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About This Game

9 Clues: The Secret of Serpent Creek is an original hidden-object puzzle-adventure game, featuring a totally unique Detective Mode. This thrilling mystery merges elements of classical horror and gritty, 50's-style noir.

A paranormal private investigator is contacted by her friend, famous reporter Helen Hunter, whose voice sounds small and terrified in the voicemail. She is in the coastal town of Serpent Creek, and needs help immediately.

But upon arriving in Serpent Creek, the detective finds no trace of Ms. Hunter.

Weirder still is the fact the town's streets are crawling with snakes, and the citizens seem to be sleepwalking through life. The ground shakes with violent tremors.

When investigating Serpent Creek, the detective will perform true investigative work: finding clues and combining them to learn the secrets of every crime scene in the all new Detective Mode!



Features

- Unique Detective Mode gameplay

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- Eerie, realistic settings
 - Mysterious crime story set in 1950's America
 - Challenging mini-games
 - Complex characters with real motivations
 - Detective's Journal that includes current tasks and character index
 - Unique locations
 - Breathtaking plot full of unexpected twists

Title: 9 Clues: The Secret of Serpent Creek

Genre: Adventure, Casual

Developer:

Tap It Games

Publisher:

Artifex Mundi

Release Date: 18 Jul, 2013

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Minimum:

OS: Windows XP, Windows Vista, Windows 7, Windows 8

Processor: 1.5 GHz

Memory: 512 MB RAM

Graphics: 128 MB VRAM

DirectX: Version 9.0

Storage: 1 GB available space

English, French, German, Japanese, Korean, Polish, Russian, Simplified Chinese



Wow. The cable is... glowing.

New Objective:
Rescue Helen.

Inventory

MENU

HINT



Has a bit of an interesting story. Puzzles aren't that difficult though and I still love snakes <33 so it's an okay game xD. I liked this game, it was ok. But get it on a good sale, definitely not worth paying the full price since you'll probably finish the story in a few hours. If you're into HOV puzzles, it's worth checking this title!. This Hidden Object game is fairly short and the puzzles aren't particularly difficult. Still, the story is so much fun. You're exploring a creepy town and running into large snakes on a regular basis. Most of the townsfolk seem zombie-ish and the rest are highly suspicious. Your friend sent you a distress call from this location so it's up to you to find her and figure out what the heck is going on. Secret of Serpent Creek was so enjoyable that I played it a couple times in a row. And I'm sure I'll play it again at some point. If you find this game on sale and you enjoy hidden object games, puzzles, or SNAKES (I love snakes :p), then I definitely recommend this game.. As much as I love Artifex Mundi games and the graphics they have in their games, this one left a bad taste in my mouth.

Don't get me wrong here ; if you want an easy hidden object game with a simple story then this game is for you. However, if you are a fan of "Nightmares of the Deep" like me, you will be saddened by this one.

The puzzles were too easy. I felt no challenge and I could almost tell which object I had to click on without looking at the list I had. Second, the story made absolutely no sense and felt sort of rushed. The characters have no background so you don't even know who they are to your character and why they're all in this city.

--WARNING SPOILER FROM HERE!!!!!--

The "bad guys" are very predictable. No surprise at all at the ending that also left me really unsatisfied. What also got me frustrated is how, for example, you have to find a way to touch an electrified cable and you need gloves ; you don't even have to look around in the map, it's right next to the electrified cable !! What is the point of having a hidden object game when the objects are not even hidden?

-- END OF SPOILER --

I am really deceived and hope that I will not come across another one like this. If you still want to try this game, I recommend to wait until it goes on sale because it's not worth the full price.. I've played a lot of hidden object games on Steam and this is the first one that had very positive reviews that I really didn't like.

Cons:

- The puzzles are incredibly easy. If you play on expert the only time you might get tripped up is in "detective" mode.
- I blew through it in 2.5 hrs while cooking dinner at the same time.
- The storyline isn't that interesting and you pretty much can figure out what is up from the beginning.
- If you're deathly afraid of snakes it might give you the creeps.

