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Voodoo Whisperer Curse Of A Legend Ativador Download [pack]



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## About This Game

Mentored by one of the most powerful voodoo priestesses in the world, Lillian is learning to use her power. But, a dark force has settled over New Orleans, and Marie Leveau, Lillian's teacher, has been placed under a curse. The entire town has been put into a deep, dark sleep by a mysterious evil force. Now young Lillian must find allies and uncover the dark secrets of voodoo in order to save her master and free her friends before it is too late.

Features:

- Save the town of New Orleans from the curse
- Dark and spooky atmosphere
- Incredible Graphics

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Title: Voodoo Whisperer Curse of a Legend  
Genre: Adventure  
Developer:  
Gogii Games  
Publisher:  
Strategy First  
Release Date: 8 Apr, 2014

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English







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Basic point-and-click, but minus the scares of older, better-known games. Feels like a game of "I Spy" for a good 20% of the game due to the repeat of a similar mini-game which does not make much sense in the context of the game. Also, it is incomplete and ends without resolving the plot by promising a sequel or update. Would not recommend.. If you can pick this up cheap then it is worth roughly 2-3 hours of clicky click. The find the hidden object parts are pretty easy and it has a decent story but it ends with....To Be Continued.....

. This is literally I SPY: New Orleans with other minor puzzles involved. It's a point and click adventure. It is okay.. Based on my experience, when a HOG comes out from Gogii Games, we are to expect either a real treat, close in standard to Artifex Mundi, or a complete waste of time that would make you pull your hair out with frustration. For *Voodoo Whisperer: Curse of a Legend*, I sincerely cannot decide what to say. It is neither of our expected choices. There are good things and bad things to say about this game, but they kinda even each other out at the end.

*The curtain opens up to 1930s New Orleans, Louisiana. After witnessing a s\u00e9ance between a Voodoo priestess named Marie Leveau and her young apprentice Lillian, it takes a brief moment for us to understand what's going on. It seems that Marie Leveau and many other residents of New Orleans fell victim to a curse, and all hope rests on Lillian's frail shoulders to solve the mystery, save residents and confront the responsible villain. So, as an apprentice Voodoo practitioner, Lillian ventures out to do all that is expected from her.*

*The setting and background artwork are really interesting. Anecdotes specific to New Orleans are scattered all around and Haitian Voodoo culture is a great pick to make a HOG game out of. Character animations, on the other hand, are little more than illustrated blocks, moving as broken puppets would do. There is no lip movement to match voice recording at all. Characters just stay around to look surprised and mysterious while a mediocre voice acting follows during cinematics. Game menu can only be reached from the map, and the map itself is rather unnecessary since it only shows acts of the game, rather than usable places in an act.*

*There is little to no puzzle sequences: 2-3 matching games, a pipe game and 2 rotation games. There is no challenge to neither of them. That's about it. HOG scenes are pretty imbalanced too - 12 or so obvious items and 3 impossible even in a million years items - , with a favoritism for British vocabulary, rather than American. There is no cookie jar, yet there is a biscuit box. So be warned. One adventure element that I've come to like is Lillian's Grimoire: we collect recipes for spells and voodoo dolls that we have to gather items for, and combine them to cast a spell to progress. The Grimoire also contains some lore about Haitian Loa spirits like Maman Brigitte, Shango, Ogoun and Legba... and it all comes to an end within 2 hours. That's it.*

*One fair warning: the ending is no ending at all. The game stops at a bad cliffhanger and declares "to be continued". Sadly, there has never been a sequel, and the development team parted its ways with Gogii Games. So there is little to no hope for Lillian's story to continue. There are tons of unanswered questions and irrelevant sub stories that get away without closure. As a side note, one whole act of the game is completely cut out in this version - The Hotel. The game progresses right down to the Bank after the Bar, and leaves already frustrating storyline with more holes. If you'd prefer the complete version, go to Big Fish Games to give this game a try.*

*These are all common perils to HOG genre, I know. But it seems I've become picky after playing Artifex Mundi games. Considering the story has huge continuation problems and the Steam version is missing a whole part of the game, I'll end up giving this game a downvote when I think of many elaborately developed HOGs with complete stories out there. Maybe I'll update my review in the future... come to think of it, maybe not.*

*Please also check out Lady Storyteller's Curator page [here](#) - follow for regular updates on reviews for other games!. If it is in the sale and you know that you like simple hidden object games, this is your poison!*

*[But if you pick this for the story or "amazing" cut scenes look elsewhere, it ends with a to be continued and not a hint of how or when...](#)*

*[I found myself laughing at the "animation" and story through the game and enjoyed looking for the items, its worth the pound odd I payed for the enjoyment of 3 something hours so far.. So I'm not really into the hidden object point\click adventures, but](#)*

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I was amused by the concept and thought I would give this one a try. I liked the idea, so here we go.

Good:

The concept is actually pretty interesting. The story has a basic set up: New Orleans has fallen under some kind of curse and its up to a rookie voodoo witch to set things straight. The idea of an adventure that themes itself around 'realistic' magick and spellcraft is pretty cool in my opinion, and it seems to be done well.

