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## The Secret Of Hildegards Crack English



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### About This Game

**Abigail Hildegard, daughter of the leader of secret order**, once she was told that her father disappeared. She should go to the family estate, headquarters of the Order, to find out what happened. She finds the family butler there. He was lucky not to suffer in a raid on a house and told Abigail that a secret weapon is kept in the house. And with it help it will be able to rescue her father out of trouble.

What kind of weapon it is and how to find it you will know by passing game, "The Secret of Hildegards"

### Features:

- Mystifying storyline
- Hilarious gameplay
- A lot of mini games
- More than 100 draw-by-hand scenes



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Title: The Secret Of Hildegards  
Genre: Casual  
Developer:  
Komar Games  
Publisher:  
Libredia  
Release Date: 1 Apr, 2011

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English,French,German,Dutch







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Its more of an episode 1 than a full game.

Visually, I noticed lines around the edges of the puzzle pieces, and one puzzle had some weird layering over some pieces. The thing that erked me the most was some items being mislabeled, eg: calling a trowel a shovel, calling wall clocks watches, etc. I'm gonna blame that on translation error.

Definitely not worth \$6.99. (I'm glad I got it on sale). If you're a fan of hidden object puzzles, this might be the game for you. This game has hidden object scene after hidden object scene, in which you collect objects of unexplained value. The endless puzzles are strung together with very little story. I couldn't finish the game because on my system, the hidden object puzzles would randomly display white fields in which no objects were visible (making completion of the puzzle impossible). With no story to string me along, I quickly gave up.. Absolutely awful! What was I thinking.... its like any i spy game where you gotta find items on the list provided. sometimes you only see the shadow of said object. also the ending is 99% the beginning of Hellsing ( anime )

fun game for avg 2\$. The short: if you like back to back puzzles, with little to no story or narrative, buy this game.

The long: it's a very straight forward find it game. i havent had some of the crashing issues as others have had, so those may have been fixed. The puzzles are challenging enough that they will make you think a bit in order to solve. And i like the overall designs of the people and environment. And the design for the "secret weapon" in particular was really awesome, but thats about where it ends.

There is very little to the story. direction is follow the little sparkles and arrows, and there is almost no dialogue while moving from one puzzle to another. I feel like there was supposed to be more after where it ended. The ending was so sudden and at a crucial turning point. I thought i had missed a trigger in order to continue, but since there is zero backtracking in this game i would assume not. afterwards i was just left with unanswered questions. So much in fact i wouldnt be surprised if this was made to be a two-part game, but there are no indications of this other than the sudden stop. Are we supposed to assume Abigail used the "secret weapon" to defeat her uncle? Where is he keeping her father and this undead army hidden? Also the story in general made me feel like someone took a bad fan-fic of the prologue to Hellsing the anime.

As for the puzzles, yes they were challenging at first, but when you reuse the same puzzle with some different tiles, or make them a little longer, that is bad design. Also, many of the puzzles feel random and have little to do with their surroundings. There were some unique puzzles to this game and I feel like they could have done more with them to make them stand out.

Finally, there is minimal amount of interacting with the environment. i think the most i had to do was use a key to unlock some doors and a screwdriver to unscrew a vent to find a key. some items you find in this game simply disappear, like the one that tells you how to navigate the catacombs (kinda important)

All in all this game made me feel lacking. There was so much more the devs could have done. it was if i asked for a ham sandwich and all i got was two pieces of bread. all filler and no flavor. I wish this company good luck in their future (relative since this game has existed since 2011) endeavors but this game was just lack luster 4/10. Game was almost not playable. Very loose controls. No real plot to it, doesn't seem like a lot of effort was put into making this game. Waste of money in my opinion.. What the hell did I just play.

Very random puzzles where one often does not know what to do. Very boring HO-scenes that prolongen the game, badly designed backgrounds. No voiceover, no existing story.

Overall a bad game

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A lot of HOB's. please don't buy this game

it doesn't seem to have an end and the minigames have no instructions and the music doesn't loop right and uGH. This is 100% Hidden Object Scenes game. The story is brief and irrelevant. There is a lot of puzzles too.

+ Puzzles are good, not too easy not too hard  
+ There is a lot hidden object scenes and puzzles

- Hidden Object scenes have poor graphic and sometimes it's almost impossible to find some object's  
- Music and sound effect's are so boring that i don't remember if game have any :-D  
- Ending is so much fun and completely unrelated to anything :-D

Overall: 3/10

Game is worth it's normal price.. Though overall nicely drawn, the hidden object puzzles are a pain in the \*\*\*\*. Some items can't be found because they are either obscured by an other item or just too plain dark/mushy/otherwise unrecognizable. It lacks voice acting and in my opinion lacks some atmosphere, not really recommended as is.... No voice acting, no exploration, with the plot straight from Hellsing. Nicely drawn scenes, but very minigame driven. Doesn't know the difference between "clocks" and "watches" with a very darker than necessary theme, and a basic soundtrack. Of all the hidden object games and puzzles I've played, I've had more fun with the magazine ones.. There are a lot of really well made hidden object games available on steam. This...is not one of them.

Not only is it strung together by nothing even remotely resembling a coherent story but the hidden object puzzles themselves (of which there are MANY) are pretty awful. The same objects are repeated a lot, many are misspelled or completely the wrong word for the object (clocks are called "watches" throughout). The other puzzles in the game are more of the same of the type of thing you see in these games and are often even repeated two or three times to pad things out a bit.

It's also (mercifully) very short but ends on...something? I hesitate to call it a cliffhanger because that would suggest they leave it somewhere that makes you want to return later for a sequel. This is not the case.

If your after a decent Hidden Object game I'd look elsewhere. There's plenty of good ones on Steam and this one is REALLY not worth your time.. The Secret Of Hildegards is on the lower side of average with low res graphics, many incorrectly translated object names, spelling errors and a fairly abrupt, unexpected and unexplained ending. It's not terrible but it lacks depth and quality. There is no voice acting but the music is pleasant. It's hard to recommend but there are worse ways to while away a few hours if you're keen on the genre and can get it cheaply, otherwise there are much better examples available. 4/10.. This is one of the first hidden object games I've ever played on Steam. I usually absolutely love hidden object games. This one, however, has multiple of one item (but you're only supposed to choose one and you have to pick the right one out of the multiple objects). In this case I was supposed to find clothespins. Well, there was a pair of clothespins holding up a cloth, but that wasn't the set of clothespins you were supposed to find, it was the bunch of them in a different place. There's also spelling errors because they didn't have enough space to write the entire item name. They shorten some words so that it could be one thing or something completely different. They are sometimes very specific on items (parasol and umbrella are separate).

There are also objects hidden almost completely behind something else to where you can only see a corner of it. Then some things are so blatantly obvious, you wonder why they put it there.

The puzzles are fun. I actually really enjoyed the puzzles part of this game. I haven't made it that far into the game, so I'm not sure if they'll keep changing or if they will just become longer versions of what has already been used, so I guess I have that to look forward to seeing.

I wouldn't even waste my money on this game when it's on sale. The story seemed really interesting and I love this type of story line and game, but I am majorly disappointed in how this game is made. I stopped playing this game and went back about a week later wondering why I stopped playing and instantly found out why I had stopped.. This is one of those Hidden Object games that doesn't even pretend to make sense or have a worthy plot beyond go here and click x. Its puzzles are laughable and the only difficulty comes from the graphics being so bad that you can't see the objects you are looking for. If you really want to play a Hidden Object game there are literally thousands of them to choose from that are better than this.



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