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## About This Game

The sequel to the award winning adventure hit Secret Files Tunguska. Famine in Africa, floods in Southeast Asia, economic crisis in Europe, and civil wars in South America, the world is on the brink of disaster. Nina Kalenkow is trying to escape all of this as well as her failed relationship with Max Gruber on a nostalgic cruise to Portugal. Nina becomes a witness to murder in the Hamburg docks and is soon thrust into the spotlight of events that encompass not only continents but also centuries.

- "Facial animation" for visualizing emotions and speech
- Innovative puzzle design that always remains logical and fair
- Detailed and impressive pre-rendered backgrounds
- Real-time light and shadow effects of 3D characters and environments

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Title: Secret Files 2: Puritas Cordis

Genre: Adventure

Developer:

Animation Arts

Publisher:

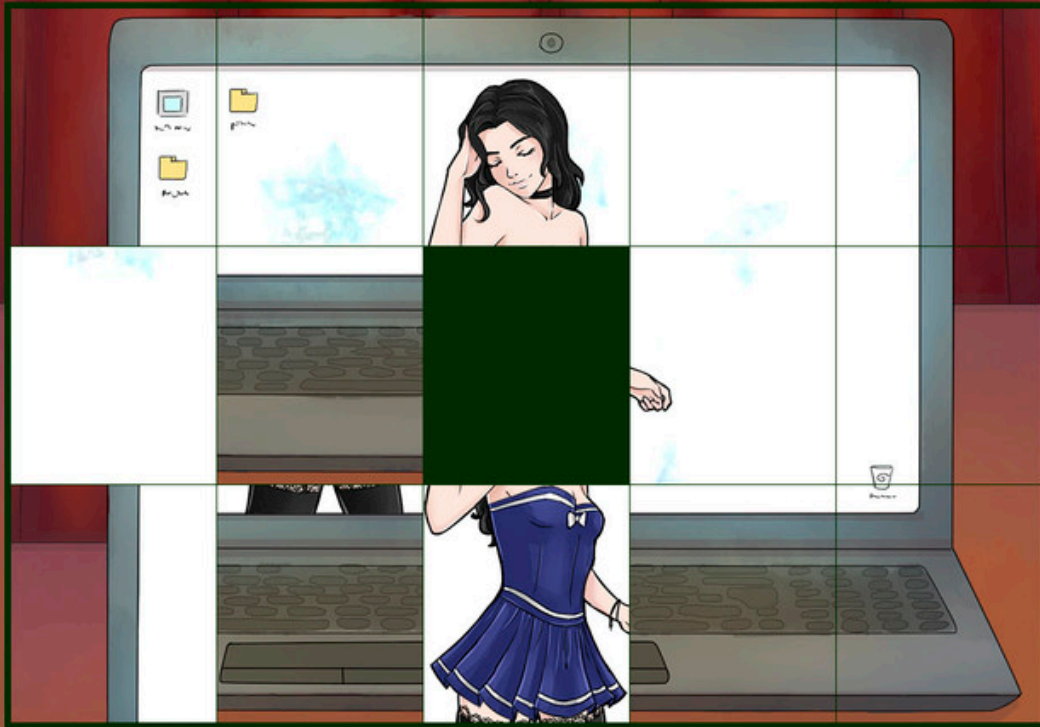
Deep Silver

Release Date: 29 Oct, 2009

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English,French,German,Italian







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Whilst not as good as the original Secret Files, this sequel does have its highlights and features an engaging plot. Worth buying if you want to know what happened next in the lives of Nina Kalenkov and Max Gruber.. As with the previous game "Secret Files 1" I had a blast with this one as well, the game is very divers in scenery, has a great plot, nice puzzles, great diversity of chars with very decent speach actors and also some funny references to the first part.

All in all again a gem of a game, highly recommended!. Highly Recommended.

Great adventure game, old school, new technology.

Even better than Secret Files 1.

Great work. TLDR: A low-quality point and click game with an awful story, terrible voice-acting and puzzle design that averages on poor. Only really recommended for those that loved the original game or are really desperate for an adventure game; and only then on a sale.

