# Adventure Lantern

**REVIEWS:**
- Edna and Harvey:
  Harvey's New Eyes
- Dracula 4:
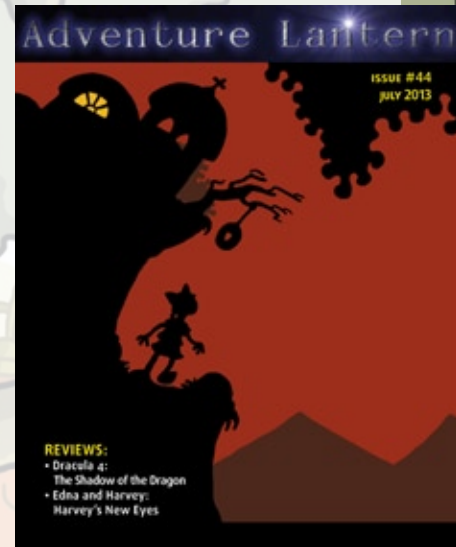  The Shadow of the Dragon

## EDITORIAL

It is amazing how much effort it can take to just put out a 26 page magazine in a month's time. This month we are bringing you just two new reviews, the new Dracula adventure, and the Edna & Harvey; Along with our usual adventure gaming news. In particular, I was struck by the number of great looking AGS games released last month.

During this editorial, I want to spend most of my time advertising a new game for iPhone, iPod touch, and iPad by our longtime contributor and friend Gnome, of gnomeslair.com

and Kyttaro games.

*Droidscape: Basilica* is a unique, sci-fi, stop motion animated puzzle-arcade game set in the grim electropunk future. In each of its 60 levels, players must navigate around patrolling enemy droids, grabbing gems and keys needed to proceed. First, use strategy to plot Bishop 7's course across a room. Then, transport the droid safely across the room with a mix of reflexes and problem solving skills.

- **Jonathon Wisnoski**

**Cover image:**
**EDNA & HARVEY: HARVEY'S NEW EYES**

Beautifully sculpted Stop-motion animation

A strange sci-fi universe

# NEWS

# ADVENTURER'S RAVINE

## AdventureGamers.com Following Freeware: May 2013 Releases

AdventureGamers.com has put together a list of freeware adventure games released during May 2013. Check out the rather extensive list in their article.



## Benoit Sokal Interview

There is a video interview with Benoit Sokal of Syberia fame. It promises new details about Syberia III, and unfortunately is not in English, but there are English subtitles.
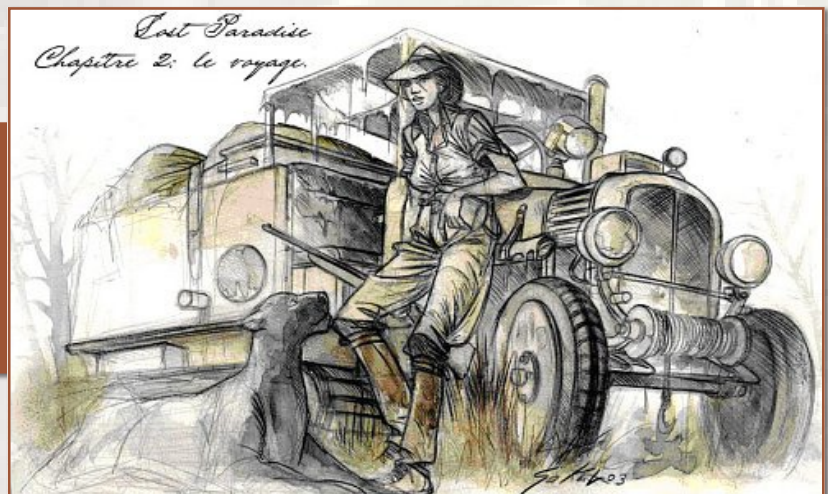


## The Origin and Future of Proteus

Rock Paper Shotgun has an article about an interview they had with Ed Key about Proteus and his future. One of the most surprising tidbits, was the reveal that Proteus was originally going to be an open-world RPG, like Skyrim.
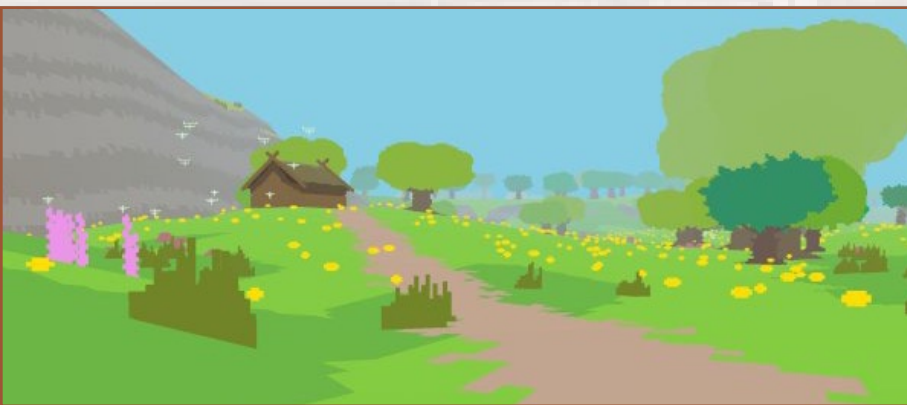
# Announcements



