### White Haven Mysteries Download Without Key



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## **About This Game**

Imagine waking up, with no idea who you are, in an abandoned building. You have been drugged by a man who taunts you with his experiments, haunting your every step. A nail biting Hidden Object thriller, explore eerie scenes all while testing your wits.

It's up to you to find the antidote, before it's too late...and unravel the mystery of White Haven.

#### FEATURES:

- •Explore Chilling Scenes
- •A Nail Biting Adventure
- •Mind Bending Puzzles
  - •Twisted Storyline
- •Unique Horror experience

Title: White Haven Mysteries

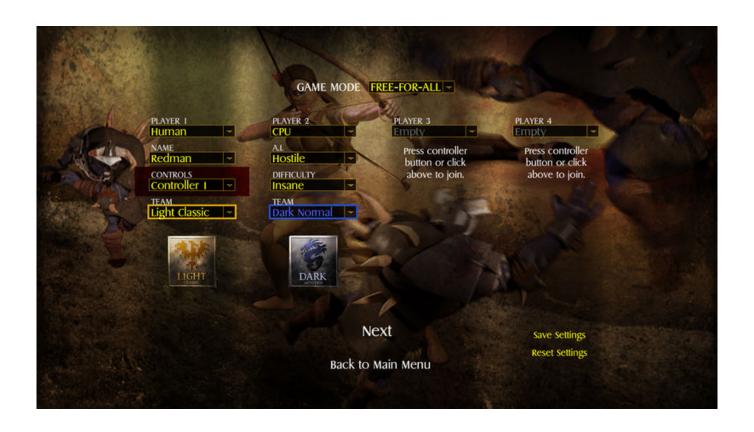
Genre: Adventure Developer: Gogii Games
Publisher:
Strategy First
Release Date: 17 Apr, 2014

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English







I hope the developer knew i only bought this because badgers are in it. Hilarious fun. Simple, but chaotic too. Laugh Out Loud!. As an adult, this game is a thoroughly enjoyable 90 minutes or so, more if you decide to replay for the different endings and that final achievement. I think what really shines, though, is that it fills a niche that's very difficult to fit into--horror game for younger gamers that doesn't feel childish or pandering. There are a few jumpscares and a generally spooky atmosphere, but, as it describes, in a lighthearted way. I was easily scared as a kid, and this hearkens back to the days of testing the waters of horror, thrilling but "safe" and fun. It realls gets the true meaning of Halloween: EVERYONE should be able to have fun.

tl;dr perfect for a slow October evening, even better if you're playing with a tad you love. And with the price tag, you literally can't go wrong.. An interesting concept but the execution is extremely poor.

Car handling is an utter joke - worse than arcade. Just no feel at all. Can't configure the controls either.

. I hope Sekai Project will bring Wagamama Highspec OC to steam in the future.. Can't wait for the beta. Basically unplayable. Ryzen 5 2600 + GTX 1660 Ti and even at 1080p Medium I'm getting 20-ish FPS. Top it off with no controller support and no sfx, and this looks like a rushed release. Disappointed as I was looking forward to this one.. Create a colorful world and burn it to the ground.

I want to like this game. I bought it after finishing a run of Ginormo Sword, thinking it would scratch the same itch. And in some ways it does. You can make your sword big, and the attacking mechanics are (slightly) more involved.

But you can beat it in under an hour. There's no elemental damage and minimal enemy variety. The good psi powers are redundant by the time you get them. And multiple achievements are straight broken, refusing to unlock even when you satisfy the conditions.

On top of all this, the developer seems to have abandoned the game; the achievements have been broken for over a year.

Steer clear.. I run a Heroes of Might & Magic fan game site that has a long ever growing list of games similar to HoMM. Palm Kingdoms and Royal Bounty HD had sat in my list for a long time but I just hadn't got around to playing them. However when I recently found out that iosoftware had released Palm Kingdoms 1 & 2 for free I couldn't resist trying them out. I was so blown away and had so much fun with them that I went and bought their Royal Bounty HD here (not knowing whether it was good or bad) out of gratitude for the joy their Palm Kingdoms games had given me. Thankfully I was not disappointed!

Like the Palm Kingdoms games Royal Bounty HD has a very HoMM2 look and feel to it. The races are setup very similarly (eg 6 primary races = Knight, Warlock, Sorceress, Wizard, Necromancer, Barbarian and a 7th bonus Viking race unique to the PKVRBHD universe). While you could control these races in Palm Kingdoms the whole castle management system is dropped in Royal Bounty HD for a more classic King's Bounty style RPG adventure. So people looking for a more HoMM strategic castle conquering game should try Palm Kingdoms 2 instead and also keep an eye out for the up and coming Palm Kingdoms 3. Those who are looking for a short fun retro adventure set in a very HoMMVKing's Bounty style game world then Royal Bounty HD is definitely worth a try. Despite being an OCD player who has to find & do EVERYTHING I was able to polish the game off in about 2 days (roughly 14hrs of gameplay).

