Ghost Encounters: Deadwood - Collector's Edition Xforce

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About This Game

The town of Deadwood is being terrorized by the ghost of a murderous outlaw in Ghost Encounters: Deadwood - The Collector's Edition!

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Title: Ghost Encounters: Deadwood - Collector's Edition

Genre: Adventure, Casual

Developer:

Anarchy Enterprises

Publisher:

Anarchy Enterprises Release Date: 13 Mar, 2015

English, French, Italian, German, Dutch, Japanese, Korean

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Sadly, I think some more time and effort should have been put into this game. As I also work in the industry of games, I was expecting more to it. First, my game was set on French, I would have preferred english, and the translations in French are REALLY BAD. Sometimes I wasn't sure if I was looking for the correct object in the hidden objects. Also, the hidden objects where you have to find the objects helped by a shape of the object isn't great. Example: When you get a shadowed-item that is just round. You basically have to click on every round object to find the one you were looking for. Sometimes, the item was hard to click on. And also, when the object was revealed, it wasn't drawn completely, which made it look a bit weird, all cropped by the shape of the item in front of it. Sometimes, it wasn't very intuitive, and the hints are not always really helpful, as they tend to be really vague. I've seen a few bugs also, text disapearing, weird letters at some places, and wrong text sometimes for some events. Example: Find the playcards! (But the image is a knife, a spoon and a fork, wth?). Or words that didn't

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translate from english to french. Trouvez les Hammers! Also, maybe this is personal, but the text in french at the bottom + The character speaking in english was very confusing for me, all at the same time, it was hard to follow. But, Art is really beautiful! Gratz to the artist! I recommend this game if it's really cheap, other case no.. Pretty good hidden object game. It was a decent length and the graphics have been updated to run on my current system with a resolution of 1920x1200. If you love hidden object games this one is a go.. What to say here? Animations are not good, voice acting is so-so, plot is thin, navigation is a bit awkard, puzzles are rather simple. Ok this was almost so bad that it made it fun, I did finish the game but I cant really recommend it to anyone else right now, this game needs a tad more love and care from the developper(s).. Pretty good hidden object game. It was a decent length and the graphics have been updated to run on my current system with a resolution of 1920x1200. If you love hidden object games this one is a go.. This game has some decent hidden-object scenes. Otherwise, it's quite bad. The story, script, voice acting, and puzzles are very mediocre. There is no map, so you will have to constantly backtrack for the humdrum point-and-click adventuring. The game engine is buggy: sometimes you click where you're supposed to and nothing happens, even in hidden-object scenes, and sound will repeat itself before finishing if you click on something more than once.

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