
Voodoo Whisperer Curse Of A Legend Crack And Patch



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About This Game

Mentored by one of the most powerful voodoo priestesses in the world, Lillian is learning to use her power. But, a dark force has settled over New Orleans, and Marie Leveau, Lillian's teacher, has been placed under a curse. The entire town has been put into a deep, dark sleep by a mysterious evil force. Now young Lillian must find allies and uncover the dark secrets of voodoo in order to save her master and free her friends before it is too late.

Features:

- Save the town of New Orleans from the curse
- Dark and spooky atmosphere
- Incredible Graphics

Title: Voodoo Whisperer Curse of a Legend
Genre: Adventure
Developer:
Gogii Games
Publisher:
Strategy First
Release Date: 8 Apr, 2014

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English







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The mixed reviews had me concerned but I actually really enjoyed this! It's definitely one of the better Gogii games, in fact, I think I might've liked it more than other AM games.

PROS:

- > Beautiful visuals, especially the HOs! They were real images I think, but they went very nicely with the also near-real looking backgrounds! They aren't too skewed so they looked like they really belonged together with each other. The images were also fairly sharp to me, so honestly I'm just pleased with the overall visuals for the game!
- > Spellcasting and brewing! A fun addition that I never expected from a HOG
- > An interesting premise, I was curious how things would have turned out

CONS:

- > Unappealing character models): They were oddlooking or just plain unmemorable
- > Lack of character---everyone was just very one dimensional and only existed to lead Lillian to the next location
- > Lack of a journal and notes to recap and clarify the story (I feel like they replaced the journal feature with the spellbook)
- > Major cliffhanger! Like others have said, it finishes off with a 'To Be Continued'
- > Lack of mini-games! I suppose they considered the spells and brewing to be minigames but still... (Although I wouldn't want a repeat of that billiard ball minigame)

Overall, as a game, it was fun and it was pretty and polished looking but as a plot there could have been so much more done to it. It definitely has potential if the group ever chooses to continue the saga. As of current, I read the dev team has left Gogii. Apparently, this game originally was supposed to be a longer complete story but it was cut in half due to time restraints.. This is really a good little hidden object game that in the classic sense where it is mostly hidden object sections rather than some other games being more puzzles than hidden object hunting.

Also, the hidden object sections actually make sense unlike some other HOGs where stuff is where it should be in common sense terms.

It is a short game, but if you are looking for a good, classic HOG, this is a good choice.. I've giving this a "no," even though I want to give it a "maybe" or a "yes."

As a HOG. it's very good. The graphics are outstanding, including the HO scenes. The music and sound effects fit the theme well, and the story, while nothing special, is enough to keep you playing. The game tries some interesting departures from traditional HOGs with some minor spell crafting involved.

The reason I'm split about this game, even though I thought it was good, is that the version on Steam is missing a chapter which takes place during the story before you reach the finale. Why the chapter is not included with the Steam version or wasn't included (was removed) in the original game is beyond me. The HO scenes are well detailed, fairly difficult, but the developer thought it was a good idea to include a strong light source in "every" scene, causing lens flare, which can be difficult on the eyes, and then thought it would be a good idea to hide objects within that flare forcing you to stare at the light source to try and find them. The game is of average length for a HOG but ends abruptly with a "to be continued," and there's no sign of a sequel yet, so you don't even get a conclusion to the story.

It's a solid HOG, but if you want the complete experience, try to buy the special edition somewhere, and wait until there is a sequel and the story continues before starting what is merely just the first chapter.. A nice hidden object/puzzle game. The artwork was lovely, though some of the objects were hard to find based on the description (ie looking for 'an ashtray' and it turned out to be a metal frog with a hole on top). It was a good balance of challenging and casual. I like that it indicates when a room has been searched and solved completely by saying 'area cleared at the top'.

The storyline was unique and interesting. It does end quite suddenly with a 'to be continued', but the game was a good length with a good amount of puzzles.

Lots of interactions, great at indicating whats useful, the hint button is useful for finding which direction to go when you're stuck. Overall, this is an excellent example of an HOG for anyone who likes that genre.. If it is in the sale and you know that you

like simple hidden object games, this is your poison!

But if you pick this for the story or "amazing" cut scenes look elsewhere, it ends with a to be continued and not a hint of how or when...

I found myself laughing at the "animation" and story through the game and enjoyed looking for the items. its worth the pound odd I payed for the enjoyment of 3 something hours so far.. Despite the mixed reviews, I decided to pick this one up since the story looked interesting. I'm very glad I did!

Although the basic interface and gameplay is the same as most hidden object games, I found the Grimoire + Mortar system for recipes\potions and the magic system to be a refreshing change from the usual fare. I only wish there had been more of it.

The game is what I consider "Artifex Mundi style" in that it's a combination of hidden object and point-and-click, although this one heavier on the hidden object scenes and lighter on minigames than some. The non-HO gameplay generally consists of gathering ingredients for various spells and potions to save people.

Hidden object scenes (and the rest of the visuals, for that matter) are well done. They are challenging in a good way, not a "what the hell pixel do I need to click to pick this damn thing up" way. I did notice a sort of British leaning in the vocabulary which might throw off some U.S. players (i.e. a biscuit jar instead of a cookie jar), but the places where that might be confusing are really pretty few.