Long story: You play as Nina and Max once more, but after they have apparently broken up. Nina bumps into a guy minutes before he horribly dies, only to find that she has gotten his luggage by mistake. Cue secret sect which threatens the world and you have the makings of the most clich\u00e9 story ever. Now, there is nothing wrong with a clich\u00e9 story, as long as the details make it come alive and the characters make it memorable. Secret Files 2: Puritas Cordis does not do that. The story is awful from the start until the very end. It does not seem to know whether it wants to be a more serious game (like Broken Sword which is seems heavily inspired by or is trying to mock\u2026 I don\u2019t know which) or a light comedy\u2026 but the \u201cif this was a computer game\u201d jokes clash badly with the scenes where we are supposed to believe Nina is scared or feels guilty. It\u2019s all a mishmash of different tones. This may in large part be due to the horrific voice acting. Some of the side-characters are fine, but the ones for Nina and Max are atrocious. Nina\u2019s voice actress does not seem like she could hit a right intonation if it bit her in the throat. She butchers every half-decent joke the script throws at her. Max\u2019s actor instead seems to have been told \u201cspeak slower\u2026 and douchier! No douchier!\u201d The only saving grace is the fact that you can skip dialogue and cutscenes; if not for this I would not have finished the game at all. However, this still means that you\u2019ll be skipping most of the dialogue and whatever atmosphere and hilarity they were trying to convey.

The puzzles then. Some of the puzzles not related to items are actually quite nice. Nothing too challenging, but good fun. The item puzzles are a bit more problematic. They are often obtuse or suffer from the same adventure game logic as other games in the genre (i.e. many puzzles should have been solvable with other objects), but that\u2019s okay if not great. The real problem is that the game loves throwing a ton of items at you, but rarely explains your goals very well. This means that you are almost always combining items without any clue or reason why, and you\u2019re forced to try them out randomly at whatever spots are available. It was exceedingly rare for me to feel like I was actually planning my actions in any logical sense. For example, on the boat you are supposed to build a European monument, but while you are given some cities from which you can build, you are given no examples of monuments from those cities. Maybe you know them all, maybe you don\u2019t. Personally I had not visited the city from which the correct monument was from and only built it by randomly combining items. No thought, no plan required or even encouraged. The game is full of that kind of thing. The worst of which is probably when you are supposed to get a street cleaner to clean the street by getting him wet. \*SPOILER\* You do so by getting an alarm to go off which makes a guy run there, which makes his friends drive by and miss him, which makes them turn up on the bridge, into the puddle which makes the guy wet. \*END SPOILER\*. The solution would be fine, if there was any indication that this is what would happen if these events were set in motion. Instead the only reasonable way to figure it out is by doing everything possible with your items at the different locations and hope for the best. That is not good puzzle design.

I will not compare Secret Files 2 to the original game, because frankly I don\u2019t remember it that well (though if I\u2019m not mistaken they liked to drown you in items there too), but I did like it well enough to want to try the sequel\u2026 but only if it was on sale. Apparently I did not like the original so much that I thought the sequel must be worth 10 Euro. And I was right, it isn\u2019t. In fact, I\u2019m not sure it is worth the 2.5 Euro I paid. It\u2019s not an awful game. Puzzlewise it is a very standard adventure game, not special in any way. It just happens to be coupled with a boring story and main characters which are either bad in of themselves, or are just made so by their horrific voice-actors. Anyway, I can\u2019t recommend the game unless you are deeply in love with the series or desperately want an adventure game. But even then, there are definitely better

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ones out there.. I was really glad when the game started and the voices were different. But, while in the first game they were insufferable (cheery and full of excess energy without reason), in this one I still needed some getting used to them, because they were on the opposite end of the spectrum: They were totally bland and made the characters seem apathetic. I was expecting Nina to utter "Why do I even bother?!"!

There was again a plethora of riddles (logical and illogical) and I've found it a bit refreshing actually, that half the game seems to have mundane, every day objectives. When we get to the grand ideas and plots many games (as well as this one) lose their charm.

The dynamic between Nina and Max is better in this game. As their relationship is already established from the previous one, we get to see how it evolves. Oh, and Max has become way more handsome! :D

What I didn't like was the casual misogyny. Of the 4 women in the game, 2 were playable characters (Nina and Sam), the 3rd (Katharina Jordan) was described as a "bimbo" from Nina, (also Sam mentions another "bimbo"), and the 4th (the police officer in Paris) as "average in all respects", and "ugly". Way to go Nina for your stance towards other women!