### The Horror at MS Aurora

A short interactive drama drawing inspiration from H.P Lovecraft, Stephen King, Heavy Rain, and The Walking Dead. With cinematic gameplay, stylistic visuals, and a lush score performed by the Belarus Philharmonic Orchestra, it's built to be an intense and immersive experience.
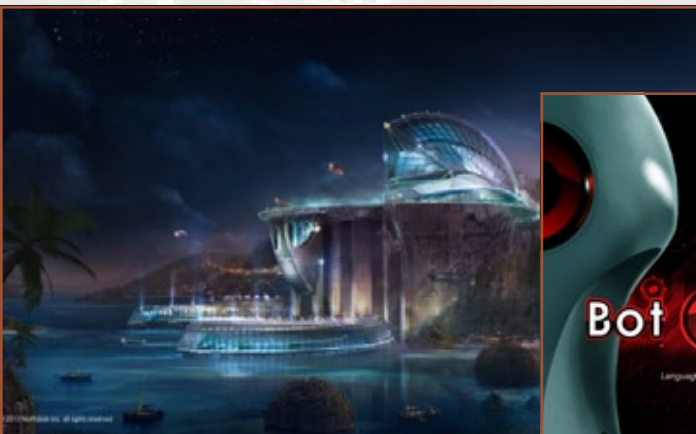




### Bot Colony

An episodic adventure series based on freeform dialogue being built for PC and Mac. Interact with robotic characters in a dynamic way to get them to help you and interact with the environment, with the end goal being to catch a spy before he destroyed the island that you are on. An alpha demo is already available, no word on when to expect the full version.

### Precinct

A spiritual sequel to classic Sierra adventure series Police Quest, being developed by the original creator Jim Walls, Precinct has a currently running Kickstarter looking for $500,000. The developer describes the games as "Precinct takes players on a police adventure as officer Maxwell Jones in the corrupt town of Fraser Canyon, CA. Starting out as a rookie and then moving up the ranks, players face adrenaline charged scenarios and conduct real police procedures while solving crimes and arresting perpetrators." While the game promises to adhere to its classic adventure gaming roots, it also appears to be leaning more towards an action adventure, with real time 3D action with realistic police scenarios.

The campaign has only raised $50,000 so far, and really appears to be struggling, though the campaign will be running until the 16th of August. When a closer look is taken, it is pretty obvious why this campaign is doing so poorly, the pricing of the tiers. Originally. it cost $30 for a preorder tier, and as much as $15 just for some wallpapers; They have since added a limited $20 preorder, but they very well may have missed a lot of traffic when this tier was not available when most of the news articles about Precinct came out.

### Nose Bound

The developer describes this upcoming game as: "An adventure game that proposes an entangling detective story. By combining entertaining puzzles and dramatic scenes of action, the game sinks the player in a charmed, churned circle of deception, noire ambiance and a very peculiar opponent. Coming soon to PC and Mac"

### Lioness

An experimental adventure game that "focuses on social interactions, life, and narrative" in a non-linear organic fashion. At the time of this writing, their Kickstarter campaign has already raised over twelve thousand dollars, breaking through the original goal of seven thousand; And that is with many days left to go, with the campaign ending on August sixth.



### Malebolgia

Malebolgia is an atmospheric horror action/adventure, set in a 19th century demonic fortress. The game is inspired by modern and classic horror games (from Western and Eastern developers alike), Gothic literature and most of all Dante Alighieri's Inferno. Fend off dreadful foes and monsters, survive , and defeat the Shadow.

Malebolgia is being developed in Unity, with a PC release planned this Fall.





### Adventurezator: When Pigs Fly

An adventure sandbox: create your own adventures with no scripting or technical knowledge required. Free-form object interaction: objects dynamically interact with each other. And a fully-fledged campaign and stand-alone extra levels.

"In Adventurezator, you not only play an ever-renewed pile of brilliantly designed point-and-click adventures: you actually get to design your own, and publish them too! The best part? You can do that without all that boring programming, or math. It's all very technical, but (if we had to put it in layman's terms) it works like a very fancy cable connected directly to your brilliance."