Pros:

- The voice acting was fun.
- The hidden object portion is well done. I never had to use a hint due to bad coloring or poor graphics.
- If you're deathly afraid of snakes it might give you the creeps.. *9 Clues: The Secret of Serpent Creek is another Artifex Mundi game \u2013 one of their early productions, working with a young developer team: Tap It Games. It is a decent HOG to keep you busy for 2-3 hours straight with a subtle taste for noire. It is not exceptional compared to the rest of Artifex Mundi collections, but it is refreshingly well-done for the HOG genre itself anyway.*

Our character, a lady private eye comes to the little town of Serpent Creek to investigate the disappearance of her journalist friend, Helen during Serpent Creek's famous Serpent Festival. We are quick to notice that there is an obscene amount of serpentine references going about the town; alongside mysterious disappearances, earthquakes and zombie-like citizens. The story gets more and more complicated between a moody hotel manager, a veteran sheriff, a suspicious British guest and a disturbingly oblivious mayor... What to do?

While the character modelling is appealing in animation, the psychological portrayal and demeanor designs of characters especially take the cake on this one. They are definitely interesting and elegant enough to keep you interested with the story revelation. People look and act similar to cover arts for classical Nancy Drew books with an extra dose of eerie and suspicion about them. You keep

second guessing about characters, tying them to any kind of dreadful business the moment you see them. I won't lie, the outcome is not extraordinary, yet the display is certainly worth your time. The background artwork is also pretty and comes strong on establishing atmospheres.

The game contains some of the more imaginative puzzles that I've encountered within genre, alongside some entertaining lock picking puzzles. What I especially liked was investigation scenes where we are expected to pick up some clues around to deduce the recent happenings within the room. Hidden object scenes were ordinary if not a bit too easy. The usage of the map, action indicators and its teleportation feature are all present to bring you a relief for achievement hunting.

All in all, the game is worth the money for a HOG gamer, or anyone looking for a time kill with both noire and mystical atmosphere. If it is on sale, even better.

Please also check out Lady Storyteller's Curator page [here](#) - follow for regular updates on reviews for other games!. It is [Artifex Mundi](#). "If you played one, than you know them all." which in this case is one of the few times in gaming where it comes to be the most positive thing about a point&click "slash" hidden object you might ever hear.

[10V10 Artifex - You make me droll - Mundi](#)

A fairly simple but enjoyable point and click\hidden object "mystery\crime solving" type of game. Completed in less than three hours with all the achievements in one playthrough.

The game is the perfect length to keep you intrigued. The story is not too long or convoluted so that you cannot follow along with it. The puzzles are all fairly simple and there is a good variety of them, and if the game is too easy for you.. there are different difficulty settings.

Interesting and original story, fully voiced, great atmosphere and a lot of opportunity to get help if you are stuck so that the game never feels frustrating. This isn't scary by any means, but it sort of creepy in a unique way. I quite enjoyed this, would definitely recommend.

P.S. There is a Resident Evil reference. For the win.. Your friend calls you for help as the town of Serpent Creek seemed to be under a strange spell. Arriving there, apparently, nothing seems wrong, apart perhaps that man in a flower shirt, Owen...

As any Artifex Mundi, this game is of quality. Unfortunately, I didn't really enjoy it as I should. It was kinda hard to enter the story this time because I have immediately understood who was the culprit, contrary to Grim Legends for example.

I had a problem with one of the HO scenes where, despite clicking on the right item, it wasn't being picked up. I don't know how I managed to get it past (clicking and clicking and finding finally the hitbox), yet, it was frustrating. I don't know if it had been solved or not as I uninstalled the game once I got everything I wanted from it.

But despite this, it's an Artifex Mundi game: well polished, well thought, good visuals, good soundtrack and with nice twists.

Given the fact that I've played the game a long time ago, why the review now? Guess what will be released in a few days? 9 Clues 2! It seems a little more darker than the first 9 Clues, more psychological (yay!), so, it was time to put a review for the game :).

Buy it anyway :).. *9 Clues: The Secret of Serpent Creek is a well-designed hidden object puzzle game by Tap It Games and top genre publisher Artifex Mundi. The graphics are more cartoonish, but they still fit the film noir \ 1950s detective theme. I like how the sound effects are tailored to the theme as well \u2013 in this case, an old-fashioned camera sound occurs when you click on things. The 9 clues mechanic which gives the game its name is fun even if the stories deduced are a little funny in an out there sort of way.*

The game is susceptible to those idiosyncrasies that sometimes occur in this type of game. For example, requiring you to open a pull-tab can with a knife. Also, as a museum professional \u2013 ack! Lol the treatment of artifacts. I also had a minor quibble with historical accuracy. Elvis Presley first started making music in 1953, so he certainly wasn't famous enough to be known as the King by the time this game takes place in September of that year.