Also, breaking the 4th wall can be fun, but Nina kinda overdid it. Too many references that we're playing a game. We know we are, so enough already...

All in all, it is a more than decent game, and I even liked it quite a bit more than the first one.. A pretty good traditional point and click adventure game.

I wanted to sit back, solve puzzles and zone out to lots of dialog and this game delivered.

I like it better than the first game. They both took me about 8 hours to get through.

The only bad thing is the voice of Max in this game is super terrible. He hams it up and is over the top in a bad way. His monologue voice is the worst thing ever. Nina's new voice actress isn't bad. She likes to chew the scenery a lot. I thought she was Sisko from DS9 a few times.

Anyway not a bad game if you like this genre. Lost Horizon is a bit better tho.. I love this game! I guess at first it was odd with the different voices than in Tunguska but still really fun to play :). Ran across a bug in the game which won't allow me to combine tent poles with fence. The game is not hard, enjoyable for a point and click adventure, similar to the other two. However cannot play with game further without a fix so I can't recommend this game presently.. A rather big step down in quality from the already mediocre Secret Files 1: Tunguska. Everything is worse here: The graphics, the story, the music, the puzzles, the characters, and - holy hell - the voice acting! Literally some of the worst acting and voice direction I've heard in my life. You know you're in trouble when you constantly want to gnaw your mouse-clicking hand off while being exposed to yet another lengthy and supremely annoying internal monologue delivered with a warbling vibrato.

And the jokes - don't get me started on the "jokes". The quips in this game are so embarrassingly bad, the fourth-wall-breaking references so completely out of place that they soil the whole tone of the game. Puritas Cordis doesn't seem to be able to decide whether it's supposed to be taken halfway seriously or as a complete farce. Every other character you run into spews nothing but sarcasm at you, and the main character positively oozes sarcasm from her every pore. You can't have coherent dialogue when everybody's sarcastic! Conversations are mostly comprised of annoying drivel that goes on and on a good while after stating the obvious while throwing dead-on-arrival puns in the mix.

Even the puzzles are, for the most part, insane. Gone are the relatively coherent and logical puzzles of the original - You need to be on some pretty heavy medication to come up with the solutions to a few of the crazier brain-benders in here. Avoid if you value your sanity.

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Good game though it seems pretty budget to me. Totally worth your while if you get it with a 75% discount.

. The second game of the Secret Files serie is a good one too, even if i preferred the first one. I just not liked the story as much.... Funny dialogues. Story is a little weird.

The game is short enough to be enjoyable.. Very good aventure game. Not overly difficult, but not just dialog and finding and combining objects either. With patience it is solvable, a few puzzles are annoying and not obvious. At no point will the game get so discouraging that you'll end up giving up and using a walkthrough to get through the whole thing.

The game is funny when it wants to be, and dramatic too. Overall this is a great adventure. Highly recommended. I'd already played Tunguska, and I'm looking forward to Secret Files 3 based on this game.

Did see wierd bug where the characters walked being the background image sometimes. This is noticeable in one of the first areas, there is an infirmary on the ship and I saw it there as well as a few other places. Might be video card specific. Not bad, but just in case you end up looking at a screen and wondering why characters are talking but nothing is there, that's why.. I enjoyed the first one, though many of the flaws are still present in the sequel. The voice acting is atrocious, with dialogue seemingly dragging on forever with pointless conversations that really don't need to be as long as they are.

The puzzles are... random and often don't make sense. I've played a lot of point-and-click adventures over the years, but even I had to resort to reading walkthroughs occasionally. Rather than solving puzzles through logic, often it is a simple case of clicking on every item in your inventory until one of them works.. Story was good.

Voice acting of non-main characters was good; for some reason, ALL main characters voice acting was very poor. But it may have actually been the writing not the acting...couldn't tell. Also could be related to German -> English translation.

Puzzles pretty good.

Some nicely drawn scenes.

Graphical glitches here and there...not many bugs found.