There actually is a bit of homework that went into this. For example: the brick dust, or red clay dust, you get at the beginning of the game actually is a thing for voodoo practioners as a defensive item, and its not uncommon to serve up mojo in cloth bags like you see in the opening sequence and throughout the game.

You spend most of the game looking for such spell ingredients and picking up mojo to cast spells and solve problems (or give you hints). Which, is an interesting break from what I normally see in clicky-click adventures. You still have plenty of times when you need to do practical things like search for a screwdriver to unscrew a latch and other things, but there are some pretty interesting moments when you solve problems in an impractical way by using magicks or spells to achieve supernatural results.

And I can give a game credit for putting a little meaning and history behind its spellcraft, instead of just saying "Magic power!"

The story actually does a decent job at throwing a few curves into the mystery of what is going on, but only every now and then. Its otherwise straightforward, and not really noteworthy or condemnable either way.

The main meat of the gameplay is the hidden object scenes, where you have to clear out a small list of items from a messy scene, which ultimately rewards you with keys or ingredients you need. They usually aren't too hard, and are a lot more entertaining than I thought they would be; coming from an action game guy. There are some puzzles too, but they are usually very short and very easy, and the exploration is a little too straightforward to be called gameplay.

And the game's still graphics look great by the way.

Some of the hidden object scenes are really quite absurd though, and it does make me wonder how any sane person could keep some of the messes seen on the desks and tables in this game!

Which brings me to the bad...

Bad:

This game's setting is really dark and gloomy. I feel like there is some legitimate work that went into this game to make it a 'dark adventure. But, then the game happens, and there is a huge dissonance in game and setting.

The game is ridiculous and inconsistent most of the time. It expects you to do things out of order, and what you can and can't do at times isn't exactly clear.

The game has a tendency to force you to do things step by step. Anytime you go through a process, instead of being able to get the whole thing done at once, you have to do part A, go get items for part B, do part B, go get items for part C, do part C, instead of getting all the items and preparing to do the task in one go like a normal human being would do. The game will literally not let you get everything you need at once; either the protagonist will say she doesn't know what to do with this, or the game just won't even notice it and write it off as background until you need to pick it up. It just causes a lot of needless backtracking.

And sadly, all the magicks and spell crafting in this game are contextual and very limited. You only make and perform each spell once, and you only use spells every now and then. Which is a shame, as I feel like the game kind of undermines its own idea by not using the character's voodoo abilities more often. Instead, it tends to favor more traditional point/click gameplay.

The story, while decent most of the time, has a lot of bumps. Lillian is noblewoman, but can somehow pick locks with no explanation as to how she knows that. She talks as if she doesn't know her own house in the first chapter, and given that her

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suitcase is kept in the pantry I'm not surprised. It seems like everyone you meet is very familiar with voodoo, and nobody seems to really be interested in the fact that you are saving the town with magic. Dead people don't know they are dead until you talk to them, but can accurately recall their cause of death anyways. Villains don't fry you on the spot for no reason other than to give you time to defeat them.

Its not cringe-worthy, but certainly not good. I'm not even nitpicking either. This is THE GAME. This is pretty much what makes up the story.

But here's a nitpick: For a wealthy family that owns a maid and a gardener, the house is an absolute sty.

I would actually go as far as to say that the only real effect this 'curse' has is to make things messy, as cursed presences take the form of piles of junk that have to be magicked away.

The music is ok, if overly dramatic most of the time. The 3d animations and 3d models range from bad to horrifyingly bad. I would have preferred this game to be in all 2d and still images. The voice acting is decent during some of the cutscenes, but the dialogue is overall amateurish, cliché, and sometimes just silly.

At one point, the game asks you to put ham in a mortar and pestle. It even says it in your magic spell book, IN THE SPELL'S DESCRIPTION, to put "a smelly ham" in a ceramic mortar. Someone seriously wrote that as a spell.

That's this game's biggest problem. Its got a dark adventure setup, but the game's action is just too stupid to be taken seriously. The ridiculous actions combined with the absurd dialogue just makes this game seem foolish, and that's a huge red mark for a game with this kind of set up. The constant backtracking doesn't help either.

Finally, this game is painfully short, and has the nerve to force a "To be continued..." ending.

In summary, I would just say that this game is trying to be too serious for its genre.

Overall:

I would have liked this game to be better than it was. I would have liked a game that stuck with its concept and tried to break out of the genre it set out for. I think a puzzle game that focuses more on magicking rooms back in order and a more open adventure with a focus on collecting and testing out ingredients to find solutions to problems would have been more interesting than the hidden object games. Its pretty, but the gameplay just doesn't work with the story.

Maybe I'm expecting too much of a genre I know nothing about, but I'm just going with my opinions. There was serious game potential here, and it was wasted on a silly object find game with silly writing.

I like a game with a good concept and setting though, and there is a pretty good setup. And for what it is, it was still fun for a few hours. I just would have liked a bit more content and a bit better gameplay

I don't know. I'll call it at a coin toss. I personally was more amused with this than I thought it would be, but if you have any kind of high expectation for this I'd stay away. Take that for what its worth.

