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Entwined: Strings Of Deception Crack 64 Bit



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## About This Game

Can you solve the grisly murder of Mr Christopher Edward?

Famous inventor Mr Christopher Edward has been brutally murdered in his home! Step into the shoes of detective Karla Robbins in this elaborate murder investigation to seek out the real culprit.

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Investigate all the prime suspects, his wife, his secretary, the butler, the housemaid and the family physician. Collect all the evidence along the way, recording it in your interactive case file. Was this a crime driven by love, money or power? It's your job to find out.

A stunning Hidden Object Puzzle Adventure Game, packed with challenges, surprises and scares! Find the murderer before it's too late in this classic whodunit murder mystery.

- A classic whodunit murder mystery
- Elaborate story with multiple suspects to investigate
- Interactive case file records all the evidence you collect
- Carry out simultaneous tasks.

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Title: Entwined: Strings of Deception

Genre: Adventure, Casual, Indie

Developer:

Urchin Games

Publisher:

Impossible Mystery Games

Release Date: 10 Oct, 2011

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English







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In Cold Darkness Awakened Lara Croft has to infiltrate an old, abandoned soviet installation where tests on a nervegas that turns soldiers into mindless, obedient killing machines without any pain or remorse went horribly wrong. Now, after years of solitude, the facility begins to fall apart and is endangering to flood the surrounding area with the toxic gas. Together with Nadja (who we know from the Baba Yaga DLC) Lara enters the facility to get the situation under control.

Sounds interesting, right?

Well, sorry to dissappoint you, the overall package really is not.

Gameplay is identical to the base game: You run around, climb towers and buildings to find new gear and weapons in crates and free the occasional prisoner - which has no impact on the outcome.

Enemies are basically blind and only react to sound which makes them more of an annoyance (also they are just zombies) and the "puzzles" required for finishing the DLC are mindnumbingly easy. Getting through this DLC might take you anywhere from 30 minutes to roughly 1 hour.

In case you got this DLC as a part of the Complete Edition of the game, feel free to check it out - just don't have very high expectations.

For a standalone purchase 9,99€ is just too much to ask - spend your money elsewhere (or wait for a deep, deep sale).. While HexCells is still probably my favorite from this dev, CrossCells stands out on its own as a fun puzzle game. It's a bit complex in the sense that one has to keep a lot of mental notes about each board while solving it, with no in-game option to tentatively mark squares à la Minesweeper's question mark. I'm not particularly good at that, so each puzzle felt like my brain trying to balance ten spinning plates at once. This aspect made the later puzzles feel weirdly intense, in stark contrast to the much more laid back nature of the other \*Cells games. It's not what I expected, but I enjoyed it nonetheless.

I played through CrossCells over the course of about a week, and during that span the developer fixed my only two real complaints about the game: the intro to multiplication is a bit more intuitive than it was originally, and there is now a toggle to switch off the ripple effect on the cursor. Useful, timely patches, what an amazing concept. Some might take issue with the unforgiving nature of this game--the player is immediately kicked out of a puzzle as soon as a mistake is made. That's how I played the other \*Cells games, so it didn't bother me.

A note on playtime: I left the game running in the background a few times, actual playtime was closer to about three hours.

These games are some of the only ones I buy blindly nowadays, and they're always a treat.. If you like this type of time management game then this one is failry good.

Pros:

Long - almost 50 levels.

Lots of different objects manage.

Multiple environments.

Cons:

Finsihing levels is no challenge at all.

If you are experienced at this type of game then getting gold time is far too easy on almost all levels.

The story is generic rubush and sterotypical.

Overall 7.5/10. They look ridiculous totally goes with the theme of the game. GOTY at its time, this gangster FPS classic cam still be fun.

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I wish they would list it more as a demo and not a free to play game, but the first chapter was ok. I didn't feel overly compelled to buy it, even on a sale price. If there was more story introduced then this would have changed my mind. But if all I'm buying is hiddenfind/puzzles then there's other games with story that are better.. I'm a fan of point and click games, as well as Sherlock Holmes, but this game was an absolute chore to get through. The story didn't flow right, the mechanics were clunky, and the puzzles were either unintuitive or too easy.. Max Payne: Family Dollar Edition. I find the graphics to be too much when trying to concentrate on the basic game of chess.. In my opinion, the best DLC so far.

A beautiful, different route with characteristic landmarks.

In the end, the rails no longer look bad!

Trains seem really heavy this time.

Great locomotives, cool and not so easy to drive.

I am glad to see such a big improvement in the Franchise. A great job of Dovetail Games!. Don't really know what i'm missing here since reviews are mostly good, but I didn't get into the game (and I played 7/8 hours so I really gave it a try).

The campaign suddenly becomes stupidly difficult ?? (from a few 100 hp mobs to 750 + 500 + 500 + respawning 80 hp mobs ? wat ? yes, spiders, i'm looking at you)

Missing rows of 85%-hit-chance hits very regularly, because \*\* m-a-g-i-c \*\* (No clue about how the atk/def stats work together, or the damage resist)

Mostly grinding for stuff, XP is too slow (after 8 hours i'm still level 5, can't grind my way through those damn spiders)

Hesitated about stopping a couple of times, and the spiders convinced me.

edit : ok i just tried to give it another go, just in case, and in a 10 minutes play I missed, on three different times, two 85%-hit-chance attacks out of three. I uninstall :-D



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