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About This Game

Amanda is stuck in a horrifying ordeal as she and her fiancé James are confronted by a mysterious lone miner. In this intense Hidden Object adventure, Amanda soon realizes that the haunting legend of the lone miner is connected to her family's past in more ways than she could ever imagine. With her brother already involved in suspicious activities, she must rely on the help of an old friend to uncover the secrets behind the strange events unfolding around her.

Features:

- A real life thriller in the American countryside
- Engaging storyline with unexpected twists
- Eerie immersive atmosphere
- Lots of unique puzzles

Title: Vengeance: Lost Love
Genre: Adventure, Casual, Indie
Developer:
Urchin Games
Publisher:
Impossible Mystery Games
Release Date: 4 Jul, 2016

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English







vengeance lost love. vengeance lost love game. vengeance lost love lösung. vengeance lost love walkthrough

This game is incredibly short, but despite that manages to touch on many subjects. You play as death and need to choose one person to die this night. It is possible to choose at random, but if you explore the house and talk to people, you will discover that each death will have dramatic consequences. I've only played once, but definitely will play again to see what happens. It is obvious that in real world there is never a 'best' path to follow, but this game lets you feel that even more deeply.. Fun but needs multiplayer for even better experience. Hard to read text (blue on orange?), hard to follow stiff writing and 21 second loop of stock music. Synopsis sounded interesting but execution is just bad.. Best Rhythm game i've ever played.

There's nothing more to say really. Buy it on sale if you want, but it's worth the \$15 otherwise.

The only frustrating thing is the final achievement where you can't miss anything at all, but if you're not here for a +1 to your perfect achievement stat, it's going to be a great time overall.. 5/5 breddy gud :DDDD. Best game ever.

The only cricket game made. Um, if you like cricket, sure try and play it. But it's an incomplete game, sadly.. 15 years later still playing this game and forgetting my actual work.. Really great for a dollar, the DLC is really good too check it out if you like 2d platformers and aren't afraid of some basic graphics. Wow! This game brings you a very surrealistic experience. I'm still in a weird mood after finishing it.

Art and music are pleasant. The gameplay is smooth. The only big minus of this game is that it's too short. I'd like to see a bigger, longer and uncut sequel of Magical Silence in the future.. The game is super easy. And the frog is super annoying.

The witch had great rack doe.. Pretty awesome game! Never knew!. Dogcoin is a bare bones, basic platformer with a lot of spikes and coins. Enter into a world of single screen challenges where you combat the game's "jump only when moving" controls. There is a gambit of issues with Dogcoin such as needing backgrounds, better controls, better level design and collision.

The biggest issue with the game is when you bump your head on the ceiling you drop like a stone, so that makes a bad game more frustrating. After five minutes on the second level I gave up. Too many perfect jumps with imperfect collision detection on the spikes. The character can hook its elbow on a platform to stay a float.

You're given unlimited deaths to make up for the poor level design, but with each death the music restarts. The music doesn't even loop. when its over, it stops, then starts up again!

The gimmick of this game seems to be throwing coins, which you can do with the up key. You also jump with the up key, but only when you're moving. Each thrown coin costs a coin, but its cool since you start with 1,000 and each single screen level has a dozen or more coins. You have no aim with the coin, when you throw them it goes in one of five random directions. When your coins deplete to 0... you can still throw coins.

Here's the catch, why are you throwing coins when there seems to be no enemies? Sure the trailer shows enemies, but two levels into the game there were none. Even then, the coin throw is too powerful even if you can't aim it. You have a thousand projectiles that fire so quickly that nothing would stand a chance. Again... assuming that the level design was good enough for me to complete the second level.

I hear you can tell a lot about a game from its title screen and or menu. This game has neither one. You're just dumped into the game.. EARLY REVIEW

About 40/300 Puzzles Done

A very cool relaxing puzzle game about connecting like colored blocks. Ramps up in difficulty, but never is totally (so far) insurmountable.

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