
Mountain Crime: Requital Crack Download Pc Kickass



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About This Game

Someone is killing the guests at a mountain resort, and you could be next if you don't solve the mystery at the heart of this chilling thriller! Take the role of a doctor who's summoned to a remote hotel to tend to a patient, and hold on to your sanity as you discover the first victim moments upon arriving at the retreat. As you search for clues, crack brain-bending puzzles and read newspaper clippings that reveal the hotel's horrific past, two questions will take shape in your mind: What ties do you have to the hotel? And why did one of the victims claim you are the killer? The answer will shock you! Play Mountain Crime today to discover the truth!

Key features:

- Two difficulty modes
- Map with available actions
- Interactive conversations
- Fully-voiced characters

- Step-by-step tutorial

Title: Mountain Crime: Requital
Genre: Adventure, Casual
Developer:
Alawar Stargaze
Publisher:
Alawar Entertainment
Release Date: 24 Dec, 2011

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English,French,Italian,German,Czech,Dutch,Japanese,Korean,Polish,Portuguese,Russian,Swedish





MOUNTAIN CRIME

Requital





Convoluted story, bad voice acting, and I'm fairly certain the protagonist is literally mentally handicapped, despite somehow having a medical license, with how often he throws away useful items, that he ends up needing to find replacements for later.

Seriously, how many screwdrivers do I need to find...

Crazy amounts of seemingly needless backtracking (y'know, cause I needed another new screwdriver, or box-cutter\knife\sharp-object). Absurd and convoluted storyline, poor voice acting, and a completely ridiculous non-ending. This was a chore to play through. Glad I got it on sale for \$0.59.. I know that hidden object games are generally hit-or-miss, but as far as I'm concerned, given the plethora of HO games on Steam, this one is a miss.

To start off, the voice acting is horrible, even by HO standards. You can tell that the voice actors are at least trying, but in all cases they either fall short of their mark or completely flat altogether.

The HO puzzles are bizarre and annoying, even though I know I shouldn't be as critical about them as I am. Instead of what we all are used to - a list of items at the bottom of the screen - a wheel of diagrams show up and you need to find the items in that wheel. That's fine, I suppose, but the really annoying part is that you have to click on the item then drag it over to the wheel and click again. WHY?! We've obviously found the item. That should be enough. Why add the extra step? And one sliding puzzle was particularly frustrating because of how restricting it is.

The story and music are uninspiring, at least in the way that they're presented. Supposedly, according to another review, this is based on Agatha Christie's "And Then There Were None" (as it's now called), but I think I'd rather read the book. The game feels disjointed and does not present itself well. Things seem to happen just for the sake of happening. I know that this is relatively common in HO games, but for some reason it made the game more annoying. The horrible voice acting plus the sparse (and clearly synthetic) music might have set a bad mood from the start, but unfortunately the game did nothing as I progressed to reverse that mood.

On the plus side, areas are self contained. You only have four or five rooms to deal with for a certain amount of time before you progress to a completely different area. Once you do, there is no need to go all over the place to achieve your goals. The backgrounds are on par for HO games, too, and that's not a bad thing.

I respect that others think this game is worth playing; however, I disagree. (This game is exactly why Steam needs a "meh" option instead of straight "yes" or "no".) Although there are some HO games that are much worse than this, there are far more that are superior. If you really think that this game its worth playing, I suggest that you get it at a discount, although the \$2.99 (as I write this) isn't a horrible price for what you get. Just don't expect this to be up to Artifex Mundi quality, especially where the voice acting is concerned.. Finished this last night and enjoyed the experience overall. I was a little disappointed with the ending, which seemed a little abrupt but for a couple of bucks, you can't go wrong.. Story is a bit linear and repetitive towards the end. The hidden object scenes were beautifully drawn. Overall enjoyable. Good music score. Recommended if you want an easy game with a good tempo.. *Mountain Crime: Requit* is the first 'hidden objects game' I played. I'm very familiar with the 'point & click adventure' genre but the idea of hidden objects never appealed to me because it sounds like a pixel hunt.

I have to say Mountain Crime: Requit mostly plays like a point & click adventure game: you collect items and use those on items in the game world to advance the story. Occasionally, you'll get a 'hidden object' screen in which you need to find some items but they're always hidden in plain sight, so there's no pixel hunting involved. Even then, there is a hint button. If you really can't spot that last object on the screen, it'll point it out for you.

The story is a basic detective story. You're a doctor who's called to a hotel to examine a patient but when you get there, it's clear a murderer is on the loose. So you start an investigation by examining the hotel, its residents and its surroundings.

