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About This Game

Crystals and Curses is a super challenging puzzle game where players must constantly alter their way of thinking to solve new puzzles. Each world presents new mechanics that change the rules of the puzzles. There are boss battles, riddles, unlockable lore, and secrets which we are not at liberty to discuss.

Welcome to Asterra, where the puzzles are cursed, the lobsters gamble, and riddles lead you somewhere you never expected.

Stargazers Equi and Nox journey across Asterra, shattering curses and adding members to their party. They must solve puzzles that are ever evolving as they pursue the source of the terrible curses. Along the way, they meet haunted suits of armor, enchanted flying hats, and ancient tree spirits. Are they doomed to die a fiery, puzzley death?

Note: Crystals & Curses relies heavily on teal, red, and white for puzzling mechanics. Those who are color blind may have issues differentiating these colors. Our apologies, we do not support a color blind mode yet!

Title: Crystals and Curses
Genre: Adventure, Casual, Indie, Strategy
Developer:
Leapdoctor Games
Publisher:
Leapdoctor Games
Release Date: 30 Mar, 2018

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English







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Obtuse puzzles that lead to an edgy ending. Not really worth it. Nice art though.. not what i expected
. It's been very hard for me to decide if this game is worth recommending.

You know that moment in a horror movie when you're watching the main character go into some dark, scary room where you just KNOW the monster/killer is hiding? You know how you want to scream at them, "don't go in there, you moron!" This game will make you feel like that, but you are the moron going into that stupidly scary dark place.

This game is undoubtedly a scary experience, and my first one of such in VR. I will not praise it on its game design in general, but in the context of VR, it does what it sets out to do.

Playing it in VR is scary, and quite unnerving, however, this is not because the game itself is particularly scary or well-made. Rather, VR does the scaring. If you ripped the game out of VR, the best you would get is one or two cheap jump scares and a rather boring maze crawl.

That being said, playing this will put you on edge. It will scare you. You will quit like a little ♥♥♥♥♥ the first time you have to walk through a door. The jumpscare I mentioned do exist, but the way the developer crafted this game, within the context of VR, makes them the least frightening part. There is an absolutely frightening atmosphere of sounds and experiences throughout that will cause you to have the feeling of "why am I here; I should not be here". The sense of being in this place is what is truly scary.

I recommend this with the following notes. Having played it, I would not pay more than \$5.00 for it. For the price, it works and is scary. Get this game if you want to experience the new baseline in horror games. This not-that-well-made game, is scarier than every single horror game I've ever played on a monitor. Get this game if you want to scare the♥♥♥♥♥out of your friends.

. Hmm this game was pretty lame. Seems the sort of thing people who love the franchise will like, but not for your typical gamer.. Very fresh, very intense, very beautiful.. Airport Simulator 2014 much better. Not recommended :). Note on my playtime: I keep the original version of this around at all times and have completed it over a dozen times over the years. I got this thinking it would be the same and I was sorely mistaken.

Compare starting a new game in this to starting a new game in the original. Within 10sec of you getting in control you'll see how horrible this version is. Just find and play the original. There are no improvements to be had here and this version is a dog's breakfast of Facebook generation pop-up trash. This is one of my favourite games of all time. The -original- is a masterpiece and I -would- recommend everyone play that instead of this weaksauce, tooltip-filled ambiance-murdering piece of garbage.

The original game had one of the simplest, most intuitive interfaces imaginable and it went hand in hand with a deeply immersive atmosphere and memorable story. How does the "Gold Edition" improve on this? Apparently by filling all four corners of the goddamn screen with bs tooltips, unwanted hints, permanent options/toggle buttons etc etc to the point that they may as well throw an ad banner on there. Then there's the constant bloody pop-ups and the stupid chapter intros. They've completely ruined the game. If you've played the original, this version is not playable.

As far as the "improved visuals" go, there are none to be had. Seems they've just taken the original work and stretched it. Framerate is noticeably lower than the original during FMVs. They've cut out sections of the FMVs as well for no goddamn

reason whatsoever.

Just please, for the love of god, don't financially support this sort of dumbed-down bastardization of gameplay. This is an atrocity against the original masterpiece. Needs moar refund button.

You basically guide Bob up and down walls and jump over obstacles to get to your destination. The game is brilliant and well made but I'd have had more fun if the controls were more something I'm used to like arrow keys instead of the A and D keys, although maybe the difficulty to not press the shift button when I meant to press the A button is part of the challenge.. very charming take on mini golf. Could use more content updates and some tweaks to the camera control but this is a very fun blend of mini golf and angry birds. looked good seemed to promised lots of sexy girls but..... it was lackluster, story seemed lame and flat animation was alright but for 2017 should be a bit better, It's worth it if you can get it for \$2.. I remember playing the demo version for this game quite some time ago on Crimson Skies for the Xbox. The demo only featured one level, and that was all I got to play. I never got the full game, until a week ago. :D

The graphics improved by quite a bit from I can remember of the original. The music in this game is my favorite part as it suits it well (and sounds good!).

The game is definitely worth the default price, if you're unsure, wait for a sale, but I do not regret a single bit.

When I get more free time, hopefully I will beat it, 30 minutes is wayyyy under what I was anticipating.. The Dharker Studio gave us so many great games.

But this series really is one of their Worst Releases.

It seems like this is worse than the beach bounce.

And let me tell you: Beach Bounce was really bad.

I can't enjoy a visual novel if the story isn't good.

Sure, it looks pretty, but that simply isn't enough.

I'm definitely going to give this a negative review.. Recommendation comes with a huge caveat: A little more than a month after release, multiplayer is essentially dead.

I really enjoy the handling of the Lagoon vehicle — it is very nimble and allows for very sharp turns — and a lot of the created tracks are a blast to play ... there's just no one to play with.. GAMEPLAY

Drawn: The Painted Tower has you exploring a mysterious tower whose environments are presented as a series of screens that don't have animated objects within. You solve puzzles and explore by using your cursor to hover over key points of interest and to interact with objects. There are pictures or areas within pictures and puzzles are presented with virtually no text or, at the very most, a few cryptic clues to give you a vague idea of what to do. Your ultimate aim is to reach the top. There is a trial and error feel about the game but it gives the player a decent enough workout for the brain.

PRESENTATION & DESIGN

Drawn: The Painted Tower is a moody, atmospheric game which is put across immediately by its eerie main-menu. To sombre and mournful tones, a choir sings gentle choral notes in the background as if in a peaceful monastery. We also see the stone carving of Iris - the protagonist of the story - appear before us in a sad, pale turquoise colour. All of which sets a suitable tone adding to the mystery and dark nature of the game which has an almost dream-like quality. It's more of an adventure game than a hidden object game and like many adventure games doesn't tell you how far you've progressed or how far you have to go. Although there are objectives to fulfil and it keeps you informed, there are no records kept or tabs kept on chapters. When you fire up the game, you're thrown in immediately from where you finished the previous session.

CONCLUSION

Adventure games can be obscure and downright nonsensical while others can be too text-heavy or contain overlong and repetitive dialogue trees. Thankfully a few come along that seem kinder to us noobs and a bit gentler but which still manage to be challenging enough for us to be entertained. This is one such game. Granted, although there is an option to skip the puzzles (and there is a very nice hint system), I personally only felt the need to skip two which I found too tricky.

5/5

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