The few cutscenes with animation are a little clunky but it doesn't detract in any way from the game itself.

Sound is pretty standard for a game of this type; there is some minimal voiceover work in the beginning but the game is generally text dialogue (which is sometimes a blessing when you compare to some games!).

The game isn't terribly long, 2-3 hours for a full playthrough if you don't stumble on any of the puzzles (which you shouldn't, it's not that difficult overall). The \$4.99 price tag is about the normal price for a game of this length, and it's even better if you can get it on sale as I did recently.

My ONLY complaint is that it ends on a cliffhanger and as the original release was quite some time ago, I have no idea if the second part was ever made or ever will be made (I didn't see it on Steam). So you have to be okay with not having story resolution. I think the game is good enough to overcome that minor annoyance but I know it would drive some people batshit crazy. Just something to keep in mind.. Surprisingly good game. Very entertaining and for less than 5\20ac, it's a catch.

If you dont use the hint button a lot and if you try the advance mode, it's more fun to play and you prolong the gameplay.

All in all, a very clever game with lots of puzzles, amazing searching of things\clues and interesting enough plot to make you keep playing on.

Warning, it has four areas to search\play and stops there with a "to be continued" ...sadly I wanted more areas to play and find out the secrets behind the story which takes place in Old New Orleans...well, patience till the next installment or update.. pros

- + good looking and detailed graphics
- + puzzles are enjoyable. you can also collect ingridients and make potions
- + creepy atmosphere. i like Louisiana setting
- + voodoo story is intriguing
- + hidden object elements are fun.
- + hint system very helpful
- + there is auto save

cons

- game could have been longer.
- there are no steam achievements
- game doesn't drop cards.
- abrupt cliffhanger ending is rushed and clearly designed to set up a sequel.. I really wish I could give this game a mixed review

and not just a thumbs up or a thumbs down. It was certainly interesting, the plot was fun and the concept was great. However playing it often times felt tedious. The puzzles were often recycled and in the hidden picture scenes it could be almost impossible to find hidden objects due to their color or location. The game clearly wanted you to use the magnifying glass they provide you with to find those objects, but again it just seems tedious. I wish I could give this game a stronger recommendation based on the plot alone, but the way the game ends on a huge cliff hanger with no sequel currently available prevents me from doing so.

While I recommend this game if you are into puzzle/hidden object games I'm glad I got it at the sale price instead of paying the full \$5. I'm giving this a "no," even though I want to give it a "maybe" or a "yes."

As a HOG, it's very good. The graphics are outstanding, including the HO scenes. The music and sound effects fit the theme well, and the story, while nothing special, is enough to keep you playing. The game tries some interesting departures from traditional HOGs with some minor spell crafting involved.

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The storyline was unique and interesting. It does end quite suddenly with a 'to be continued', but the game was a good length with a good amount of puzzles.

Lots of interactions, great at indicating whats useful, the hint button is useful for finding which direction to go when you're stuck. Overall, this is an excellent example of an HOG for anyone who likes that genre.. It's been months since I finished playing this game and I still think about poor old fish lips stuck at the bottom of the well forever, poor thing.

Not the best HOG but also not the worst HOG, averagely average. Still worth playing if you get it in a bundle or sale.. This is literally I SPY: New Orleans with other minor puzzles involved. It's a point and click adventure. It is okay.. DON'T BUY IS NOT FULL GAME. The game is not full it ends with a cliff hanger and there is NO SEQUEL.

It was a good game and there is quite a bit to it. However one of the comments posted a response from a Dev saying they ran out of money and never finished the game or made a sequel.. Basic point-and-click, but minus the scares of older, better-known games. Feels like a game of "I Spy" for a good 20% of the game due to the repeat of a similar mini-game which does not make much sense in the context of the game. Also, it is incomplete and ends without resolving the plot by promising a sequel or update. Would not recommend.. Ummmm ... is that it?

For what you pay, they definitely could have made it a bit longer or more interesting ...

Nice feel to the point and click game but WAY TOOO short.

Four "areas" only (home, saloon, bank and mayor's house) ... for the map shown I would have expected about 7.

I liked the puzzles and pictures. That's about it. Story line short and a little pointless

Sorry not worth the money spent on the game.

I'm a little disappointed and feel robbed.. DON'T BUY IS NOT FULL GAME. The game is not full it ends with a cliff hanger and there is NO SEQUEL.

It was a good game and there is quite a bit to it. However one of the comments posted a response from a Dev saying they ran out of money and never finished the game or made a sequel.. I enjoyed the game. I'm not extremely good at solving puzzles so I appreciated the fact that I was able to solve most of the puzzles in this game without using the "cheat" button. And when I did get stuck there was a way out. The graphics were well done. The hidden objects were well hidden in most cases but not too difficult to find with some effort. I liked the game's theme based on voodoo. Music supported this atmosphere. I liked the plot so it was very disappointing when the game ended with a "To be continued". I've attempted to find the sequel but there doesn't appear to be one. I'm going to give the game a positive review because I did enjoy it over all but I have to say the fact that it doesn't have an definite follow-up was very disappointing.. Unless they have a sequel this game is really a good game but the ending leaves much to be desired and I can't find a continuation of the game

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