

# Soul Games



**SOULGAME**

Welcome to the world of the Souls games. No, not those ones, the other ones, the free flash game series. Remember those? Well now you get to go there. The main point of interest is that everyone here is some kind of shadow creature with yellow eyes and cartoonish mouths, but are pretty much just humans in every other regard. There's quite a few things you could do in there, whether work to get the highest bounty, work to apprehend criminals, or pick a fight with tyrants or whatever. You're free to make your own life here. As is standard, you'll stay here for 10 years, and you get your budget;

**+1000cp**

Have fun.

## Origins

Here you'll choose your role.

### Rogue

You're a ne'er-do-well, a criminal of some stripe, whether a robin hood type that steals from the rich to give to the poor or simply an asshole who likes stealing things from everyone. You'll have some patchwork clothing to call your own, and possibly a hideout or two, but you'll have to steal anything else you want. Or, gods above, *purchase* things legitimately. Surely you won't do that?

### Gladiator

Your life is one of bloodshed and glory. A gladiator who fights in the arena, your fortunes depend solely on your ability to kill and not be killed. You're not really anybody important or particularly impressive to start with, but with diligent training and not being an idiot in combat, you might rise to become the champion of the colosseum.

### Bad Guy

Just because you are Bad Guy, doesn't mean you are *bad* guy. Rather, if you want to be an upstanding law-abiding guard or the like, this is your option. You can also be an evil cultist or mage or whatever too, if you want. The role of antagonist is rather varied in these games. Just try to not get killed by a plucky rogue or something.

# Location

While there's not much focus put on the world at large, the games do have a setting that they take place in. Here's where you choose that.

## **Soul Town**

A medieval city, complete with a colosseum for gladiatorial fights, big marketplaces, and shady woods nearby where evil conspiracies brew. Also strangely looks like a desert town despite the perfectly habitable plains around it. This is the setting of the two Rogue Souls games and the Sword & Souls game. You could make a decent living here, maybe even buy a plot of land in the non-desert region around the city. Maybe you'll even depart east to seek the Neverseen and have an adventure there. Don't expect modern appliances though, magic may exist but it's mainly just shooting energy orbs and lasers.

## **45 Miles From The Mexico Border**

Yes, you're in the US now. A US inhabited by soul people. And likely a whole earth with these strange inhabitants. Not that it really changes much. You're at the start of an oddly run down road, and you'll soon see a maniac speeding through and laughing his ass off. Maybe you'll hitch a ride to the next gas station? Or maybe you'll turn around and explore the weird world here, which is likely reminiscent of the mid-1900s Earth that you're used to.

# Perks

Perks in an origin's sub-section are discounted (half-off), to the appropriate origin.

## General Perks

### **Change Looks -100cp**

What if you don't quite like how you look? Well worry not, as with this purchase you get to change your appearance to a limited extent. With a payment of about 1% of your total wealth, you have access to what you could consider a rather basic character creator menu. With this you can change the style of your hair and beard, the color of either (they don't have to be the same color), and the shape of your eyes and probably jaw too. Unfortunately it doesn't do anything about your body, but hey, having a completely different face can go a long way, right?

### **A Gentleman Follows His Own Code -100cp**

He does not care about gravity. And, well, clearly you've gone through some training to become a gentleman. In other words, you can simply walk up walls and across ceilings as easily as you can walk on the floor. It's not quite as disorienting as you might expect, but it can be a bit weird. Even when jumping you fall back to the last surface you walked on instead of down, so even when walking on the ceiling you can "jump" downwards without crashing back down. Don't forget to get your umbrella and top hat.

### **Blessed -200cp**

Well then. Maybe the gods are real? Who knows, but you're certainly a solid argument in favor. Essentially, when you die, you just wake back up moments after, completely healed and topped up in any magical or supernatural energies (and your equipment is fully repaired too, if that matters). This only works once per jump during your chain unfortunately, but it can still be quite handy. Just remember that if something kills you, it can probably kill you again.

### **The Truth About Fingers -200cp**

You have like, at least five of them. Truly an earth-shattering revelation that could change the field of magical items forevermore. You have learned this divine knowledge from a book you found somewhere, which has increased the number of magical rings you can benefit from up to 5, from the normal limit of 2. This also applies to any other magic where you're limited in how many items you can benefit from simultaneously, to a similar degree (as in, slightly more than double the normal limit). Truly an outrageous amount of power. Please be responsible with this.

