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## Cursery: The Crooked Man And The Crooked Cat Collector's Edition Cheat Code For Pc



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### About This Game

For more than a century, girls of a certain age have been mysteriously vanishing, never to be seen again. Some say they were taken by the Crooked Man, who always travels with a strange little black cat at his side. Now he's kidnapped your very own sister! You've got to unravel the riddles in the Cursery and find out who's the mastermind behind this whole evil plot. Save your sister, as well as his other kidnap victims... Defeat the Crooked Man and his servant... Uncover the story behind the Crooked Man's actions... Reveal the mystery of the cursed nursery rhymes, the Cursery...

This is a special Collector's Edition release full of exclusive extras you won't find in the standard version. The Collector's Edition includes:

- Play the bonus game – Humpty Dumpty is cursed!
- Download soundtracks, wallpapers, screensavers, and concept art
- Use the integrated Strategy Guide
- Play bonus puzzles!

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Title: Cursery: The Crooked Man and the Crooked Cat Collector's Edition

Genre: Adventure, Casual

Developer:

Blue Tea Games

Publisher:

Big Fish Games

Release Date: 12 Apr, 2017

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English

- TRAINING
- CONJURING
- DEMONS
- TOWN
- MINION
- MINION LAB
- ADVENTURE
- GENERATOR
- DUNGEON
- CHALLENGE
- WORLD BOSS
- BATTLEFIELD
- XMAS EVENT
- 1 2 3 4 75%
- 25
- Current Life  
14:08:11
- REINCARNATION
- DAILY REWARD
- EXP SHOP
- SOUL SHOP
- SAVE
- SETTINGS

## Snowman #62

498,049 Snowballs

**DO YOU WANT TO BUILD A SNOWMAN?**

Reward Log

GIVE ME ALL YOUR FLAKES TO BUILD SNOWMEN FOR CHRISTMAS

YOU HAVE 1,424 FLAKES

	<div style="background-color: #f4a460; padding: 2px;">199 Snowballs every 15s</div> <div style="border: 1px solid gray; padding: 2px; display: flex; justify-content: space-between; font-size: 0.8em;"> <span>200 Flakes</span> <span>Upgrade for +1</span> </div>
	<div style="border: 1px solid gray; padding: 2px; display: flex; justify-content: space-between; font-size: 0.8em;"> <span>375 Snowballs every 30s</span> <span>Upgrade for +5</span> </div> <div style="border: 1px solid gray; padding: 2px; display: flex; justify-content: space-between; font-size: 0.8em;"> <span>380 Flakes</span> <span>Upgrade for +5</span> </div>
	<div style="border: 1px solid gray; padding: 2px; display: flex; justify-content: space-between; font-size: 0.8em;"> <span>725 Snowballs every 60s</span> <span>Upgrade for +25</span> </div> <div style="border: 1px solid gray; padding: 2px; display: flex; justify-content: space-between; font-size: 0.8em;"> <span>750 Flakes</span> <span>Upgrade for +25</span> </div>

**15% Chance to find flakes in adventure**







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If you've ever wanted to play as a vascular, ripped, violent female Barbarian who goes round tearing up dungeons, then this is certainly the game for you! A definite ten out of ten!!!

<https://www.youtube.com/watch?v=y5M1VQ2vNII>. After reading the other reviews and the preview images, I thought this game would be a fun jRPG with a modern twist. I love games published by Aldorlea, as well.

However, this game, I can not say in good faith I recommend to anyone. I bought it for 1.99 and I still think it was too much. I spent the first hour, tirelessly grinding through uninspiring dungeons before I realized that, no, it wasn't going to get better.

The only positive to this game is the turn based combat system, but you can find that in any jRPG.

Pros-

Some of the character facesets are appealing

Cons-

Where do I begin?

The game starts off making absolute zero sense. The comic cut ins were neat, but I had no idea what was going on. First off, the game is about finding your 'girlfriend', um. no. The guy in the game hasn't even talked to the girl before, but somehow he's going around risking life and limb for someone he's never even talked to.

Somehow you're supposed to believe in broad daylight, a man waltzes into a heavy populated area in a large city, throws a woman over his shoulder like a sack of potatoes, and runs off with no motive, or obstacles.

The party members make zero sense. You have a choice of taking 3 with you on your journey, but they, like the 'girlfriend' have never interacted with the party member before. If they did, it's not shown very well.

One of the party member's faceset is completely identical to the girl being kidnapped, and I was completely confused and thought they were the same person!

Onto the game, there *\*is\** none. The game is dungeon after dungeon. Once you clear a dungeon, you're transported to another dungeon. There is no progression in the story or explanation for what you're doing or why. You have no option of going back. It's grinding, without an end goal.

The dungeons are the most uninspiring dungeons I've ever seen, and for the first dungeon, the battlers don't even make any sense. Why am I fighting samurais and a medieval knight in an office complex? The same battlers are used over and over, there is no variety or method to why they are where they are. You just fight. This isn't even explained.