Adventurezator currently has a Greenlight campaign, and an ongoing $20,000 Kickstarter with a $15 pre-order their.

### Myst Island

Modder and Myst fan extraordinaire, IGameArt, is recreating Myst Island, from the classic adventure game Myst, for viewing in the upcoming Oculus Rift VR device.



### Heroes: The History of Sierra On-Line

A Kickstarter has been launched to raise $125,000 to make a Sierra documentary. An in-depth, behind-the-scenes, look into the people and stories behind the revolutionary computer software company, Sierra On-Line.

From the 1980's into the late 1990's, Sierra On-Line was an industry-leading, revolutionary company producing some of the most ground-breaking and cutting-edge computer adventure games of all time. A combination of it's cutting-edge graphics, in-depth storylines, colorful characters and challenging feats, made Sierra's games and their designers household names that are still remembered fondly and being played by their loyal fans today.

### Lacuna Passage

As described by the developers: "Lacuna Passage is a story-driven exploration and survival game set on Mars. You play as Jessica Rainer, the only survivor of the crashed Heracles mission, investigating the disappearance of the first ever manned mission to Mars. You have several tools at your disposal, but most important are your skills of observation. You will need to uncover mission logs, recorded audio files, and other physical clues left behind at critical mission locations in order to discover the truth.

There are 25 square miles of open terrain around the crash site for you to explore, and in order to find the missing crew of the Hermes you won't want to explore blindly. You must carefully manage your vital resources or you will find yourself stranded in the great red wasteland with no food, water, or oxygen."

Notable features include terrain generated from actual Mars satellite data and realistic survival mechanics. Lacuna Passage, in addition to the Greenlight campaign, ran a $40,000 Kickstarter with a $15 pre-orders, which is ongoing at the time of writing this, and has a release estimate of Q4 2014.

# Upcoming Releases

## Cradle

This upcoming science-fiction first-person open world adventure has a story built around the relations of the protagonist and a mechanical girl, lost together in a yurt among the desert Mongolian hills. The player is to restore the lost functions of his companion's mechanical body parts and together reveal the mystery of the neglected entertainment park found not far from the yurt.

The game has just been greenlit for Steam release, and they have just released a new trailer.



## Hate Plus

The sequel to the visual novel Analogue: A Hate Story is approaching its release, which now has a date, August the 19th.



## Myst: The Book of Atrus

The graphic novel port of Myst: The Book of Atrus has just been officially endorsed by Cyan with the signing of an agreement. The physical book (volume 1 at least), with exclusive content, should be ready by September 14th and will be sold at the Small Press Expo, Maryland, at that time and CTN Expo, California, in November, with some plan for selling them online coming soon.

In the meantime, you can continue reading the free version online as he writes it.
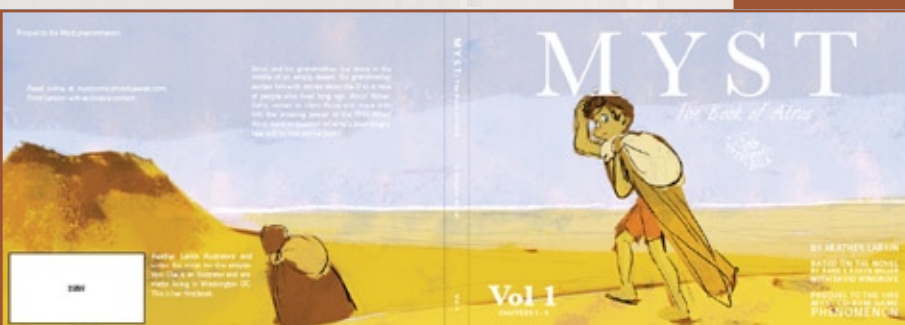
### Ether One
This upcoming, unique, hand-drawn, science fiction adventure title just got a bunch of previews based on a demo shown at Rezzed. Head on over to their latest blog post to read all about them.

### Lone Survivor: The Director's Cut
The new and improved Lone Survivor is almost finished and getting ready for a release on the Playstation. This version, according to the developer, contains eight months extra work and "hundreds of tiny little changes and improvements". Eventually, these improvements might make it to the PC, but no firm announcements have been made about this, at this time.



### Memoria
The first trailer for Daedalic Entertainment's upcoming adventure, Demoria, has been released.

## NaissanceE

NaissanceE is a short first person exploration adventure taking place in a primitive mysterious structure, with a planned release date of latter this fall. It is set in a particularly interesting looking world with beautiful architecture on a colossal scale. A trailer has been released to better explain the unique gameplay of NaissanceE.