## Rogue Perks

### **Thief -100cp**

You're a thief. What a surprise. You're pretty good at it at least. You may not be a master of stealth or thievery, but you're quite dexterous at nicking shit, to the point you could run past a whole pile of gold and gems and treasure chests and such, and grab all of it without leaving a single coin behind even when running past it at full sprint. Certainly useful for robbing people while running from the guards.

### **Marksman -200cp**

Perhaps not the kind you might be thinking, although you are indeed pretty good with bows. The main thing is that you're amazing at throwing shit, such as throwing knives, spears, tomatoes, swords, bombs, rubber ducks, shurikens, etc. You're so good at it you can reliably hit targets even when at full sprint. This aim also applies to bows too, yes. Keep an eye on your ammo.

### **Acrobat -400cp**

Damn, bro, you're a god at parkour. Extremely agile and quick and with enough stamina to run at full sprint for more than an hour, it's as if you were born to run and jump around. You're very good at wall running (which inexplicably lets you wall run *up* walls instead of falling), and apparently you're so good at parkour that you can double jump. And maybe your skill at acrobatics just reached the realm of magic or something, because whenever you're in the air you can do a "stomp", basically completely changing your direction to get hurled straight down. With this stomp you'll bounce up really high on any even slightly remotely bouncy surface, rather than barrel straight through them, letting you reach rooftops by jumping on top of those pieces of fabric used as roofs for street shops.

### **Lucky -600cp**

The most important part of being a thief is getting loot. The more loot you get, the wealthier you become. And if you don't find any loot, you're shit outta luck. That's not a problem you'll ever face, however. You're extremely lucky when it comes to finding loot to steal, consistently finding up to two and a half times more loot than there should be wherever you are robbing. Is everyone suddenly growing wealthier when you come around or does your luck manifest the extra money out of nothing? Who knows, at least your coffers will always be full, right?

## Gladiator Perks

### **Fighter -100cp**

Violence sucks. You get hurt, you have to try your best to hurt your enemies, and you'll probably accumulate a lot of scars both physical and mental the longer you fight. Well, don't worry, you've gotten a bit of training at least. You generally know your way around most weapons you could find in a medieval world, and you have the strength of mind to not flee like a little bitch when you get stabbed in the stomach or whatever. At the very least you can be sure you won't get killed in your first fight, provided you're not being an idiot and biting more than you can chew.

### **Impatient -200cp**

Time waits for no man, and you can't really afford to just sit down for a while in the middle of battle, right? Well, this impatience seems to spread to your own abilities somehow, letting you use them noticeably more frequently than before. In other words, any "cooldowns" your abilities or techniques have is reduced by slightly more than a third. Even if they don't have some magic cooldown that actively prevents you from using such things before an arbitrary timer is over, it still lets you use them at full potency sooner than normal, even if the "cooldown" is merely being a bit tired after performing a technique. Now, try to actually learn some techniques. This doesn't do anything about basic attacks.

### **Spells -400cp**

Being a gladiator is not simply smacking people with sharp metal sticks until they die. The area is full of surprisingly powerful and varied gladiators, from goblins equipped with gadgets to even cultists and mages. It's highly advised to learn some magic, for the sake of practicality if nothing else. And you've certainly done so, although in a weird manner. With this purchase, you'll find that relatively strong enemies you defeat tend to "drop" spells, which can be one of four options; a massive fireball, a spell to inflict poison, smiting a target with powerful thunder, or conjuring a giant sword to throw at a target. The last one is the most powerful one, in case it's not obvious. You can then "pick up" these spells, and cast them at a later date (it doesn't cost any energy, just consumes the stored spell). Unfortunately you can only hold up to 4 of each type before you can't grab any extra ones. Hopefully you're strategic about using these spells.

## **Back To Training -600cp**

Unfortunately, you can't rise up the ladder of the colosseum by simply fighting more. You gotta train outside of fights if you want to get anywhere. And you won't have any issues in devoting your time to training, having an endless well of motivation to get stronger should you wish to spend your time training. Even the most monotonous training regimen won't be too mind-numbing for you. Apart from that, you'll have a guarantee that you can indeed always get stronger. It might take exponentially larger amounts of time and effort to see notable improvements, but you'll never hit a wall in how powerful you can become.

## Bad Guy Perks

### **Tyrant -100cp**

Tyrants, while generally hated, are still a form of ruler, and it'd be kinda pathetic if you couldn't run things to a minimum degree that you can still be considered a ruler at all. So here, you now have some halfway decent skill at running things. It's no golden age nonsense and you won't guide a kingdom to prosperity, but you can at least hold things together with enough cohesion to be able to truly say you're a tyrant oppressing the people or something.

