 140.15 for anyone curious).

I cannot recommend this game at all...mostly because the puzzles weren't all that great, and it LITERALLY TOOK ME 15 MINUTES TO BEAT. My play time? I GOT 100% ON THE GAME.

Certainly not worth even the CDN\$ 4.39 I spent for it. I wanted to like it, because it seemed really interesting.

+It was a neat waste of 15 minutes.

+Comes in multiple languages.

-It was a neat waste of ONLY 15 minutes

-The puzzles were, mostly, stab in the dark to solve. The MGS one didn't even give a good clue 'from another game' could mean literally anything, not to mention the game came out in 1998.

-Far too overpriced for what you get

-The UI seemed very basic, and the buttons didn't really match the other aesthetics of the game.

-This is more the writer in me talking, but the way the sentences were structured had me cringing. 'As soon as I heard it, I was on the road. On the road for over 48 hours' or 'As soon as I entered the door swung shut behind me and was jammed shut'. This many fragmented sentences just make it feel overtly amateurish.

-Did I mention how appallingly short it was?

I'm getting a refund. It's not worth it at the current price point. I'd only get it on a Weeklong Deal for CDN\$ 0.24 if it ever came with cards. And only because you'd get money BACK.

TLDR: Don't buy this.. rubbish, germen translation is a joke. No real story, no graphic, way to easy quests complete crap and not worth 10 Cent. What a remarkable experience.

The game starts out with a breathtaking symbol...a monster that looks like a bent willy.

It then gets even better as the introduction sets the scene for what will be a stunning shortish trip. Get your popcorn ready before you play this one as you will feel as though you are at the movies.

The doors are really well painted, with all of them looking startlingly different. Ambient sounds are quite the shock, with the clicking of the doors being that Yesssssss moment of meciful release from some of the more complex puzzles.

Speaking of puzzles, most are not so tough but the piano puzzle near the start will need some experimentation. The best puzzle and I genuinely believe it to be one of the greatest puzzles of all adventure games (Everyone MUST try it!) is puzzle number 7. Don't read spoiler reviews that give away the answer as it is a puzzle of absolute genius. I have never encountered a game (and I have played LOTS of point and click adventures) with such a unique and brilliant puzzle. This puzzle alone makes the whole experience well worth the price of entry.

Upon completion, we are offered the teaser that there may be more coming...a sequel perhaps...with more stunning puzzles like puzzle 7 (or even 1). Ohhhh yesssss pleasssse :):).

- Taiku Mansion is reminiscent of some of these text-based adventure games from the old days that had pixelated graphics and a rather simple approach to gameplay.
- We are trapped in the titular mansion and our job is to flee. In order to do so we have to visit 9 rooms and, accordingly, solve 9 puzzles. Solving one puzzle results in the opening of a new door so you know where you have to go.
- Actually, you do not really know as you are not told which room got open. We have a map at our disposal and unlocked rooms are highlighted but when you already have a lot opened you might just wander into the very same you've been to before. A map is supposed to help you as the rooms can be found downstairs as well as upstairs.

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- I do not have an issue with games having pixelated graphics but when the UI looks equally horrible I do not appreciate it. Not from a game released last year - if I want I can just run an old adventure game utilising DosBox.
 - Some puzzles are OK but others are too cryptic. So much so that whatever easter egg or meta joke the creator hid there you will probably not understand and will eventually rely on a guide.
 - Which is exactly what this game is for. Using a guide to 100% complete it so that's one more game on your list if you are a completionist. The ending is a bit of a cliffhanger but I will probably skip the sequel (if there are any plans for it). Taiku Mansion represents a good idea with bad execution. Not recommended.. ok, so there is an answer to the piano puzzle, the dev added it to my youtube page...
If anyone is having problems with the piano puzzle, you can check out his response there...

<https://youtu.be/MtSDWWghTKs>. Interesting game. Definitely a throwback to the older Puzzle games like Myst but with less exploration and more direct puzzle solving. Had an issue on the Piano but it makes sense once you solve it and the 2nd to last puzzle also had me confused as there was no real hints anywhere for it =(

[Overall not a bad game. I liked the presentation. Would recommend picking it up on sale. probably not a good time/value ratio at the full price.. Taiku Mansion is a puzzle game which you are a person with a name i do not remember stuck in a mansion in which a "sadistic" person wants you to play his puzzling games in order to escape from the house.](#)

[The game itself is really and i mean like literally short. The graphics were terrible \(pixels\) and the gameplay was only about solving puzzles which you have to be a God knows who in order to complete them with success. Anyway thank God, someone posted a guide about it and i finished it...](#)

[If you are an achievement hunter i would recommend getting it since it's so easy to get the achievements. If you are not, i do not recommend it buying it unless you get it for free like i did.](#)

[Well, i both recommend buying it and not but Steam doesn't have the "neutral" vote so i'll go with the positive one just for the achievements i obtained.. I usually don't write reviews but this game was so bad I have to. I don't know how the audio sounds because it won't play for me. One of the puzzles is music based which meant I had to watch a video of someone else doing it. That music puzzle is stupid and bad game design. The dev wants you to play The Wall in C on the piano, but the right key combinations IS NOT The Wall melody. Oh and my favorite puzzle that said something about the code is on the back of a different game box... What is that supposed to mean? Apparently the dev had to give out the answer so people could play. This is the epitome of bad game design. Puzzles that don't make any sense and maybe 6 minutes actual gameplay time if that. This game costs 99 cents. If you offered me \\$10 to play it again I would refuse the money. Garbage. Dev if you are reading this you are quite audacious charging for a game that ANY GAME JAM GAME could easily put to shame. Conclusion, puzzles don't make any sense. The game is partially broken. You solve 9 puzzles and that is it. Don't waste your money. Even the worst free game on Steam is better than this. This is how NOT to design a game.. Good old style classic game, brings back nostalgia feelings.](#)

[I originally bought the game due to seeing reviewers being\u2665\u2665\u2665\u2665\u2665\u2665but ended up pleasantly suprised with a relatively fast but fun game. Piano puzzle didn't take me as long as others or stop me as I used my brain to deduce the answer.](#)

[Overall, good experience, really fun to play and get those old school vibes from as well as a nice little puzzler.](#)

Pretty bad puzzles made no sense to the game. Was awesome to play that game. Would play it again.
No problems or anything. Only the translation is sometimes weird so I would play it in English.

10V10

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