## The Dream Machine

The fourth chapter of The Dream Machine is scheduled for an August 1st release. Additionally, the developers have announced that chapter four is getting split into two chapters, making the entire game weigh in at six. So everyone that owns the entire bundle effectively just got one extra game out of the deal.

## Space Venture

Backers have an exclusive chance to try out a SV beta demo. We are warned that the demo is far from polished, and missing loads of features; But if you want to see how they have been spending your money, now is your chance.

## Metal Dead: Encore

The sequel to the fantastic horror/comedy/apocalyptic/zombie/cartoon/gorefest/heavy metal point and click adventure game, Metal Dead, is getting a sequel, Metal Dead: Encore. This sequel has come to Steam Greenlight, and it really deserves an upvote.







## Fran Bow

Subtitled "A Very Creepy Point & Click Adventure Game", in it you play as Fran, a little girl with a troubled mind and a story to tell. Her parents are brutally murdered and she is taken to an asylum for mad children. The story is of how she escapes, and her adventure getting back home.

# New Releases



### The Walking Dead: 400 Days

This DLC for season 1 of The Walking Dead by Telltale Games is centered on a Georgian truck stop, and tells five stories of survival over the course of 400 days, beginning at the start of the infection. The game promises that decisions you made in the first season will effect this DLC, as well as decisions in this DLC effecting season 2.



### Leisure Suit Larry Reloaded

Just released for PC, Mac, Linux, Android, and iOS on many online stores. This is a remake of Leisure Suit Larry in the Land of the Lounge Lizards, which was first released by Sierra On-Line in 1987. Containing risqué humor, this comedy adventure designed by Al Lowe and Replay Games and funded by over 14,000 Kickstarter fans.

### Outer Wilds

A first-person space exploration game that lets players pilot a starship into the heart of a gas giant, meet fellow travelers on distant moons, and roast marshmallows beneath alien skies. The game takes place in a solar system of miniature planets as it dramatically evolves over 20 minutes, after which the Sun explodes and Universe ends. Over the course of multiple playthroughs, players will plan expeditions and discover ways to explore the most hostile reaches of the Solar System.

## Face Noir

Developed by Mad Orange and inspired by the writing of Raymond Chandler, Face Noir is a point-and-click adventure set in New York City during the Great Depression. A disillusioned private detective named Jack del Nero is charged with the murder of a man who, just before his death, left a little girl in Jack's protection. As Jack tries to find out who the child is, he discovers more about human nature than he ever wanted to know along the way.

Face Noir can be picked up at many online retailers, and goes for $19.99.



Do you believe in Destiny?



## Roswell Doodle

Google has released a short adventure game doodle commemorating the 66th anniversary of the Roswell Incident. Play as an alien crash landed on earth, looking for all of the parts of your spaceship.

## The Raven: Legacy of a Master Thief

After all of these recent Microid's releases, it is interesting to actually see an episodic adventure done right, which is not a comment on its quality (though it probably could be) but its release/publishing. King Art's thrilling crime adventure, out on July 23rd, has a pre-order price of $20, for the entire set; A demo was released well before release; And most importantly full disclosure.

King Art's thrilling crime adventure in three episodes from the creators of The Book of Unwritten Tales. Set in mid 1900's Europe while it is in the grip of the gentleman master thief, The Raven. His burglaries are spectacular and he always emerges unscathed. Young hotshot investigator Nicolas Legrand stuns the public when he confronts the master thief and fatally wounds him. A few years latter and a similarly spectacular burglary occurs and a raven feather is left at the crime scene, so investigator Legrand takes up the case.

## Nicolas Eymerich, The Inquisitor - Book I: The Plague

Nicolas Eymerich was a 14th century Roman Catholic church official, who was born and lived in Spain. He lead the Inquisition as the Inquisitor General from 1357, on and off, till his death in 1399. This is in the lands presently called eastern Spain and southern Italy, then referred to as the monarchy of the Crown of Aragon. In this role he is said to have brutally and effectively pursued heretics, blasphemers, demons, witches and sorcerers; Inspiring and revolutionizing the practice of religious persecution.

This is the character you play as in The Inquisitor episodic graphical adventure, and his life and the times he lived in inspire the setting and events of the game. Published by Microids/Anuman, developed by a first time studio, and released in July, 2013; Book 1: The Plague is the introductory chapter of this four part series, and cost $20. In this first part a retired Nicolas Eymerich is called to investigate an obscure case, beyond heresy, that reveals a new face of Evil.

I do not want to get into reviewing the game here, but initial reports (and my own playthrough) indicate a very poor experience.