And can I mention the party member that you pick up when starting the game you can't control? He's COMPLETELY overpowered and makes the battle system completely unbalanced. All of my characters were KO'd yet this unwanted dude took on 4 battlers by himself. WHY? Who wants that? I'd rather die and figure out what I did wrong than have the game essentially play itself.

I played this for about 2 hours thinking the game would get better, but the more I played it, the worse it became. The dialogue between the characters is terrible at worst, immature at best. The characters swear, but instead of using actual words, the game uses symbols. And these characters swear A LOT. When the dialogue is nothing but symbols, it's time to forfeit the symbols, or better yet, think of more productive dialogue.

Also, the characters have bars abbreviated as "TP" but the items regenerating it call it "SP". Unless I'm completely missing something, I feel they both should be abbreviated the same way to explain to the player what they're regenerating when they're using an item.

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There's no explanation on what the characters stats are or what they do, it's assumed the player already knows. It should not be the players job to correctly assume what the stats on the characters do.

As I said before, the dungeons look depressing. I get that the developer is going for a retro vibe, but it's 2017. Just because you CAN put in less effort doesn't mean you SHOULD. If the game is going to be nothing but dungeons I feel like it should be changed up a bit. The last dungeon I played before quitting was nothing but white walls and blue pipes. This is what you're looking at for a good hour, only to be rewarded with dialogue that adds completely nothing to the story.

IE:

Villain: "I don't know anything about where the girl is. Why do you care so much?"

Main character: "I just do!"

Yeah, I'm not even exaggerating on that.

I know this is harsh, but the truth is the game is boring, unbalanced, nonsensical, and amateur. I feel like the developer should practice way more before trying to release a full game like this and asking for money. Truth be told, I feel like this was a quick way to get a couple dollars because I truly feel absolutely no effort was put into this.

I can't recommend this game in good faith, even at sale price. This game looks and feels like a first project.

The save points are very infrequent. It was almost a half hour to an hour between save points for me.

A much better indie JRPG is Moonchild, it is also published by Aldorlea Games and was also made in RPG Maker.. Great game if you want to learn about the Old Kingdom. Challenging and Fun!. It's alright. Recommended in a bundle, otherwise don't bother.. Quite an amazing game for it's price. Not too brain-racking at the start but it gets harder at the end trust me. :) (The final stage got me raging a few times before finally completing it out of luck) But all-in-all it is a good strategy/puzzle game that will take your attention up for a few hours, so better prepare a few bottles of water before starting. :D. World of Subways 4 is an improvement to the world of subways series. That being said I am 7 train rider so I'm going to criticize this a little harder than some other people. The Game format itself in shift mode was great and follows closely to how MTA operates there crew for the most part. The game itself i felt the track layout was rushed (even though we experienced several delays in the creation of the game) the switches south of Queensbrough Plaza are way too sharp for any train to take, also there is in consistent head movement along the route such as when leaving time square you have to fix the view but any other curve after Hunters Point Ave you don't have the same experience. The other thing I found lacking is the level of AI traffic in terms of trains the 7 train has the HIGHEST TRAIN FREQUENCY in the system, for example I was operating a express train from TS to Main and there was NO OTHER NORTHBOUND TRAFFIC only 3 other southbound trains, that would be a frequency you would see maybe late night not 4 in the afternoon. In terms of scenery they did a great job and it is highly realistic to real life. So the train itself have okay physics for the train, they could be much better but they are simulating an older fleet which in real life if anyone rode them when the train operator applied the air brakes the train stopped, the good old R33 don't run like the R62a that operate today (the R62a only have airbrakes compared to the R33). So aside from the AI traffic or shall i say lack of....the game is actually pretty good. Really satisfying and stylish little shoot-em-up.

The different weapon types are all fun to use, and the scoring system and game mechanics are simple enough for even casuals to get into it. In fact, all the achievements are totally attainable. The difficulty is very reasonable.

My only criticism is that the levels are a bit too similar, and more types of enemies or level hazards would have made the game more interesting. There's maybe not enough content to justify full price, but on any kind of sale it'll definitely be worth it..

Interesting indie mixed adventure-role playing game. It's not a gem and you must forget about it if you are just trying to find a hack and slash title focused mainly on combat and action. Driftmoon is not that kind of game.

This one is more about dialogues and reading a lot (only in English at the moment). Game is full of humor, a little cheesy but wonderful if you (like me) like also these things. I really cant made any complaint about that. You can even feel good or bad for the characters if you are some kind of sentimental person.

I recommend this game. Not for its full price maybe, but its fine with a discount. It gave me like 14-15 hours of fun and some

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laughs.

The game also is moddable by the community, which is a good thing. There are some mods out there already integrated into the game options menu. And you can make your own ones if you know how to do it.



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I can't say too much about the gameplay besides the first 30 minutes or so, but I can say the graphics were stunning and very appealing.

