
Bathory - The Bloody Countess Crack Game Download



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About This Game

The name of Elizabeth Bathory is associated with blood and fear. But now, few centuries later her story seems to receive a thrilling continuation. Get down to the bottom of the legend and save your sister in Bathory: The Bloody Countess, an eerie hidden object puzzle game.

Your little sister has always loved mysteries and adventures, and that's why she became an archaeologist. But ever since she was summoned to excavations in east Slovakia, Rose suffered terrible nightmares of a dark hooded figure. Anxious about her last letter, you come to see her just to find out that she vanished. Now it's up to you to learn the truth behind the ancient legend of the Countess Dracula before her castle claims another victim.

Features:

- Trendy hand-drawn artwork
- Superb hidden object locations with variable item list
- Crafty puzzles and brain-twisters
- Compelling storyline and blood-chilling effects
- Earn coins to purchase tools and more

The history of almost every country has a controversial figure whose sins and virtues have been debated for centuries. While most of the world knows Elizabeth Bathory as the ruthless serial killer, many biographers still claim that she was slandered. Taking a twist on different theories and speculations, this hidden object adventure game appears a stunning entanglement of legends and evidence, history and magic.

Dare to enter the world where myth and fantasy are interwoven, where heathen beliefs and rituals are still a commonplace. Challenge your i-spy skills as you decipher secret messages and uncover ancient manuscripts. Explore mesmerizing locations of a remote village lost in the Carpathians and search for clues in beautifully drawn seek-and-find scenes. Collect gold coins and buy various goods to help you crack the mind-twisting riddles and escape the deadly contraptions of the medieval keep.

Title: Bathory - The Bloody Countess

Genre: Adventure, Casual, Indie

Developer:

Absolutist Ltd.

Publisher:

Absolutist Ltd.

Release Date: 4 Jul, 2016

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Minimum:

OS: Windows 98, XP, Vista, 7

Processor: 800 Mhz

Memory: 256 MB RAM

DirectX: Version 7.0

English,French,Italian,German,Dutch,Portuguese,Russian







This was my first Hidden Object Game (HOG), and I absolutely loved it! I was immediately drawn to the gorgeous hand-drawn graphics, and the style and story is very interesting/mysterious/veerie. Actually, what sold me into the game, was amongst other things, the second screenshot, the one with the Gothic knight armor/horse with knights hospitaller shield. Just looked amazing. And I'm not disappointed, turned out to be an enjoyable time.

It's a short game, it lasted me almost 4 hours, but I loved every moment of it, the music is good too, really sets the mood (mystery, eerie).

If there was Bathory 2, or a game similar to this, I would definitely buy it.

Highly Recommended.. Ok..... Yea no. Not going to waste a lot of time here. It's Not good. See other reviews for why. Get it if it's like a dollar. Otherwise don't.. Your sister invites you to her current excavations, however, she's nowhere to find and it seems that she was kidnapped. Could it be in relation with the castle nearby, owned by the legendary Bathory, a cruel countess?

The story is interesting in itself. However, the course of actions is perhaps very disturbing. I mean, I can't see why some actions have to be done. I mean, why would I need milk instead of steam to show an hidden message. You've understood: the translation isn't quite a success, hence the confusion that can reign if you're not playing in English.

However, the major failure of the game is the gameplay: while it's the standard one (find items, use them, clear hidden objects scenes, solve puzzles), I was mainly thrown into a game where I only managed to understand that the town place can be moved on the side after a long time (when you're stuck and searching for a merchant... that's when I accidentally discovered the trick). Sometimes, you have also arrows on the side. And if you want to go back? Well, you have a return arrow next to your inventory (functioning also for the puzzles or hidden objects scenes). As I've already said for Ghost Encounters: Deadwood, it's not possible to have that kind of gameplay now as people are used to see arrows on the middle of their screens. And it was also a pain in the\u2665\u2665\u2665\u2665\u2665to make the inventory appear. But like I've said, the actions to take are sometimes hard to guess. As I was already\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665with the gameplay, I was finishing a scene and clicked on a pen that was near the arrow for backing out. Guess what? I'm not sure my pen was counted or not, but I got a message saying that if I go back, I'll lose the progress in the scene. Do I want to get out? Nope but I was still booted out. I don't know if it's because I assume that Yes = exit and No = stay and that I've misread the question or if it's a translation problem but it was really frustrating.

And the frustration was already at a high level as I was stuck, realized that the translation was badly done and that clicking on the right object wasn't always counting (I remember the glasses on the sister's desk: I was clicking on them but it has only counted when I clicked on the left glass - not even the right was working).

And that amount of frustration couldn't be lowered with the nice idea of buying hints or objects at the famous merchant with money you can find by completing hidden objects scenes with a gold coin on them. It is a nice idea. But I prefer to hunt for hints that play hidden objects scenes and get frustrated by the clicking, the translation and the arrow back.

I loved the graphics, in a cartoon style. I really liked the mystery behind, the flashy colors when needed and the soundtrack was ok.

But Bathory: The Bloody Countess is a bloody mess. Even Deadwood was less frustrating but there... I'm under the impression that the game was made for just having a Bathory tale, without any consideration for the player. Bad gameplay killed the game. It could have been an ok one but there.... Avoid it (unless you're into trading cards but in that case, buy it at a low price or in a bundle).. Before I bought the game, I've read the reviews. Plenty of negatives, but I thought to myself, it can't be that bad\u2026 I was wrong. It can. I'll start from positives: pretty graphic and very pleasant music. The plot could have been very interesting if somebody actually cared to elaborate and since nobody did, well, great idea ruined.

On the negative side: annoying gameplay, not intuitive and frustrating to the point that I almost gave up after 10 minutes into the game. But if that was all I would probably still recommend it. The reason I cannot is a brilliant idea of buying items necessary for finishing the game at the merchant. In order to collect enough coins we have to repeat hidden objects scenes again and again and again and again\u2026. So even if the plot intrigued you, the whole atmosphere is ruined with

clicking for 50th time the same pitchfork. Arrghh\u2026 Whoever came up with this should lock himself in the basement for 14 days and rethink his life choices.

I do not recommend the game.

. Game got stuck before even getting as far as the welcome screen - I could hear the audio for the intro playing normally, but the actual screen was frozen on a white background with a black loading circle. Had to hit alt+tab a few times before the screen displayed the welcome screen, but there it froze once again - no functioning cursor, no ability to click anything, just a frozen image of the welcome screen. Had to let it run stuck there so that Steam would actually let me leave a review, otherwise my count on the game would have probably been at less than a minute.

Would love to play, if this bug could be fixed somehow. I've tried uninstalling & reinstalling the game several times, and every single time I try to open it, it just does the exact same thing.. -Requires grinding (replaying same hidden object scenes many times) to finish the game.

-Had an annoying bug (a bridge lever did not disappear from inventory when it should have, and Hints forever got stuck at related hint as result).

Other than that, it's OK.

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