### Droidscape: Basilica
The sci-fi, stop-motion animated action puzzler for iOS.

Droidscape: Basilica is a unique puzzle game set in a grim electropunk future. In the year 4057, a power-hungry Ecclesiarchy has plunged humanity into a new Dark Ages. One of few remaining Chronomancers dedicated to preserving the secrets of time-travel has been taken hostage on the gargantuan Basilica space station, and if he dies, an already dark world will get a lot darker. Only a small, unarmed droid named Bishop 7 can save him, and only with your help.

In each of Droidscape: Basilica's 60 levels, players must navigate around patrolling enemy droids, grabbing gems and keys needed to proceed. First, use strategy to plot Bishop 7's course across a room. Then, manipulate time to transport the droid safely across the room with a mix of reflexes and problem solving skills.

Kyttaro Games has approached Droidscape: Basilica like an interactive work of art, teaming up with visual artist Hariton Bekiaris who hand-modeled the characters in clay and painstakingly animated them using stop-motion technology. Composer-musician Chris Christodoulou has provided a complete and utterly atmospheric soundtrack.

Look for a release this July, or watch the new story trailer in the meantime.

### Kentucky Route Zero: Act II

Kentucky Route Zero is a magical adventure game about a secret highway in the caves beneath Kentucky, and the mysterious folks who travel it. The game is split into five acts, of which the first two are currently available.
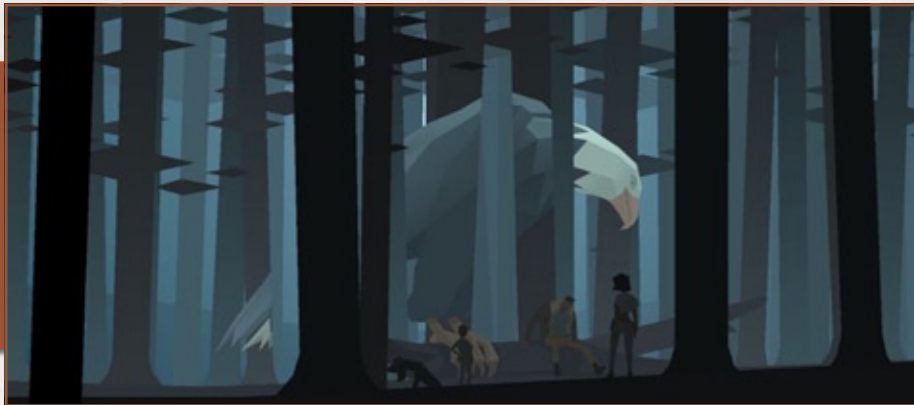


### The Inner World

The Inner World is an episodic indie graphical adventure inspired by the classic LucasArts adventures and similarly has 2D stylish hand-drawn cartoon graphics. The game takes place in the fantastical world of Asposia, where you control Robert an accidental hero.
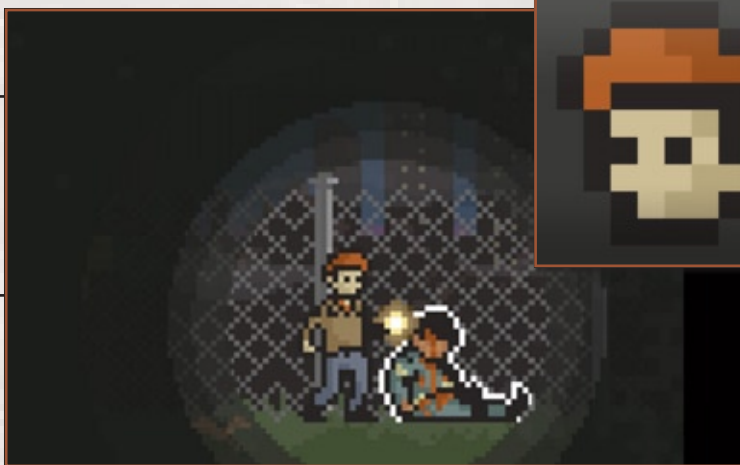
The German version of these game has been released, and while the developed have always been a little short on English announcements, I think a, world wide, English version is coming soon.

## Updated Releases



### Home

Now released on the iPad, iPhone and iPod Touch; It has been updated to be faster, and to include new content and updated features.

# News From the Big Blue Cup

**Bioluminescence (**Jaffles**)** - MAGS entry, May 2013. You play as an anglerfish who has gotten herself stuck in an underwater shipwreck! You must use your bioluminescent lure in creative ways to solve puzzles and escape!

**Shitty Quest (**JimMakesGames**)** - Shitty Quest is the story of a neglected game character and a game designer with a demon to conquer.

You must find your way out of your shitty situation and confront the game designer about what a crap effort this game is, and encourage him to do better. But there's a reason the designer is never finishing his games. Discover this and defeat his inner demon.