### **Magical Oppressor -200cp**

A big part of being a tyrant is oppressing people. And while there's plenty of normal tactics for that, you're also quite good at leveraging any supernatural abilities you have towards this purpose. Even minor powers, like low level magic and the like, could be used to very efficiently intimidate the masses under your rule into doing your bidding in fear of you. Hopefully you're in a position to actually use these skills, it would be a shame if you weren't actually in a position of power, right?

### **Goblin Science -400cp**

Goblins are real in this world, the standard little green people you might expect. And of course they're quite good at engineering. And so are you. You're pretty damn good at making gadgets, such as functional and very maneuverable jetpacks, and have a special talent for making ungodly amounts of dynamite to throw around. Maybe you'll even make dynamite that explodes on impact instead of on a fuse? Just try not to blow yourself up, that'd be embarrassing. Can optionally be a goblin instead of the weird shadow people with this perk.

### **Guy In Charge -600cp**

You're the boss. The big guy, the top of the ladder, the baddest motherfucker around. While you can choose to actually be in charge of some rando group if you want, the main benefit is being stupidly tough. You're almost definitely superhumanly durable somehow, maybe it's magic, or maybe ungodly amounts of training, you would barely be scratched by things that would destroy normal men. Of course, this doesn't mean you're any stronger, so you're basically the opposite of a glass cannon with just this. Don't get too cocky though, it's certainly not impossible to get taken out by a plucky rogue or whatever.

# Items

Discounts work the same as perks.

## General Items

### **Automobile -100cp**

What if you don't want to hitch a ride from an absolute maniac currently running from the cops? Well here's a car of your own. It's rather normal as a mid 1900s car, and it comes with a full tank of fuel that replenishes itself weekly. You should probably upgrade it in one of the many gas stations on the road to Mexico. Or maybe you'll just go elsewhere. It's your car, after all, you decide where you take it.

### **Champy -200cp**

The hell is this? Some kind of big red cap mushroom with eyes. And seemingly a mouth too. What this thing does is eat any of the magical clovers you'll find have started dropping from noteworthy enemies you defeat, and it spits out some loot in reward. These rewards can be anything from money, small blue glowing orbs that function like xp orbs in a game, coupons for shops you might frequent, a small update to one of your 'stats' (strength, accuracy, block, dodge, or critical), or sometimes even a rare and valuable painting. Sometimes it even spits out more magical clovers to give you. Don't worry about getting too attached, if something happens to it you'll find it intact somewhere nearby an hour later.

### **Museum -200cp**

Congrats, now you have a museum dedicated to you and your exploits. It has several rooms; One that holds small statues depicting every major enemy you've defeated ('bosses', if you will), one that holds mundane replicas of every single piece of equipment you've ever used in battle, one with portraits showing every single type of enemy you've defeated in combat, and one showing pictures of any notable and/or weird achievements you might've gotten up to. It seemingly never runs out of room to get more stuff, and it's automatically updated with anything new you might have obtained or defeated. Also, you own 1% of the shares for the museum, netting you a humble bit of income every minute. You can buy more of the shares, of course, up to 100% even. Perhaps you'll use this to boost your ego?

## **Rings Of Power - 200cp**

Not, not those ones. What you have here is a collection of rings, each with some unique power to grant to those who wear them. Unfortunately you can only really benefit from 2 at a time, but they're still quite useful. And besides, perhaps you'll find obscure tomes possessing secret knowledge that increases the amount of rings you can use at once? The rings have a wide variety of effects, from making you noticeably tougher, making you faster, increasing the damage you deal at range or in melee, a chance to light enemies you hit on fire, increasing damage you do with magic, and more. Used properly, they can definitely be quite useful.

## Rogue Items

### **Patchwork -100cp**

Here you have a red cowl (with some obvious patches to hold it together), and some leather 'armor'. Don't expect a lot of protection from it. You also get a glider, which slows your falls a lot and lets you control your descent. Perhaps you'll try to get something a bit more stylish?

### **Throwing Pouch -200cp**

What you have here is a pouch for holding dozens of projectiles to throw at people. It comes full with throwing knives already, and replenishes to full daily. If you want to throw something else, just shove it into the pouch and it'll fill with that instead, like tomatoes, spears, arrows, or even rubber ducks if you want.