I would only recommend this for adventure game fans of Secret Files and/or the developer (Animation Arts). Otherwise, it is just too bland. As such, my general consensus is Not Recommended.. This is a pitiful excuse for a game and a disgrace for the genre. I clawed my way through it, and by the time I was halfway through I was THIS close to going insane from:

- ) the lousy voice acting
- ) the wannabe funny dialogues, that end up being nothing short of awkwardly bad
- ) the ludicrous story and
- ) the disastrous "riddles".

Here's a random example of the latter: Find random "noisemaker" on the ground at a zoo, use it to lure a pair of DUCKS halfway through Paris back to the Zoo so that the zookeeper will give you one of the baguettes he's conveniently sharing to feed them, give baguette to homeless man who apparently spent his entire life waiting for such a selfless act and immediately turns sober so that you can have his old booze, which you then use to be incarcerated for being drunk only to bust back out 5 minutes later with about the lamest of explanations).

In short, this game tries, it really does. But it just falls short in pretty much every aspect that make an adventure game good, and just makes for a very tedious experience of about 4 hours from start to finish. Avoid if you can.. I kinda liked it :o)

I'm a sucker for mystery, conspiracy and/or secret society stories, and that is what you get here. The story isn't fully fleshed or in any way intricate, but rather a bit shallow and simplified. One can't help to think that they could've done a lot more to get a more fully story told, but I still found it entertaining enough.

It's an old game now, and it shows through looking at the characters, several backdrops and the cutscenes. Several are a bit blurry and low on detail. However, some backdrops looks a bit sharper. Anyway, it probably looked damn good when it came out, and it doesn't look half bad today. That is acceptable.

The voice acting is overall ok, but it lacks a bit emotion and suspense. There are several tongue-in-cheek comments from the main characters that sometime works and sometimes don't. It is hard to tell at times if the game takes itself seriously or not.

Figuring out the puzzles in this game was entertaining enough, with proper clues given and mostly quite logical solutions.



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Sometimes, though, they felt a bit cheap and out of context. The locations you go to are also mostly interesting.

The game as a whole seems based on a good foundation, but a bit rushed and inconsistent. The coincidences within the story is a bit too much to swallow. I'm sure it is probably based on time and budget like most others. Either way it is still entertaining enough to enjoy if you are into these sorts of things.

I also played the first in the series and enjoyed that one as well. There are a few references to the previous game but you certainly don't need to play that one to enjoy this. It is a whole separate storyline.

I can absolutely recommend this game for fans of point'n'click adventure games and for people who like a bit of mystery. If you're not into these types of games to begin with, it is probably not going to change your mind.

I rate it 6/10, because it has aged a bit and has that thin storyline. If I had played it when it came out and rated it at the time it might have been rated a bit higher.

As always. If you are looking into buying this, don't base your decision on this review alone. Others-, any your opinion might differ from mine.

Happy gaming :o)

TJ. not so bad, still old school. pros: main character's voice improved, main plot entertaining. cons: even easier, interactions too easy to spot on the background.. I finished the first Secret Files on the Wii, and I have to say that Part 2 so far is much nicer. The graphics are much better and the controls on the mouse are much easier to use. I like how the game ties into part 1 nicely.

#### **Update #16.6 - Little things:**

Howdy!

Just another small update while I continue to work on new stuff.

- More market adjustments.
- Disposable packs are no longer given to you when you break into a building or waylay a cart. If you want to take more goods you will need to equip a leather pack. The same goes for the AI.
- Fixed a few bugs that could cause loading issues.
- Fixed some more bugs that could cause small but odd things to happen.
- Fixed a bug that would prevent some cart drivers from releasing when offloading goods at their home building.
- Further fixes to waylaying, should now be more reliable.
- Fixed a bug that would cause you to become well fed without actually eating anything.
- Fixed a bug that would cause inventories in the trading panel to shift and switch around while transferring items to carts.

Sorry that there isn't much here, but more stuff is on the way.

Cheers,

Stardog.. **Patch #2 - This one is hefty:**

You previous saves will work for the most part. However, if you're looking to get the best out of this, or you have found your current save is glitched (stuck in seasons, etc), then I suggest you start a new game.

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This patch contains the following + more.