It's a deliberately poorly drawn game but it has been described as "charmingly shit". What it lacks in looks it makes up for in humour and some great voice acting. It's a short but satisfying game and any creative person will find the essence of the story quite familiar.

**Pizza Nostra (Christian Cammilleri)** - Chicago 1930, Joe Matone a petty thief, is caught by the police in a confusing episode. A desperate police officer with a serious problem offers him freedom if Matone fulfils the tough mission to infiltrate the dangerous Muzzarelli Family, in order to save his kidnapped daughter. Therefore, Joe will get involved in a great adventure, with many plot twists, difficult decisions, lies, betrayals and violence.

**Decisions of the Elders (Leisure Suit Harry) [Part 2]** - An unofficial prequel of the legendary Space Quest series with Roger's father, Jerry, as the main character who is looking for his lost bride, Julia. The first part of this series has been expanded, and part two added.

**Witchy Woo (Dropped Monocle Games)** - Woo is a witch in training and to be perfectly frank she's not very good! Because of her magical failings her teachers have banned her from having a familiar of her own. Tired of being the laughing stock of the witching community, and the only witch without a faithful companion, Woo decides to take matters into her own hands. Help Woo find a friend in this short debut adventure game from Dropped Monocle Games.

**Mythical Gambit Tales of the OceanSpirit (icey games) [DEMO]** - Mythical Gambit: Tales of the OceanSpirit, is a demo themed around OSD.

1st
5
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30th

## Pick of the Month: July - KTX-1

A speeding train! A ticking time-bomb! An agent in a vest! Board the KTX-1, and prepare for the ride of your life! Jam-packed with danger and intrigue, a trip on the KTX-1 will prove an exhilarating experience! With a great sense of style, and plenty of puzzles, this is one train you won't want to miss!

(Chosen by **LimpingFish**)



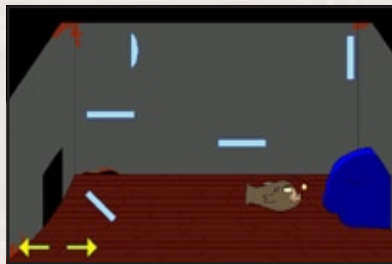**Witchy Woo**
**(Dropped Monocle Games)**

**Pizza Nostra**
**(Christian Cammilleri)**

**Decisions of the Elders**
**(Leisure Suit Harry)**

**Mythical Gambit Tales of the OceanSpirit**
**(icey games)**

**Bioluminescence**
**(Jaffles)**

**Shitty Quest**
**(JimMakesGames)**

# Edna & Harvey
# Harvey's New Eyes

A sequel to *Daedalic Entertainment's* very first game *Edna & Harvey: The Breakout*; *Harvey's New Eyes* keeps the series dark and sarcastically comical style but offers a modernised and simplified experience. *Harvey's New Eyes* takes place some years after the events of *The Breakout*, and contains many of the same characters and locations. At the same time, the story is really not a continuation of the events in the first game, we have a new protagonist, with her own story to tell here; The plot of *The Breakout* only really provides an interesting backdrop to the game, and insight into motivations and characters within it.

## Review by Jonathon Wisnoski

The story is very well told, and simply enjoyable. It has a lot of the same overflowing charm and style as the first game. You play Lilli, a completely innocent and well behaved girl who does everything that is asked of her. But no matter how hardworking and well meaning she is, accidents seem to be in drawn to her; Though she is so innocent that she cannot see the damage that she causes, and gnomes come to cover everything unpleasant with pretty pink paint. She lives at a convent school ruled over by a strict Mother Superior, who is ever disappointed with Lilli's work. Not long after the

start of the game, Mother Superior brings in the infamous physiatrist and head of the town's Asylum, Dr. Marcel, who returning fans will be very familiar with. Doctor Marcel, with the help of a harvey doll with hypnotic eyes, hypnotizes Lilli, preventing her from doing a long list of things, for example "playing with fire". Lilli's adventure will bring her past the walls of this convent, to the neighboring town, and even into the Asylum from the first game (where you will meet many returning characters), as she fights her hypnotic programming.

The interface and gameplay of *Harvey's New Eyes* is pretty standard and modern. The interface is much simplified and polished from the first game, and the overall gameplay is somewhat simplified, as well; The game is possibly a less open, smaller world, than *The Breakout*. It is generally linear, but at the same time allows a handful of different areas and

puzzles to be explored in any order you choose, at least most of the time. The puzzles themselves are well polished and very enjoyable; They are pretty standard inventory and logic puzzles. They are also frustrating and difficult at times, but overall very normal.