Royal Bounty HD also has significantly upgraded graphics from its Palm Kingdoms predecessors, everything appears about 4 times bigger and detailed, from the looks of things these new graphics will be used for the up and coming Palm Kingdoms 3 which I'm very excited about! RBHD also adds HoMM5 style alternate upgrades to nearly all units in the game (eg a Paladin can become a Templar style Crusader or a golden Holy Warrior) adding a very fun extra layer of depth and unit management (you need to complete chapter 1 to gain access to the upgrades). Once again it looks like these upgrades will be in PK3 as well so I'm very excited about playing a strategic castle conquest game with HoMM2 style units that have HoMM5 style alternate upgrades.

By Chapter 3 things may start to feel a bit repetitive and grinding however iosoftware came up with some interesting ways to keep things interesting as Chapter 4 is filled with hire-able Ghosts and all the best units in the game trying to stop you (Phoenixes, Black dragons, Thors (Titans), Cyclops's etc) while in chapter 5 your hero is separated from his army has to explore a huge Arabian style city on his own trying to get help from the locals in the build up to the big final boss fight. So if you feel yourself getting annoyed and bored by chapter 3, fear not, I was able to wrap up 4 & 5 in a couple of hours as it's a pretty short game. If you get stuck or wanna speed things up just use iosoftware's official walkthrough here on steam.

I'm a bit disappointed when reading some of the negative feedback here as I think some people are forgetting that they only paid a few dollars (basically 1 measly drink in a bar) for a game that took years upon years to create that has the races, units, artefacts and adventure map buildings of an entire HoMM game. Paying a measly couple of bucks for an obvious indie\retro\ret

My only real complaint is that steam achievements aren't working at the moment however fortunately I don't really care about that stuff much lol! Some people do so I thought I'd better mention it. I'll remove this complaint when fixed. :)

Royal Bounty HD - Part 1 Video: Introduction, Prison Break, & Chapter 1 Forestria Beginning.

https:\/\voutu.be\/5tiAdG6J5so

## Royal Bounty HD - Part 2 Video: Chapter 1 Forestria Continued.

https:\/\voutu.be\/5asf7Fol7Ws

# Royal Bounty HD - Part 3 Video: Chapter 1 Forestria Final Stages, Cool Unit Upgrades, Chapter 2 The Lost Scroll Teaser, & Peasant Upgrade MEGA Money Making Trick.

https:\/\youtu.be\/5tIOM bl z0. Cute, casual farming/building game that is perfect for de-stressing. A bit grindy, especially when looking for metal, and combat is ridiculously clunky. The core experience of building up your farm and then decorating your planet more than makes up for the aforementioned issues. Rubiks Cube + Toy Soldiers - Any of the fun that either of those things offer by themselves.

https:\/\youtu.be\/nK2ldkEOavc. man you cant go wrong for 3\$

pros: i felt like kratos from god of war enough said lol, very fun mechanics, decent graphics, fresh idea for VR, great price, decent amount of replayability.

cons: bit laggy, AI physics are clunky as  $\u2665\u26$ 

def get it for its current sale price, def a new fresh idea for VR. Great game! I really enjoy the quick pick up and play controls. A great way to kill 10 to 20 minutes while you wait for your partner to get ready.. what was the controls in HTC vive box, this game language was in chinies how to change in english. Crash when i enter to the house, and the game have no sound.. As interesting as the worldbuilding is, this is the first game I've ever played where I've been impatient for cutscenes to end. It's not that the cutscenes are boring, but rather that the central translating mechanic is SO MUCH FUN. I'm obsessed, which makes it very easy to roleplay as Aliya, even when she's being a jerk - like her, I can't wait to get back into some ruins and get my hands on some more Ancient Language!

I haven't quite gotten a handle on how the roleplaying works yet - if there's a way to tell which of the two reply options it gives you is going to be the rude one and which the nice, I haven't found it. And as much as I love the translations, the other central mechanic, of sailing on the astral rivers, isn't my favorite, so I'm excited to try the update that lets you fast travel to more locations! Searching for undiscovered sites is going to stay tedious, but that's mostly because I'm overeager for more ruins - I could wait until I find more clues to narrow the search area.

Overall, the world is interesting and the main character has a lot of personality, which I respect even if I wish I could make her be a little nicer to our pet robot. Most importantly, I LOVE the translation mechanic, and I suspect that those of you who are language nerds and perfectionists will love it too.

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