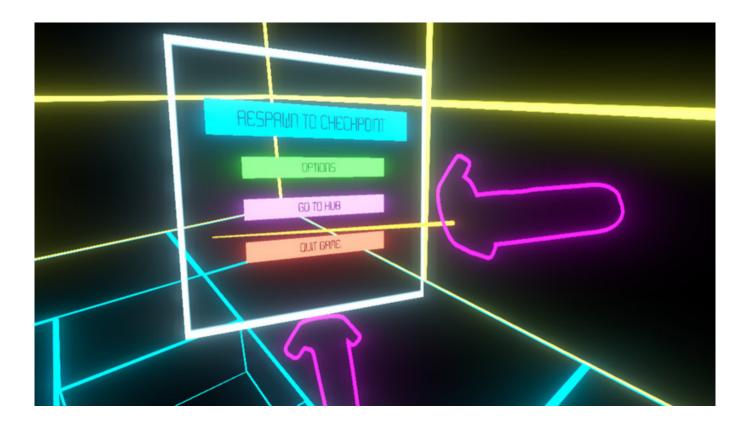
Sherlock Holmes: The Silver Earring Download Utorrent Xbox 360



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About This Game

At a reception organised in honour of his daughter, Melvyn Bromsby, a rich tycoon, is about to make an important announcement concerning his future business affairs when, all of a sudden, a shot rings out. Sir Bromsby collapses, having suffered a mortal wound to the heart...

A baffling murder, dozens of witnesses and numerous places to visit around Victorian London. You play Sherlock Holmes, and use all your skills to shed light on this mysterious case.

- Assume the role of Sherlock Holmes and Doctor Watson and meet all the heroes of the novels: Inspector Lestrade, Wiggins, Mycroft and many others!
- Investigate 5 murders! Over 40 witnesses to question, 200 clues to uncover and over 25 hours of gameplay to solve the mystery.
- Explore Victorian London, which is magnificently and faithfully reproduced in 3D.
- Between each level Sherlock Holmes sets you a quiz which will validate your progress in the case.
- The adventure is full of vivid cut scenes to heighten the dramatic aspect of the story.

Title: Sherlock Holmes: The Silver Earring

Genre: Adventure

Developer: Frogwares Publisher: Frogwares

Release Date: 30 Sep, 2004

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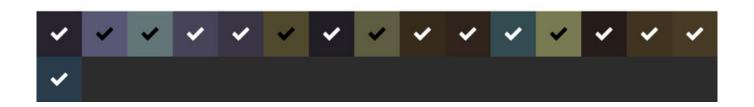
English, Bulgarian, Czech, French, German, Italian, Polish, Russian











How do i play this game? :p. I just finished Soma. And it is a phenomenal game. Pretty spooky tho, I could only play it on safe mode.

And the protagonist said some pretty stupid things sometimes, especially when he gets angry.. But it made me cry and I loved it very much. 10V10. My Personal Rating for this game: 8V10

Special Tactics is an amazingly in-depth game. Looking at it head on may not seem like the best thing to do but when you go into the gameplay more, you'll find every decision you make can and will change the outcome of each single player mission.

The tutorial paves a fantastic route for new players to get into the game.

Game Engine wise, it will and CAN play on almost EVERY system (unless you're playing on a really crappy potato machine)

The game has many different mechanics from grenade deployment, boosters (this are free every round. No IAPs), movement, vision tracking and more. The mechanics may look simple but you will slowly and gradually get used to it and find out you can do a lot of more complicated plan adjustment.

Multiplayer seems to be dead at least from my standpoint

The game itself does not look great and may disappoint some of you guys out there (I know I am a bit disappointed at the graphics).

It is priced at a cheap \$10.50 but till now, I don't feel like I have my full money's worth just yet. This is probably due to me playing a lot of value based games instead of this. Yes, I paid the full price in case anyone was wondering. I've only played the first couple of sections but this game keeps me on the edge of my seat. Being a football (American) fan and a Madden player for 20 years I wanted a different type of football game. I couldn't find anything outside of an emulator for a football type game. I researched Blood Bowl and while it seems cool, it just doesn't suit my style of strategy and sport simulation.

I bought Frozen Synapse a year ago and had a lot of fun playing that title, so I felt this game could be a great mix of tactics and sports feel.

With this game, I am able to release my inner coach mind into my team of 5....robot athletes. The visuals are really good, and the gameplay is good, for an early access title.

The game modes for single player are AI skirmishes which are fun, and challenging but limited.

No story or career mode, but I am sure there is one to tie in sooner or later.

The multiplayer is way off....line?. No one on the servers. Correction: one player was on and invited me to a game, played 1 turn and went offline. I was so excited to play against a human, but never got the full blooded chance, vet.