The one thing that *Harvey's New Eyes* does very differently than everyone else is how Lilli's hypnotic programming interacts with the gameplay. After you get hypnotized by Dr. Marcel, there is a long list of actions you can no longer perform. You cannot use fire or sharp objects, you cannot go into dangerous places, and you must do what you are told, to name a few. They restrict you from doing pretty much everything, but with the help of a harvey doll you can travel into your subconscious and conquer these restrictions. You slowly unlock these restrictions over the course of the game, but you can only even break one rule at a time. This system is just done horribly and distracts from the gameplay to a huge extent. Naturally, you would think that you could fight your inner demons at any time, it is not like you need anything to do so; But everything is 100% scripted. You would also think that they would make some use of this huge game changing system; turn it into some ingenious puzzle. But they never do. You unlock abilities right when you need them, or right before. You can only ever use one at a time, but other than making you click one extra time before using a sharp object this changes nothing and is never used.

The graphics, soundtrack, and voice-work are great, and well polished. Not really inspiring, nor revolutionary, but they are

all very well done. It is a great sequel, and a great stand alone adventure; I personally played this game before *The Breakout*, and and am writing the review second, and either play order is perfectly acceptable. There are many great improvements, and polish added to this game, when compared to the original one released in 2011. But they did manage to keep, at least a somewhat, inefficient

and frustrating interface with the addition of the Hypnotic Programming feature set. While it is somewhat dumbed down, I believe this game is just as good

as the original. The story and gameplay is a little worse, possibly, but everything is polished so much more, and the interface if not a complete frustrating mess. ●







**BRIGHT MOMENTS:**
The wonderfully dark comedic story.

**FUMBLES IN THE DARK:**
The hypnotic programming system.

**VERDICT:**
A polished adventure that relies on its story to really shine.

# Dracula 4
## The Shadow of the Dragon

The fourth entry in the classic *Dracula* series, and a sort of spiritual sequel to the 2008 *Dracula 3: The Path of the Dragon* by *Kheops Studios*, *The Shadow of the Dragon* is the first episode in an episodic series. Including the tutorial, you explore three small locations and solve around ten puzzles in about three to five hours of gameplay. The game was developed by *Koalabs*, published by *Anuman*, and retails for twenty dollars. At the time of this writing, it has been released into PC, and a few sites have a Mac version, also an iOS and Android version are in the works.

## Review by Jonathon Wisnoski

**D**racula 4 is the worst case of lying by a publisher that I have ever seen. All of the press releases, that I saw; All of game descriptions on the store pages; Are outright lies, both of omission and/or the normal variety. *Anuman Interactive*, with respect to this game, lies to its customers, and additionally omits facts, which in this case constitutes another lie. And online stores, are just parroting these lies to people who buy the game. All of these lies are tied to one fact that *Microids* is doing its damndest to hide. But the fact remains, *Dracula 4: Shadow of the Dragon* is episodic. It is *Dracula 4*, part 1; It only introduces the plot that it promises, and does not even hint at a few of the plot points in the official story description. It is a three hour game, and if you want to experience the story that was promised to you when you paid twenty dollars for it, you are in for, probably, two more purchases when they release *Dracula 5* and *6*. The length and story progression in this episode played, at most,





like one-third of a complete game. I urge everyone who bought this to return it to the retailer you bought it from, I think you have a very good case to get a full refund. I know Steam recently went through a big debacle with *The War Z*, over similar deceit, and Steam gave everyone who asked refunds.

The story of this first episode revolves around a valuable collection of artwork owned by a strange professor who believes in, and fears, Dracula. While he is transferring this collection to the Metropolitan Museum of Art, the cargo ship carrying it sinks. A few months later one of these "destroyed" paintings resurfaces in Hungary, but while Ellen Cross is there authenticating the painting, the suspect dies in a

holding cell with a horrible look of fear on his face. Clues lead her from this location to Budapest, and Istanbul, on the trail of the remaining paintings, and one not originally mentioned on the manifest. One strange notable absence in the story is even a reference to "The Shadow of the Dragon", which of course is its title, and is explained in some plot synopses as a dark and secret organization. This story is not even OK as an opening chapter, and offers no enjoyment at all. You get one decent opening cinematic, and a few characters and story points are introduced, with noticeably bad story telling, then it ends suddenly with a teaser for *Dracula 5*. It is a slice of a bigger story, and cannot stand alone; In no way is this a
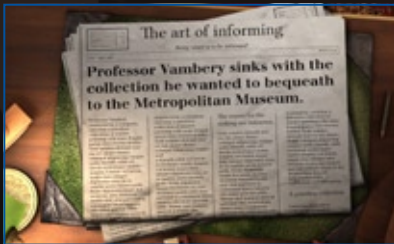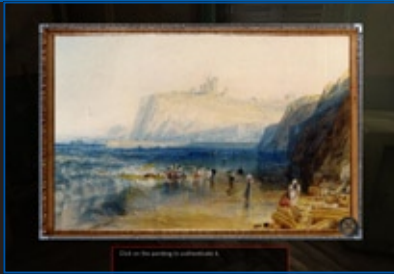
short game in a series, but a single small part of a whole game.