### **Spring Boots -400cp**

This is fairly straightforward, boots with springs attached to the soles. What is less straightforward is how they work. See, they don't work like normal boots with springs, in fact you won't even feel the springs normally. What it does is save you from falling to your death. Even if you fall into a bottomless pit somehow, you'll inexplicably bounce back up to a bit higher than the point where you started falling, letting you potentially grab onto a ledge or something and avoid falling to your death. These only work once a day, but hey, maybe they'll be useful someday?

### **Skulpted Amulet And Broken Coin -600cp**

When looting whatever you can find, you can get your hands on some rather odd treasures. Here you have two. One is a skull amulet, with the eyes glowing blue a bit. It's so ugly that it doubles the duration of any temporary boosts or enhancements you might have. How the hell does this work? Either way, clearly this is a ludicrously powerful artifact, not underwhelming at all, no sir. The second is a gold coin broken in two. Rather useless without smelting it down into raw gold, but it does have the strange power of giving you i-frames while it's somewhere on you. In other words, after being damaged by any source, you become briefly invincible, roughly for about half a second. It doesn't even stop you from hitting people back while you're invincible, so it can be quite handy for dealing with large groups of enemies. Just don't forget to deal with the wounds afterwards.

## Gladiator Items

### **Training Barracks -100cp**

What's a gladiator without a place to train? Here you have a small house with a single room, perfect for training in peace. It also comes with Sir Scarow, a living scarecrow (yes, one made with wooden poles and a sack filled with hay, don't question it) that provides you with a set of training exercises that are guaranteed to always work at least a little somehow. Although it might take a while to see significant progress if you're too strong. Also, you can pay Sir Scarow to upgrade the room (IE decorate it to make it fancier), which inexplicably increases the effectiveness of the training programs, yielding better results for less effort. This is really expensive and the price rises exponentially the more you upgrade it though. Hopefully you have a good source of income.

### **Alchemist -200cp**

You've now obtained a crate filled with three types of potions; one that greatly heals your wounds, one that replenishes your stamina and magical energies you have, and one that significantly increases your strength for about half a minute. There's 4 of each type of potion, and the crate replenishes weekly. Use them well, and try not to get stabbed if you're drinking them mid-battle.

### **Endless Arena -400cp**

Wait, who owns the colosseum again? You, maybe? Whatever, you may have it. This arena, looking like the roman colosseum you might be familiar with, provides you with 30 groups of enemies to fight, each stronger than the last, with plenty of loot to be gained when beating them, and even more as a reward for beating each for the first time. Additionally it has an 'endless mode', for fighting increasingly powerful enemies without limit. Don't worry about collateral damage, it'll never spread past the bounds of the sand pit the fights take place in, somehow. Where do these enemies come from anyway?

### **Your House -600cp**

Congratulations, you now own an empty plot of land in a peaceful part of the woods. Feel free to spend your hard earned money building something respectable here. There is a gimmick here though; the more you build up this house, the greater the boost to both your rate of growth and loot you find. It starts at nothing before you build anything, and caps out at about a tenfold multiplier on both when you've gotten a full medieval farmstead built. While you can make it even more expensive and fancy, the x10 is as high as it goes. Still, ten times the growth and income is nothing to scoff at, is it?

## Bad Guy Items

### **Standard Gear -100/200/400cp**

What's a guard without a uniform? A wannabe, that's what. Here you get a set of basic gear, a sword or spear and some basic armor. If you're not satisfied with that, you can instead pay 200cp (100cp when discounted) to get elite gear, something actually respectable and liable to help you thrive in battle. It also comes with free training to not be a scrub. And finally, if you want to pay 400cp instead (200cp when discounted), you can get boss level gear, the kind that Dark Knight uses. The weapon and armor at that point are better than even high quality steel somehow. Maybe it's enchanted or something?

### **Minions -200cp**

Corrupt guards, veteran knights, mages and magically inclined cultists, you're now in command of a sizable army of crooks and criminals that are strangely loyal despite what they are. Feel free to order them around and have them terrorize the citizenry in your stead or something.

### **WEALTH -400cp**

Holy shit you're rich. You have the wealth of a few kingdoms under your name, a truly astounding amount of gold and various jewels. Hopefully you've got a way to keep it all secure, or at least a way to spend it all quickly on less shiny but still valuable things so you don't get robbed. You get another massive pile of wealth every jump or 10 years, whichever comes earlier.

### **Magic Staff -600cp**

While magic is rather basic in this world, that's not to mean it can't be powerful. You've got the staff of Black Zoul now, or maybe a copy of it. It's a wooden staff with a glowing blue orb attached to it, and merely having it lets you do a lot of magic, such as freely lobbing around fireballs like there's no tomorrow, teleporting a few dozen meters away, shielding yourself from immense amounts of damage for a while, rather freeform flight, and even powerful laser beams. Try not to break it by swinging it too hard, it'll take a while to repair the thing by inserting the blue orb where it's supposed to be again.

