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About This Game

Unmechanical is a puzzle adventure that combines tricky puzzle solving, alluring exploration, and an engrossing atmosphere. Set in a fantastic world of flesh, rock and steel, your journey to freedom requires you to solve a great variety of puzzling challenges, and while it's easy to pick up and play, later challenges may prove very difficult indeed.

Key features:

- Intuitive and simple controls, applied to a great range of interactions.
- A carefully created world with unique environments and an engrossing atmosphere.
- More than 30 unique puzzles, including logic-, physics-, and memory- oriented challenges.
- Uncover a dark secret through strange clues and fantastic events.
- Over three hours of puzzle-solving, exploration, and adventure.

Title: Unmechanical
Genre: Adventure, Casual, Indie
Developer:
Talawa Games
Publisher:
Teotl Studios
Release Date: 8 Aug, 2012

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English, German, French, Italian, Russian, Portuguese, Polish, Danish, Dutch, Finnish, Swedish, Hungarian, Turkish







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Can't even play it because in order to press buttons I have to search around until I find it.. Hovering over the buttons doesn't highlight them.. theres some sort of resolution error or something that I can't figure out.. Good products except for the headlights barely work. Unless there's a reliable fix, don't drive at night too much.... From 9,99 i bought this game on sales 2,99

Now the game have 4,99 and at the moment sales -90% have 0,49
I still crying my lost 2,99...

Ignore my 8 hours, it's cause for 100% perfect game, and helping other players to take the online achievements, cause of course the multiplayer is dead. This game should be free to play game from the start of the release.. 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\ance 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!. I really liked [this game](#). Yeah it is short, but it is interesting and different. The idea is very interesting and sad showing a deep and pleasurable experience that shows in some ways the plight of the Irish and celts in general. Can't wait for part 2 and considering [this game is 5 dollars why haven't you bought it.](#) Somewhat fun, although VERY DIFFICULT, action-puzzle game with procedurally-generated music. Watching gameplay videos, I think it's probably a much better experience on tablet due to the emphasis on quickly moving pieces into place -- personally, I couldn't get past the first two worlds and found the gameplay really unnerving and frustrating, especially using a laptop touchpad.

[I may revisit it at a later time and update this review. For now, I'd only really recommend it if on sale.](#)

This game is better than it looks. The most variation in racing games I've ever seen. Shame for multiplayer when no one is there, but LAN action does the trick. Please consider this game. Try a demo. I honestly don't even know where to start... The controls suck, you have no way of accessing the options before playing your first game... AKA earrape? tyvm. I have limited hearing and I got earraped anyway, I guess that's an achievement on its own right there... There's no explanation on how to move, what buttons to use, only about some stuff in the hangar. Ok then, that would be fine if we would actually BE in the hangar 24/7. Please... Just no. Games like this really aren't worth your time XD even when you get them for free :/. I was informed that this was a sweet, ultra kawaii dating sim.

The lack of catgirls and anime cliches has broken my trust in this company.

I have however discovered that this is a kick\u2665\u2665\u2665\u2665\u2665brawler where my dreams of using someone's arm to beat their stupid face off can finally come true.

That's right folks, you finally have the chance to break limbs off your friends and jeer maniacally whilst doing so.

Ruin friendships with grenades and charge off edges whilst shouting LEEEEEROOOYyyy JENNNNKIIIIINSSSSS!!!

The time is now - cause some Carnage.. I'd play the hell out of this game, if the servers weren't so damn broken. Can barely join or have any of my friends join my online matches.. This game could be so good. I like the art work and the concept while not particularly innovative is cool and interesting. However please please please, devs, if you're reading this, fix the jump controls. If you're next to a wall, you can't jump, and if you try to jump 2 blocks you'll often just end up running on the side of the block. Maybe the engine doesn't let you decide how the mechanics work, however just increasing the jump height by like 20% would make most jumps clearable, the difficulty should be the puzzles, not the controls.. If you are an artist who has had even a passing interest in Graffiti then get this.

It is more of a creative program/tool than a game. I have spent hours in it already, after a search on YouTube for Graffiti tutorials I was creating pieces and enjoying the experience until my eyes hurt XD

It is well crafted and highly polished. I certainly recommend it for creative types.. Play\u2665\u2665\u2665\u2665\u2665and Subscribe to Pewdiepie. Very fun and engaging story, although some decisions you make about your own character near the beginning seem not to have much impact. A Terrible awful game with a terrible awful dev.

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