The game itself is rather buggy and riddled with mind boggling design choices. It is just sort of generally buggy everywhere, some programming, some sound, some graphical problems; Most of it is ignorable, but there is at least one game breaking bug, that can cause a person to be unable to complete the game, five minutes from its end. And unless you are willing and able to play with some of the game's internal files, the only fix is to start over at the beginning and hope it does not happen again. Also, there is one spot, in the tutorial where I have heard many people complain about getting stuck in the inventory screen. In general, the game just seems completely unpolished and rushed. For the features that they did implement, you have to wonder, why would they implement it like this.

There is a tutorial/prelude to this introduction episode. But you have to manually select it in the main menu, and it is not played by default. This prelude contains, not only the best puzzles and plot in the entire game, but also about one-half of the entire story and one-third of the gameplay; And if you did not play it you would be rather lost, story-wise, and the game would be significantly shorter. *Dracula 4* also falls into the increasingly more common problem of exclusive touchscreen controls on all platforms; There is no button to flash hot-spots on the screen, instead we have an option for them, so that they are either constantly on or off. There is no right click look and very few options; This is a game and interface designed for an iPad.

The graphics, soundtrack, and voice-overs are all decent. They all have their own bugs and little noticeable problem areas. In particular, the graphics look very cheaply produced. They are a sort of realistically themed, cartoony generic graphics; Like you see in many, low production value, hidden-object games. But they are moderately detailed, and look honestly good in a few locations. The game does contain a moderate amount of cutscenes, which are mostly just OK. These graphics are portrayed in a 360 degree panoramic, click and drag (of course, because this is designed for an iPad), view, with very minimal animation. Every single facet of these production values are comparable, but a huge step back from the previous entry in the series, *The Path of the Dragon*. The game, and in particular the interface, is very reminiscent of *Kheops* games, like *The Path of the Dragon*; It plays exactly like a poorly made knockoff of a *Kheops* game.

The gameplay is generally easy, and most of the difficulty comes from puzzles that could have been designed better. This has lead to some people describing the game as a casual adventure; This is not wrong, but at the same time this is in no way a hidden-object game, and still has a moderate difficulty. I believe that simply "adventure" is the correct defining genre. The puzzles are standard adventure game puzzles, some inventory puzzles mixed with the occasion logic puzzle. One of the game's worst features, and something that has me scratching my head wondering why they would include it, is the health/medicine system. You have an incurable medical condition, you have been taking medicine to survive, but that medicine is no longer being produced, so apparently you do not have long to live. As you play the game you must occasionally take your remaining medicine, and other things you find on your exploration, or you will die. The system they use for this is quite advanced, all your medical/health items have their own inventory system, and you can take them individually or in combination. Some combinations increase overall effectiveness, some lessen overall effectiveness, and others actually hurt you. The strange thing is that they make eating a pear or apple identical to taking a pill for your specific and deadly condition. Additionally, they include items like whisky, which will be very bad for you, no matter how you

take it; And it is quite common for environments to contain stashes of unlimited food supplies. This system is never used for anything, and having to open your inventory and eat three apples and then travel back to the apple bowl for more, every 15 minutes, is far from entertaining. The developers also included both a point system and an achievement system. The point system really did not seem to be used at all, but I was far from getting every trophy/achievement when I finished my playthrough.

*Dracula 4: The Shadow of the Dragon* is an incredibly mediocre game with significant issues and problems. It lacks any sort of polish, and is very poorly designed. It is quite literally the

worst adventure game I have ever played, and I think it would make a strong contender for world's worst adventure game. There is absolutely no reason for me to recommend this game to anyone, or any reason that I can see that anyone would want to play this game. That being said, if it is played as a casual adventure, you could make an argument for it being fundamentally more entertaining than the average hidden-object game. But the worst feature of the game is not even its gameplay, buggy engine, story, or graphics, it is its $20 price point and the publisher's decision to be dishonest about the game. If there is a single adventure game you are not buying this year, make it this one. ●

**BRIGHT MOMENTS:**
The graphics were decent, at times.

**FUMBLES IN THE DARK:**
The publishers choice of description, and price. Also, everything else.

**VERDICT:**
All around a bad game, an absolute do not play.

☆ ☆ ☆ ☆ ☆