However, the ending leaves room for a sequel, and I purchased the sequel as soon as possible when it came out, so let that speak for itself. :). Game Information

9 Clues: The Secret of Serpent Creek is an Hidden Object Puzzle Adventure game that was developed by Tap It Games and published by Artifex Mundi.

Game Visuals

I want to mentioned that the visuals in the game is nicely done with a painted feel to them. The visuals can be adjusted in the game's option menu.

Game Audio

I want to mentioned that audio for the game is well done. Even though the audio is somewhat simplistic and repetitive. The audio can be adjusted in the game's option menu as well.

Gameplay

There are three different game difficulty modes to choose from: Casual; Advanced and Expert.

The notebook keep tracks of progression in the game. Such as story events and clues.

There is an interactive map in the game. It allows the player to fast travel between each locations quickly without having the need to constantly backtracking. It also indicates that there are variety of tasks that can be completed at various locations within the game. The interactive map is not automatically given at the start of the game.

There is a padlock feature that is available to lock the inventory panel in place to make it stationary.

There are some interactive items in the game. Some of the interactive item may require extra components before they can be interact with. All interactive items are marked with a symbol in one of the corners.

The hidden object scenes consists of the following: Traditional word lists. Some of these hidden object scenes may require a little or no interaction.

The puzzles are fairly easy to solve without having the need to skip any of them.

There are nineteen different achievements that can be unlocked from playing the game. Each of these achievements does come with some requirements that needed to be completed before they can be unlocked.

Miscellaneous

There are six different trading cards to collect. The game only drop three of those trading cards. There are several ways to get the rest of the trading cards: Purchased from the Steam's Community Market; Trade with friends; Booster Packs and its' Booster Pack Creator.

Final thoughts: I have found the game enjoyable to a certain extent. The replay value for the game is low. I would recommend this game, but not at the game's full price value.. If you like hidden-object\puzzle games, this game surely is a more lightweight entry in the genre. It's fairly short and I'm not sure if the full price is really justified, but it's very approachable, looks nice and works fine even on my Linux system.

The story has some weird pacing and logics at times (oh no, your friend is in immediate peril in the lighthouse, let's break into the library, cemetery and the mayor's mansion first before we return to the lighthouse and get her out) and is in general not overly complex, but at least the writing is decent overall.

So, no unambiguous recommendation, but if you like this kind of game, it's probably no waste of money. Good hidden object point and click. But get it on sale, cause it's short.. A hidden object game that tells a story and has a couple of different types of puzzles thrown in for good measure too. Is it the best story telling? No, but I enjoyed it despite the predictability. I think that my 8 year old neice would really enjoy the story though as although it isn't spooky, it isn't babyish. I might wait another year \ check with her mum before allowing her to play though as you see a murder victim's body - it isn't graphic or gory but it's still a subject matter that the parents should agree on beforehand.

I bought a few of these games when they were reduced on sale, I'm not sure I would pay full price for them (they seem to be about \u00a36 normally) but for \u00a32 on sale? Bargain!. Very short game and very obvious but this doesn't make it a bad game.

I've actually suspected everyone at first before I advanced in the game, a very enjoyable mystery HOG with good puzzles and hidden objects scenes.

Pros:

- +Ok graphics.*
- +Steam achievements.*
- +Fitting music.*
- +Mystery\detective style.*

Cons:

- Short game.
- No replay value.
- Strange achievements had to read tips in order to get some of them.
- Not very good voice acting.
- Very easy hidden objects scenes.
- Obvious story.

I recommend it but only if there is a big discount.

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[\ud835\udc36\ud835\ude29\ud835\udc5c\ud835\udc56\ud835\udc50\ud835\udc52](#). It's a decent game to play if you like hidden objects and puzzles. Being that it has a pretty specific storyline, it doesn't have much replayability--the only real difference seems to be that some of the hidden object minigames ask for different items (excluding the one item you need for the storyline), but since you do a lot of them twice, it ends up all being the same stuff.

For example:

[Playthrough One - Find STORY ITEM 1, star, fish, and shovel. Later you go back and find the STORY ITEM 2, book, wrench, and ball.](#)

[Playthrough Two - Find STORY ITEM 1, fish, ball, and wrench. Later you go back and find STORY ITEM 2, shovel, book, and star.](#)

[I finished the game \(completing the story + a second playthrough for the achievements I missed\) in ~5hrs. It's enjoyable the first time \(even if a pretty weird story\). And, you may end up replaying it for any achievements you miss. I'd say look into the Trade thread and trade someone for a 50% off coupon if you don't already have it. I think it's worth \\$4.](#)

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