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## Crossroad Mysteries: The Broken Deal Full Crack [Torrent]



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### About This Game

Desperate to find a way to medically remedy the horrendous stigmata and nightmares, Anna begins to look for the reason for her childhood suffering, which she knows nothing about. Her way lies through a small town from where she got to the asylum. Up to this moment all her memories were as though wrapped in a white shroud. What happened to Anna in her early childhood? How will she cope with what she releases from the chambers of her past?

#### Features:

- Stunning graphics
- Exciting story
- Fully interactive environment
- A variety of mini-games
- 23 quest screen
- 20 mini-games
- 9 Hidden Object Scenes



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Title: Crossroad Mysteries: The Broken Deal

Genre: Adventure, Casual, Indie

Developer:

N-Tri Studio

Publisher:

N-Tri Studio

Release Date: 1 Sep, 2017

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English,German,Russian,French,Italian,Dutch,Portuguese







There is a secret place under the stairs. There are some plates on the surface. It is too dark.



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Confusing ending, wtf, what even happened? Did someone die, did someone live? The story was left way too open. Confusing puzzles and controversial instructions (for example remove yellow tiles, when actually meaning♥♥♥♥♥♥under the tiles, not actual yellow tiles). Wasted money even though the game was on sale.. Out of the 3 games I've played from these developers (Ashley Clark games + The broken deal) I liked this one the most. It had a good story, I didn't feel I had to backtrack so long as previous games, and everything made sense. The music fit with the game, and everything seem to be made with a thought of mind.

Let's start with the end of the game. When I finished I had an extra key in my inventory, I think it was the lighthouse key. Normally these things vanish when you have used them, but this one stuck with me. Also even though the game was very satisfying the ending was not. I have absolutly no idea what happened, and it sucks! It kinda ruins the last moments of the game, when everything else made sense and was exciting.

Tbh. I don't think there is really much more to say about the game. It had an exciting story, it all made sense, and I got through the entire game using hints. I was sometimes stuck, but came back and finished it. The most common way to be stuck was encountering a hard puzzle. I liked the game and I recommend it.

Do not trust the demon!. This hidden-objects game tell us an intresting story about Anna, girl, who inspected strange sights on her hands. Game has an elements of horror, so you'll be strenous during playing this game.

I recommend it, because this game is very interesting.. Beautiful game with terrible controls, awful puzzles, and a very underwhelming experience. There are many better ones on Steam.. Not only do half of the items you're searching for require you to click just so (not even in hidden object segments, but puzzles and even picking things up) but some of the puzzles involve things like being able to distinguish between four slightly different shades of green while only letting you view one at a time.

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it's an okay game but there are some fairly tedious points...

the back-n-forth between scenes to complete puzzles for example. you wander around, picking up stuff (if you manage to figure out you're supposed to and what, that is) and then trotting back to whatever scene/room you Hope that piece of junk goes to. there's not a lot to the game aside from that. some puzzles, some ho scenes... but mostly convoluted bits of wandering around wondering why you had to pick up junk. most of the puzzles are on the lowest end of skill to complete. but those that aren't, oi, what a pain in the tail feathers. luckily the hints (in the form of crosses for the main character & badges for the briefly played secondary character) are plentiful if you keep your eyes peeled. some of the puzzles are just annoying to the point of skipping them just to get a move on.

that's not even touching on the mechanics of the game being off... clicking repeatedly, Hoping to hit it in the "just right" sweet spot was definitely a tooth grinding experience.

the good points... ah well, there are some. not many but some.

the graphics are solid (if a little on the goth side) and the music doesn't make a person's ears bleed. the voice acting isn't bad.

but there are loads of other games with better Everything that are far more worth the price. so given that pretty much All the hours/time you see under my belt in playing this was spent grumbling about having to trek back Yet.Again. to some pointless spot to plug yet another piece of junk haphazardly into what i Hoped was the right spot... i can not recommend this game.. Not only do half of the items you're searching for require you to click just so (not even in hidden object segments, but puzzles and even picking things up) but some of the puzzles involve things like being able to distinguish between four slightly different shades of green while only letting you view one at a time.. I really liked this game. It was different from other point and clicks, had a good story, and had an actually challenging expert mode. I didn't really understand what the ending was all about, but I enjoyed the rest of the game.. The puzzles were really confusing and the instructions were too vague. It played like a game that is much older. It seemed pretty clunky.. I really can't recommend this game. Every part of what you collect must be in sequence, even if you're trying to collect other items you need. Hidden areas appear only after other objectives are filled. Very painful to play.. As hidden object type games go, this one is just OK - barely recommended - I give it 6.5 out of 10. If you like hidden object games, put it in your wishlist and wait for it to go on sale.

- It is short, good for about 3-4 hours of playing time.
- The plot is a bit confusing to be honest - you play as Anna, a young woman trying to unravel events from her past.
- The artwork for the locations and objects is well done - on par with similar games.
- The hidden object scenes are nicely drawn - again on par with similar games. I did not run into any clues that were unclear.
- The puzzles are pretty easy, but the instructions were not always clear so you may need some trial and error to understand what they are looking for.
- I did like the way the background objects shudder in response to a mouse click.
- You should not have too much trouble collecting all of the achievements if you are so inclined. This is an easy perfect game.

. I didn't mind the story line. I liked that it would finish one scenerio and then go on to the next. But I did experience severe drag and the hints to earn were really hard to see.

**New release on the Steam Store!:**





Hey everyone!

The launch of our game ["Ashley Clark: The Secrets of the Ancient Temple"](#) will take place at Steam Store on August 31. We have added Steam Cloud and Steam Achievements Support.

Get ready for adventures!. **Howville: The dark Past:**



Hey everyone!

The launch of our game ["Howville: The dark Past"](#) will take place at Steam Store on May 11. We have added Steam Cloud Support and Steam Achievements Support.

Shortly after release the cards will be added to the game.

. **Ashley Clark: Secret of the Ruby:**



Hey everyone!

The launch of our game ["Ashley Clark: Secret of the Ruby"](#) will take place at Steam Store on July 6.

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We have added Steam Cloud and Steam Achievements Support.

Get ready for adventures!. **Steam Trading Cards:**

Great news everyone!

[Steam Trading Cards](#) are working in our game now! 🛠️

Play the "[Crossroad Mysteries: The Broken Deal](#)" and receive the Trading Cards! 🟩

. **Achievements!:**

Great news for all players!

- Now you can gain the [Achievements](#) while playing our game!!!
- Also we have added new languages: Francais, Espanol, Italiano, Nederlands, Português
- Problem with game savings is fixed now!

Have a good game!. **Avatars:**



Hello Everyone!

We have added new [Avatars](#) for your Profile.

You can choose it in Profile settings

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