I liked the setting, the mystery and the way the problem-solving needed to be tackled. The solution to advance the plot is always logical if you think about it. There are some puzzles to be solved, too. At first these are very easy, but in the second half of the game they can be pretty challenging.

You're never stuck in this game: if you don't know where to go or what to do next, you can click the hint button. If you can't solve a

puzzle, you can just skip it. In both cases, there is a time restraint: after clicking the hint button, it needs to 'recharge' before it can be used again, and it takes some time before you can skip a puzzle, so in both cases the game does encourage you to try before giving up.

Without using spoilers, the story turns out to be a pretty basic detective story but it's interesting enough to want to discover what's going on. On the other hand, the 'personal story' of the main character turned out to be very cliché and became pretty predictable towards the end.

All in all, *Mountain Crime: Requital* was a positive experience of about 4 to 5 hours. It certainly isn't a mind-blowing, life-changing experience but it is worth its price. If it's on sale, I think you shouldn't even doubt and buy the game if you're into 'point & click adventure' games. I'm not sure if it's a good 'hidden objects' game because the hidden objects scenes were quite easy and because I can't compare it to other hidden objects games.. Not a bad game. Graphics are outdated and the mini game controls are a bit wonky. But for the price of \$5 it's a good game to get. I remember playing this game a long time ago actually. There is a map that shows you where you have stuff still to do but no fast travel.

I don't know if they ever did a follow up to this game as it leaves you hanging a bit at the end wanting to know what happened next.. Good basic HOG at an el cheapo price. It's a murder mystery which is a refreshing change from the supernatural. The puzzles are good but the HOG scenes all centre around repairing a thing, and they all use pictorial objects lists instead of words. As an added weirdness, there are often multiple copies of each object, e.g. three bowties in a scene but only one on the list. Finally, there is a strange twist ending which you may find unsatisfying or enjoyable, depending. Anyway, I liked it.

Another decent hidden object game, but as with many in the genre it has its problems, which while not game breaking annoyed me more than normal, but overall it had an interesting enough storyline and the gameplay was fairly decent, so still a fairly decent game overall, especially for the fairly negligible price (especially when on sale).

The story has you as Quincy MD crossed with MacGyver trapped at a hotel during a storm where you almost died getting to your rich new patient. People start dropping like flies around you and you have to investigate and try to stop the killer before he runs out of victims. The plot is a bit of a mixed bag, a lot of it is shown in news clippings and details of the history of the hotel and all the people being killed who all seem linked back to an arson a couple of decades previously, so you have to race to uncover the identity of the killer. At one point there is the hint it might be an interesting denouement in the nature of identity/memento or some other psychological thriller, but in the end it feels more like a daytime soap plot (except for the body count).

Still that part is okay enough to provide the background for the gameplay, so that breaks down into the hidden object scenes which are of the construct an item style of HOG, which is where you go all MacGyver and construct all sorts of items from things found in one place, so at one point you collect a safecracking kit (and then proceed to use the screwdriver to take the entire safe door off ignoring the rest of the kit you painstakingly searched for), some sort of miniflamethrower, a hot air balloon (because you didn't want to just lift/push the basket off the item you needed).

While very inventive it all feels pretty bizarre (more so than normal for the genre even, which is pretty bad by and large). The imminent peril of people dying of snakebite, or being strapped into a chair at the mercy of the killer, and then you go around repairing a globe, or a piano, most often just to get common household tools - that you generally discard after one use so there can be another convoluted puzzle to get yet another screwdriver or whatever later in the story. You rarely get any explicit story hints of why you should be interacting with these objects, just they are the only things on the map which can be interacted with left, so that must be where the latest essential tool can be found.

Anyway that gripe aside the scenes play fairly well and feel somewhat naturalistic, the puzzles also tend to be unexplained - I guess the hotel owner likes messing with his employees and forcing them to play puzzles to open doors and otherwise do their job. No wonder all the staff seem to have disappeared before the story starts. The puzzles themselves are mostly fairly easy, with a reasonable variety, but the controls are frequently wonky and things don't always move how you want them to - this even forced me to skip one puzzle as I couldn't move the piece far enough right to finish it. There were a couple I found more difficult but I think it is more down to me being bad at those types of puzzle (the 4 shape overlapping rotating puzzle right at the end being the main one). Of course with no achievements you can actually use the skip/hint buttons if you really get stuck without it forcing you to replay it later to get the last couple of achievements (and forcing you to find a way to do those puzzles or consult a walkthrough anyway).