Unfortunately, the trackpad-motion design (on Vive at least) was extremely motion-sickness-inducing to say the least. I felt disoriented and motion sick within the first few minutes and I couldn't last any longer than 15 minutes when I first tried it. While I understand a teleportation-based system might make the puzzles less fun and diminish the gameplay, the trackpad movement was simply unplayable to me without sickness.

If you don't get motion sick in VR at all, this might be a great game for you, but I can't recommend it if you are susceptible to VR sickness in any other games.. **Pros:**

**-Fun new outfits**

**-Content available early on, with some of the higher quality stuff appearing later**

**Cons:**

**-By the time you find it, the game already offers something better in terms of armor or damage potential**

**-Bad value for amount of added content; no real "meat" added to the game**

**Overall: Basically a DLC of extra outfits and weapons that are not normally available. The outfits are fun and the weapons are passable - using a dead fish to kill enemies is always entertaining. But there's nothing here revolutionary. The core game already has better armor available anytime you run across this expansion's content. 9.99 is too much. Might be worth it on a heavy sale.**

**Bottom Line: Not really worth the money, even on a sale, but if you want extra outfits and weapons to choose from this could be for you.. wow, this was an interesting, fabulous, plus sometimes frustrating experience. after 31 hours, i think i am close to finishing, but i'm pretty sure something wrong is preventing me from completing the game. i don't know for sure it's not just a bizarro ending, but i am hopeful a Dev will answer my post in the Discussion area about this.**

**in spite of that plus the game crashing every time i tried to quit, plus a couple other issues that i'm not sure are bugs or simply my failure to grasp how the game is supposed to play, i still loved it! the game is a bit dark, both in theme and in it's often too dark to see the surroundings. no adjustment for brightness. often the flashlight stopped working, and again i'm not sure if it is supposed to do that or not. some of the time i could fix that by pressing Windows key then again to resume the game. i pressed Q and the flashlight came back on but not always.**

**my pet peeve is that you cannot save the game when you want to. it saves at pre-determined times, which i find hugely annoying in many games. perhaps i don't understand technically if there are reasons for this, but it's a big obstacle for me in liking a game. in spite of this too, i still loved the game!**

**puzzles were often very difficult for me, but i managed to solve everything up until now, when i don't know if there are more or not!**

**now to the good part: i know i like a game when i'm thinking about how to solve a puzzle when i'm in the shower or about to go to sleep. and i also can't wait to get back to the game when i'm not playing. this was the case with this one, and the creator made it very interesting.**

**i give it 4.5 stars out of 5. but you'll need some patience getting started and progressing at times. the controls are easy and simple. i just think it needs a few tweaks where it might have some issues like i'm experiencing. for me to recommend the game in spite of the issues, it's the kind of game i like. kind of bizarro.**

**so all in all, i recommend it and hope the Devs fix the rough spots and maybe tell me if i'm finished or not. haha!**

**UPDATE: thanks to a helpful Steam member, i found out i was not finished the game, and i was then able to finish it. i did in in almost pitch darkness, as i could not get my flashlight to work, period. the ending disappointed me as i clicked on the will and it didn't give me time to read more than 1 line and the credits rolled. the end. but i still love the game.. No, just no. It's another clone/direct port of a silly phone game. It's designed for mobile platforms (phones & small tablets). It's not a PC game. There's no real strategy, there's no real gameplay. It's a rather boring and useless waste of**

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time. Great if you like that sort of thing, but I really don't. I picked it up as part of Humble, otherwise I wouldn't have it here.. This game is styled as an old-school board game. A gang of young girls runs around school (and town) trying to solve a mystery. The play consists of a series of encounters, each of which prompts a minigame between one of your girls and the opponent.

I did not have fun playing this game and would not recommend it. The controls are awkward, the minigames are unintuitive, and the plot is boring.. I just want to know, how to set the screen resolution? 800x600 is not acceptable.. Great for chilling out and time killing... worth the price.. HAPPY HALLOWEEN!!!!!!!!!!!!!!!!!!!!!!!!!!!!

. Lucent Heart is a great game, I have been playing it for maybe a little over a month now. Yes sometimes it gets laggy but it is a fun game overall. The reason i got Lucent Heart was to find something i could play with friends. I even made more friends through Lucent Heart! I love how its linked to our Zodiac signs too!! It is so cool using Dance Show to dance and that you can have people dance along with you. I also love that you can team up with other players to help you with quests and talk to cupid to find your soulmate. People think this game is terrible or bad but they just haven't even tried, yes i agree with some comments saying it is laggy but the comments like how girls play guy characters and guys play girl characters. I am a girl playing a girl character... but anyway i would recommend this. My character is DeathToTheStars and i hope to see you around<3. You have to create an account to play this.

It is a web browser game.

The tutorial sucks.

The gameplay sucks.

Don't play this.

[https://www.youtube.com/watch?v=4N0Cv3\\_4\\_gM](https://www.youtube.com/watch?v=4N0Cv3_4_gM)

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