I played it, I finished it, I didn't hate it. So I recommend it. Try it or don't. Its a gamble of a game in my opinion.. A nice hidden object/puzzle game. The artwork was lovely, though some of the objects were hard to find based on the description (ie looking for 'an ashtray' and it turned out to be a metal frog with a hole on top). It was a good balance of challenging and casual. I like that it indicates when a room has been searched and solved completely by saying 'area cleared at the top'. The storyline was unique and interesting. It does end quite suddenly with a 'to be continued', but the game was a good length with a good amount of puzzles.

Lots of interactions, great at indicating whats useful, the hint button is useful for finding which direction to go when you're stuck. Overall, this is an excellent example of an HOG for anyone who likes that genre.

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DON'T BUY IS NOT FULL GAME. The game is not full it ends with a cliff hanger and there is NO SEQUEL.

It was a good game and there is quite a bit to it. However one of the comments posted a response from a Dev saying they ran out of money and never finished the game or made a sequel.. The mixed reviews had me concerned but I actually really enjoyed this! It's definitely one of the better Gogii games, in fact, I think I might've liked it more than other AM games.

#### PROS:

- > Beautiful visuals, especially the HOs! They were real images I think, but they went very nicely with the also near-real looking backgrounds! They aren't too skewed so they looked like they really belonged together with each other. The images were also fairly sharp to me, so honestly I'm just pleased with the overall visuals for the game!
- > Spellcasting and brewing! A fun addition that I never expected from a HOG
- > An interesting premise, I was curious how things would have turned out

#### CONS:

- > Unappealing character models ): They were oddlooking or just plain unmemorable
- > Lack of character---everyone was just very one dimensional and only existed to lead Lillian to the next location
- > Lack of a journal and notes to recap and clarify the story (I feel like they replaced the journal feature with the spellbook)
- > Major cliffhanger! Like others have said, it finishes off with a 'To Be Continued'
- > Lack of mini-games! I suppose they considered the spells and brewing to be minigames but still.. (Although I wouldn't want a repeat of that billiard ball minigame)

Overall, as a game, it was fun and it was pretty and polished looking but as a plot there could have been so much more done to it. It definitely has potential if the group ever chooses to continue the saga. As of current, I read the dev team has left Gogii. Apparently, this game originally was supposed to be a longer complete story but it was cut in half due to time restraints.. If it is in the sale and you know that you like simple hidden object games, this is your poison!

But if you pick this for the story or "amazing" cut scenes look elsewhere, it ends with a to be continued and not a hint of how or when...

I found myself laughing at the "animation" and story through the game and enjoyed looking for the items. its worth the pound odd I payed for the enjoyment of 3 something hours so far.. This is the first time I have wished that there was a Neutral button for a review.

#### The Good:

This game has a great story that pulls you in, a great atmosphere that gives some genuine chills, some well done puzzles and the objects that you need to find to use to progress make sense.

#### The Bad:

A very abrupt cliff-hanger ending that leaves your heroine in peril with no sequel in sight. :-( It leaves you feeling as though you are missing two thirds of the game.

#### Conclusion:

Although I enjoyed what there is of it, I was very glad that I didn't pay the full price. If you enjoy hidden object games then you will enjoy this one but buy during a sale and be prepared to be very annoyed with the abrupt ending.. I've giving this a "no," even though I want to give it a "maybe" or a "yes."

As a HOG. it's very good. The graphics are outstanding, including the HO scenes. The music and sound effects fit the theme well, and the story, while nothing special, is enough to keep you playing. The game tries some interesting departures from traditional HOGs with some minor spell crafting involved.

The reason I'm split about this game, even though I thought it was good, is that the version on Steam is missing a chapter which takes place during the story before you reach the finale. Why the chapter is not included with the Steam version or wasn't included (was removed) in the original game is beyond me. The HO scenes are well detailed, fairly difficult, but the developer thought it was a good idea to include a strong light source in "every" scene, causing lens flare, which can be difficult on the eyes, and then thought it would be a good idea to hide objects within that flare forcing you to stare at the light source to try and find

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them. The game is of average length for a HOG but ends abruptly with a "to be continued," and there's no sign of a sequel yet, so you don't even get a conclusion to the story.

It's a solid HOG, but if you want the complete experience, try to buy the special edition somewhere, and wait until there is a sequel and the story continues before starting what is merely just the first chapter.. Ummmm ... is that it?

For what you pay, they definitely could have made it a bit longer or more interesting ...

Nice feel to the point and click game but WAY TOOO short.

Four "areas" only (home, saloon, bank and mayor's house) ... for the map shown I would have expected about 7.

I liked the puzzles and pictures. That's about it. Story line short and a little pointless

Sorry not worth the money spent on the game.

I'm a little disappointed and feel robbed.. I've giving this a "no," even though I want to give it a "maybe" or a "yes."

As a HOG. it's very good. The graphics are outstanding, including the HO scenes. The music and sound effects fit the theme well, and the story, while nothing special, is enough to keep you playing. The game tries some interesting departures from traditional HOGs with some minor spell crafting involved.

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