- Fixed not being able to buy more than 3 buildings after ranking up.
- Fixed a bug where buffs and debuffs and afflictions and whatnot weren't showing up when you selected someone.
- As per the request of a community member, if you choose to keep a sick worker employed while they cannot work, they will now only take half wage.
- People will now have better immune systems
- Horses should now be less inclined to trot around on roofs, going clippity clop with their hoofs.
- The horse cart you can buy for your house should now show up when you hover over the button for your house
- Any building you own will now have a blue icon when the overview map is displayed.
- Wind and rain sounds are now less obnoxious
- Fixed a really stupid bug where people wouldn't pay for stuff from your bakehouse
- In the tutorial, placed a bush near one of the apple trees for just in case you are trying to do that objective during winter, when apple trees have no fruit
- Set a 100 gold limit for breaking into a building
- Some people got stuck in an endless winter - I found a cause for this and fixed it. Hopefully that's the only cause.
- Made some slight adjustments, which should hopefully help with some crashes
- Lowered the price of mines and woodcutting huts by 1000. I think they were a bit high.
- Fixed a bug that was causing money notifications to get stuck on the screen
- The supervising buff will now last 2 minutes, instead of 1.
- Double-clicking a portrait while in overview map mode will now exit overview map mode
- Some changes to prices and the equation that calculates the prices based on demand
- A new marathon day length, as well as additional options for the other start settings
- Fixed an issue with days per year calculation that caused bugs
- The time at which people leave for work is now based on how long the day is, this should mean that they arrive on time to work.
- You can now use - and + keys to speed up and stop time. Pause > Normal > x2 > x3. Can no longer speed up time while sleeping.
- Metalworker. Makes jewellery (more productions to come). Wealthy people buy jewellery from the market to feel fancy.

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- Proper GUI scaling
  - AI will now wait for a bit before buying property at the start of the game
  - Breaking into a business now doesn't result in money, and breaking into a house now results in less money.
  - A thief who is wearing a hood will now be better at pickpocketing compared to a thief with no hood.
  - Lots of bug fixes with game lengths, and years passing, etc
  - Changes to how the camera works, I am unsure if it will be better or worse

I'm not sure how good or clear the UI scaling will be on smaller screens, so please do give me feedback on this.

Please also let me know if the camera controls better or worse for you.. **SÆLIG now has a wiki:**

Over the course of the next few weeks I will be populating a wiki with lots of different information about SÆLIG. From this wiki you will be able to look up any item, building, and upgrade to find out more about it.

It currently only contains a small number of items, but if you're interested in looking at some of the things you'll be able to make, or providing feedback on recipes and prices, feel free to do so.

You can find the wiki [here](http://saelig.wikia.com)[saelig.wikia.com].

Cheers,  
Stardog.. **Update #13.8 - Slight changes.:**  
Hello again,

Sorry for releasing another small patch. I really wanted to make a few changes though, so here we go.

- Further reduced the chance of a travelling merchant setting up camp.
- Tweaked the rain chances and transitions a tad.
- Player should now only get the option to buy food from the alehouse if there is food to buy.
- Fixed a bug that might've cause the social classe for some families to display incorrectly.
- Rehashed the marriage acceptance system. When proposing marriage the target will decide to accept based on social class, housing situation, money, and total assets. More information is now given in event of rejection. This is slightly more advanced than it was prior.

Not much, I know, but every little thing helps.

Cheers,  
Stardog.. **Update 18.4 - Bug squashing and more:**  
Hi all,

A small update which will hopefully be the last before update 19.

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- More changes to market price calculations.
  - Fixed a bug that would cause a heavily pregnant lady to continue work.
  - Fixed bug that could cause crash when selling large quantities.
  - Fixed big where alehouse cart spawn point was too far away from the alehouse.
  - Fixed bug that would cause some characters to not load correctly and become corrupt.
  - Some new models.

Other than that there have been other minor changes and fixes as well as new back-end changes to get ready for a new farming system.

Cheers for all the support! Time to get back to work. I really want to get the next major update out. Pretty excited about it.

Stardog.. **Update 18.1 - Bug fixes and performance tweaks:**

Hope you are all well. Just dropping a small update to address a few things.

- Tweaked options menu
- Fixed first person bug
- New options and exit buttons for character creation menu
- Performance tweaks for lower-end computers. High-end computers may also get a small boost.

That is all for now.

Cheers,

Stardog.. **Update #16.2 - Orphans, markets, and fixes:**

Howdy,

Another update for you all.