# Companions

## **New Game -100/200/400cp**

If you've got companions you want to bring into this world, this is the option for you. You can use this to import companions, or perhaps create new ones. 100cp gets you up to 2, 200cp gets you up to 4, and 400cp gets you up to 8. Each Companion gets 800cp, and they can take drawbacks if they want.

## **Souls Expanded Universe -0cp**

Well, there's not exactly a big cast of specific characters here. There's the Rogue Soul, the bosses he fights, the gladiator and Sir Scarow, that one maniac rushing to Mexico, Borin Hood, and whoever you might find in the Neverseen. If you can convince them to come with you, you can have them as Companions for free.

## **Soulette -100cp**

This clearly female soul person has the strange ability to give you buffs when you give her nice gifts, like flowers. With this purchase you'll frequently find her in the middle of any missions you might be doing, such as robbing a bandit camp or something, and if you give her a flower or the like you'll get some buff to make your time a bit easier. Why is she there? Don't worry about it. The buffs range from having infinite ammo, double the loot you find, make you a magnet for loot (basically attracting any object of value within 10 meters to you), and even invincibility (which comes with spectral platforms to not fall down deep holes you don't want to fall down). These buffs last for about 10 seconds. Quite handy, no?

# Drawbacks

There's no limit to how much cp you can gain from drawbacks, although there aren't that many of them anyway.

## **Rascal +100cp**

You're one hell of a rebel, huh? Not even the good kind. You take pride in being a wanted criminal, actively liking to steal things and run from the guards, to the point you'll actively seek to have a higher bounty if you find out that someone else has a larger bounty on their head than yours. Let's hope you're good at running away.

## **Become The Greatest Fighter +200cp**

You have a dream, an ambition, to become the greatest fighter to have ever lived. Unfortunately, you're not really anywhere close to that. In fact, you're almost the farthest a person can be from that. You've lost anything you might've gained from previous jumps, having only your build in this jump, and even then at a weakened level. If you want your stuff back, you'll have to train it the hard way. As you are now, even a normal mole could wipe the floor with your ass in a fight. So chop chop buddy, get to training.

## **Fearsome Warrior +200cp**

Warriors are sometimes stereotyped as being dumb brutes. While that's not usually the case, it certainly seems accurate when it comes to you. You're dumb, like really stupid, and you have the mental capacity to know, like, two or three techniques, total. You're as much of a brute as a person can be honestly. Hopefully you're strong enough to just smash your way through any weird nonsense you come across like 'magic', 'acrobats', or 'taxes' whatever those are.

## **Blackened Zoul +400cp**

Black Zoul hates you specifically. Who's Black Zoul? Well, he's basically the big bad evil guy, wields very powerful magic, and has three strong generals under his command. He's as scary as it gets basically. Expect to see small armies of crooks out to kill you, possibly a massive bounty put on your head for no reason, and Black Zoul might try to send his generals to kill you or even try to do so himself if you manage to survive. Good luck with that.

## **Final Boss +600cp**

You're the boss. The big guy, the top of the ladder, the baddest motherfucker around. Wait, didn't we do this already? Well, anyway, you don't actually get any benefits from this. On the contrary, you only get the downside of this position. IE, being a magnet for very dangerous people with plot armor out to kill you specifically. This'll happen with alarming regularity, like once a year or something. Try not to die to randoms with plot armor.

# Ending Choice

So you've spent a decade here. Now you choose what to do.

## **Move On**

Understandable. You continue on with your chain.

## **Stay**

Maybe you just really liked this particular world? Feel free to stay here in that case, finishing your chain.

## **Go Back**

You can't be blamed for wanting to see people who aren't seemingly composed of darkness whose only distinguishing features are yellow eyes and mouth. You'll return back home and finish your chain.

# Notes

Look up Flashpoint, it's a whole project dedicated to preserving classic flash games. It has nearly all the Soulgame Studio flash games on it, and a ton more classic flash games too. It's pretty cool.

## On Rings of Power

For a full list, look [here](#). Although there aren't that many honestly.

### Games covered:

- Rogue Soul & Rogue Soul II
- Swords & Souls
- The Soul Driver
- The Gentleman: A Soul Adventure

### Games partially covered:

- Swords & Souls: A Neverseen Adventure

v1.0