Overall it is a recommendation, especially given the price, but don't expect too much, it has a lot of flaws to go with the good points. Also I laughed out loud (literally) immediately after freeing the Senator from the chair - I don't think this is the intended reaction...anyone else do the same?. In "Mountain Crime: Requital" you play a doctor called out to a hotel to help a patient. When you arrive you find yourself trapped in the middle of a serial killer's murder spree. This was a fun hidden object game with no paranormal elements. The storyline is a little predictable and soap opera-y but still enjoyable to play through.. An old abandoned hotel, a monstrous storm, a mysterious invite and lots of murder...it's like the movie Clue only not as funny.

You play Dr. Phillip White and you've been summoned to a hotel to help a person in need. Then a storm hits and your car crashes leaving you stranded at the hotel. You'll meet lots of characters but honestly none of them matter since they all fall over dead like flies. The amount of murder in this game is just ridiculous. It honestly got to the point where I'd expect to find a dead body in every room. However, the story itself isn't bad but it quickly takes a predictable turn and the ending is down right hilarious. I laughed out loud at the end just shaking my head.

Of course, the game doesn't intend to be funny. It takes itself seriously. The voice acting isn't perfect but it's passable. The graphics are dated but not hard on the eyes. The game play is where the game shines. I enjoy the hidden item scenes because you go into each one with a list of items to find that go together to form something actually useful. So no finding random gum wrappers or etched hearts. The mini games are very standard fare; sliding puzzles, memory puzzles, pipe puzzles, etc. They're fun but some are a bit vague when it comes to instructions.

The game lacks achievements which is a shame but it also makes playing the game more relaxing. It's an old game at a cheap

price and a good one for fans of the genre. Though the story isn't amazing it's funny and I enjoy laughing while playing a good game. So I say you should buy it and give it a shot.

Lunar Productions. Needs a sequel.

Enjoyed this one. It's nice to play a HOG that doesn't have magic and mystical this and that going on for a change.. A fun game, although I felt the ending was rushed and disappointing. I got a few hours of play for less than a dollar, though, so I'm not complaining too much! The storyline kept me guessing on a couple of points, although the 'twist' of who the protagonist is became obvious fairly early.

I enjoyed the puzzles, and most were not too difficult although I had to use some trial and error for a couple. The hidden object scenes were a little different from most other games of this type that I've played - instead of working from a list, there is a 'wheel' of objects to find that will result in either putting together something you need, or causing something else to happen in the scene that reveals your objective (I did have to laugh at the hot air balloon!). In most scenes there were several similar objects, so you had to find the right one - for example you need a glove, but there are a few gloves strewn around so which do you choose? As far as I can tell there were no penalties for misclicks (and there are no achievements), so if you have trouble there's no harm in clicking all the gloves!

All in all, a fun game for the price although I would probably recommend picking it up at a discount if you can.. pros

+ this game feels like more adventure game than hog. there is an Agatha Christie style intriguing murder story and you want to learn who is killer and what's gonna happen in the end.

+ hidden object elements are fun. i found hog scenes easier than the most hog games i ve played.

+ easy puzzles (if you don't want to challenge)

+ good looking graphics

+ good voice acting

+ hint system very helpful

+ well made cut scenes

+ there is auto save

Cons

- abrupt cliffhanger ending is rushed and clearly designed to set up a sequel.. THE CAPTIVATING STORYLINE IS CLEVER AS IS CUNNING...A BIG THUMBS UP!. Mountain Crime: Requital is a murder mystery Hidden Object game where you play a doctor who finds himself trapped in a hotel with guests dying around you. Initially you try to help the guests as a doctor but as more backstory reveals itself, you start trying to solve and prevent murders before you eventually realise you might not be there by accident.

The graphics and sound are a little dated but otherwise good enough. The voice acting is ok, and the animations are terrible! (Particularly where characters walk around the scene, they look as if they were modeled on a ape walking around on two feet.) There is plenty of story and backstory, most of which is revealed in text format through letters and clippings, so if you tend not to read text or skim over it, the story might be lost on you. The puzzles were easy for the most part, and there are plenty of HO scenes although most of them are quick. There's a map that shows actions needed and locations but there is no fast travel.

Overall, the game is above average thanks to it's story which tries to be a little original and not follow the tired "find a loved one missing due to supernatural events" that most HOGs can't leave alone, and the only real annoyances are the large amount of back tracking you need to do, revisiting the same locations again and again, and for the first half of the game, it feels like you only carry one item in your inventory at a time, the item that you need to progress to get the next item, and so on ... if you can get through 90 minutes of that, the game opens up a little, at over 3 hours to complete, it's a nice length, not too short and not too long. HO fans will enjoy the story and the difficulty level suits players new to the genre.

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