The best thing about this game is the strategy to fully control every robots pattern, without the Madden dogsheetery to come along with it. I am happy with the purchase, and will put in well over 17 hours (1\$ an hr) to make this game worth my money and time.

As a fan of the old style point and click adventure games, I really enjoyed this one. The graphics are nostalgically good and the voice acting pretty good too. It reminds me very much of Simon the Sorcerer in style and humour.

The story is great and while the game doesn't seem that long (I finished in 3.2 hours) the length does seem right for the story that's told, if that makes sense. There's no unnecessary wandering around, everything is straight to the point and keeps the story flowing which keeps it interesting. I have played a lot of these types of games and a lot of them have left me bored halfway through. Guard Duty keeps you interested and entertained all the way through.

The puzzles could have been a little bit harder - I didn't really find myself stuck at any point. Mostly the solutions were pretty obvious I felt.

All in all, I would recommend getting this game and supporting a clearly very talented developer who I hope will go on to make bigger and better adventure games in the future.. A truly first class route, that will have to go down as one of my all time modern routes despite its relatively short length. What it lacks in overall A-B mileage, it more than makes up for this with its beautiful design; stunning scenery and amazing high quality detail. The route is an absolute pleasure to drive, and I soon 'bagged' all the included scenarios. which were thoroughly good fun to drive and worked flawlessly. To have such a smooth run with a generous number of scenarios (which are included with the route) is most impressive. Whilst not the fastest of European routes, its rapid twisting turning nature, and steep climbs and decents makes for some hugely entertaining driving. For those that love their superelevation it's here in spades, and very well executed; the elevated fast switching curves at times almost makes it feel like a wonderful rollercoaster ride! The included rolling stock fits in nicely with the route, and overall is high quality in its detailing; these are very good models. The \u00d6BB 1116 is a most satisfying drive, with overall good quality driving physics; IMHO this particular Taurus has better sounds than most in the game, and the steady 'throb' at high speeds is particularly atmospheric. The included container wagons also display a nice range of sounds, including super wheel flange effects as the train carves its way around the sharp bends. To experience the incorporated Austrian signalling system, makes for a few nice subtle changes from the modern German routes available for the game. Anyway, in summary, all in this is a very enjoyable route, with simply stunning scenery, and is supplied with some decent quality roling stock, and enjoyable to drive scenarios. Can highly recommend!. Pros:

+ Cool general idea: harvest puny humans's fears and tears, expand your horrific empire - concept befitting for a nice tycoon-a-like game, that's what I thought bying it.

Cons:

- Unfinished. Forever, probably.
- Boring gameplay: wait for an exorcist, scare him away, repeat. Wait for the cops, then scare them away too. Essentially, its all about dragging the map around and clicking one single button. From time to time you'll gather enough "scare energy" to place down some posessed barrels, vases or dust filled bags which scare civilians automagically, with a lower fear yeild, but that's all. I think authors could have done much more with this idea, but they didnt, for some reason.
- Buggsy. Interface randomly became unresponsive, dialog boxes with randomly cropped text or no text at all.

Resume: probably do not worth neither time, nor money :(. Great for siege and other shooters. The action in the game is great. But it just feels the game is not finished.

Lots of textures flicker. Lots of glitches. And not to mention the fact that it randomly crashes. If you don't save frequently you'll have a bad surprise.

But on the other hand the game itself has something that newer games tend to lose over the years and versions.

If it wasn't for all the glitches in the game it would keep up with modern games very well.

If it was cheaper I would recommend it. But at 10 EUR is way to pricey. There are recent releases that are cheaper than this that came out in 2006.

IMO this game would be worth it at 2-3 EUR.. Too many hidden arbitrary requirements (items, levels...) to beat boss fights. And turn system sucks really bad. At least the sequel is slightly better, but this one isn't worth the 3 hours it'll take you to reach the final boss, which you won't be able to beat unless your tank is at a certain level to get a certain ability that will allow you to outdps his insane healing. If you don't have it, you'll be stuck in an infinite loop until you run out of MP items, alt+f4 or let yourself get killed.. Buggy but fun:). Eh...

This is not a simulator, lets get that straight, this is an "arcade" flying game.

So yeah

Now that most people got there answer on if they should buy this game, lets move onto thouse who remain undesided.

The Story's kinda meh.... it takes place part in flash backs to WW1 and the other part in WW2. honestly that summs it up, moving on.

Gameplay is "Arcade-like" all you propeller heads can avoid this one. How "arcade-like", Magic aim-bot bullets.... when you go to place your crosshair on an enemy, said crosshair will "lock" on to your oppoent and the bullets will defy the law of phyics to do so. Also decreasing your speed all the way will cause you plane to "fall out of the sky"....

Still with me? Great...

To sum up the gameplay: its alright i guess

Why bother buying?; you want some Vagly anti-war story mixed with par for the course arcade flying action? Cause thats what your getting....

TL:DR - Eh, could be worse

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