**Fixes**

- The Offload and Return Home button for the cart will release the driver when it arrives home like it is meant to.
- Fixed several positions and buildings that would make the player and characters teleport home.
- Fixed a bug that meant the trading post would calculate prices incorrectly.
- If a tenant leaves their house the game will no longer crash or get stuck in a loop.

**Changes**

- Market prices are now calculated differently and each market has its own regional variation based on the wealth of the town. Prices within each market are now less volatile and making money from trading is now less about the quantities in

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each market and more about the variations between each of them. This is an experimental change that should add a new dynamic to the market and prevent exploitation. Please let me know how it goes. There is a button at the top right of the screen that allows you to compare market prices to assist with trading.

- The church interior has been redone and a third room added.
- Adjustments to rental properties, it should now be easier to attract tenants.
- Changes to horse stable points.
- Loading a saved game should now be much faster. In some cases it can be up to 4 times faster when loading a saved game.

### New Stuff

- Wells have been added to Estate Farms and Farmhouses.
- You can now payoff people who hate you as a way to increase relationship.
- Orphans are now in the game. They can be randomly created when starting a new game, but will come about in existing games if both parents of a child die. A children without parents will move to the church with the monks and live there until they are adopted or grow up. You can right-click on the church and send you player to visit the orphans which will allow you to adopt any of them.

There have also been a few other small changes and fixes.

Cheers!

Stardog.. **Update 17.9 - There is more on the way:**

Greetings!

Just wanted to release an update for you all while I get some other things together for a larger update to come.

### New Stuff

- New system for AI detecting crimes. AI can now choose to report crimes they see, depending on their relationship with the person. Crimes are more easily detected during the day than at night.
- Thieves can now be sent to distract people who walk past them.
- A new button that shows information on the selected building, including owner and productions.
- You can now change your heir via your character's information window.
- You can now receive inheritance from family members who die.
- Children can now go to the Learning Hall during the day where they will keep warm and be kept entertained. More to come with this.

### Changes

- Additional notifications added.

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- Women can now work while pregnant up until they become 'Heavily Pregnant'.
  - Various changes to UI.
  - Tweaks to caravans.
  - Changes to the employment window, you can now choose to see people who you cannot hire and why.
  - A few map changes.
  - Graphical and LOD tweaks.
  - People will now have the option to visit trading posts to buy food.
  - Tweaks to some upgrades.
  - Changes to some buildings.
  - General gameplay tweaks and improvements.

### Fixes

- Fixed game breaking bug that would result in a duplicate player family.
- Fixed some small production bugs.
- Fixed bug that would cause you to lose relationship points with someone after they change family.
- Fixed bug where AI would forage when they shouldn't.
- Fixed bug that would cause a baby to die before birth.
- Fixed bugs related to dying.
- Fixed some nav issues.
- Fixed some loading bugs.
- Dozens of other fixes to many different aspects of the game.

Cheers,

Stardog.. **Update 17.6 - Getting ready for a bigger update:**

Just a small update while I work towards a bigger one.

### Fixes

- When gifting a house they will now decide to live in it if it is better than their current house.
- Fixed bug that would empty player inventory on load.
- Fixed foraging when out of season.
- Fixed bug that meant the pyre could kill people near it.

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- Fixed some saving and loading bugs.

### Changes

- Earlier trading post work hours.
- You can now again see the current task on characters, but it is vague for non-family members.
- Changes to how AI characters deal with some relationships.

### New Stuff

- You can now view detailed info on each family member and friend by clicking the info button when they are selected.
- Wealthy people can request goods to be delivered to their homes.
- The camera zoom now works differently. It now zooms based on the angle of the camera, instead of moving the camera up and down.

### . Update #16.7 - Bug fixes and map update:

Hey all,

Just another small update for you all.

- Fixed pregnancy bug (in **some** cases this could require a new game, sorry).
- Fixed bug that would make the game stop progressing at midnight.
- Fixed a few loading bugs.
- Fixed many other small bugs.
- The East Seaxna map has now been completed and the other half is now available from the year 900 onwards.
- Many tweaks to many different aspects.
- Some new props.

Still working very hard on new content, but sometimes work slows a bit.

Cheers,  
Stardog.

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