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About This Game

Bigfoot, the Abominable Snowman, the Loch Ness Monster - cryptozoologists are trying to track these creatures down and research them. One also appears in the legends of the Ashanti people in Ghana. These tell of human-like creatures that lurk in the trees at night and take their victims off to their caves to suck their blood: the Asanbosam. Right after journalist Sam Peters has escaped from a volcanic eruption on an Indonesian island caused by terrorists, her boss sends her to Africa. Soon enough, strange things start happening at Bosumtwi, a mysterious crater lake. Could the Asanbosam really exist? Sam Peters is searching for the answers in this thrilling tale of the Secret Files series.

Title: Secret Files: Sam Peters

Genre: Adventure

Developer:

Animation Arts

Publisher:

Deep Silver

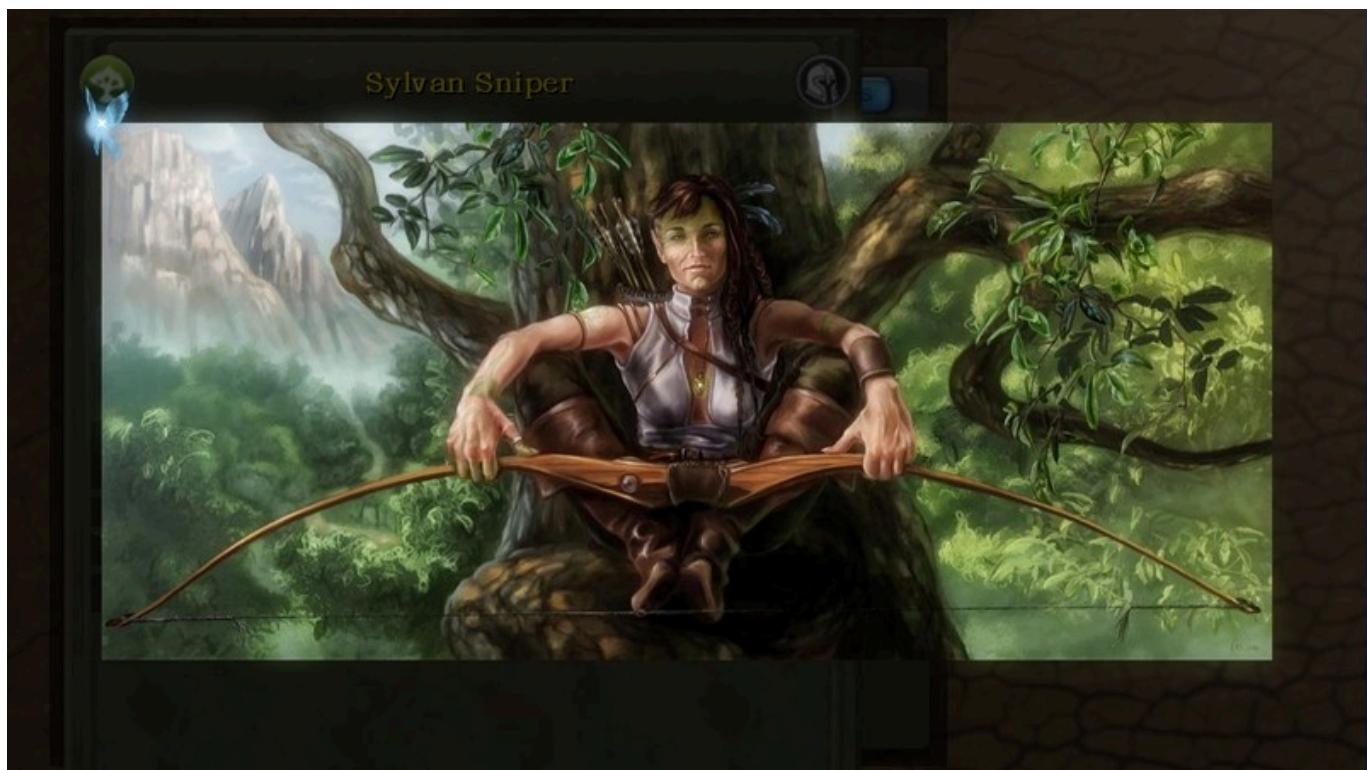
Release Date: 18 Oct, 2013

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English,German







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though it is hard to use it at first but with enough research you can do so much with little programming. Amazing and underrated!. Excellent first game. The developer has much promise for somebody their age. Worth supporting 100%. Keep up the excellent work.. It grows on me the more I use it. Shows its age - but it's a convincing, undulating and tight landscape and a very pleasant clickety-clack run, with nice quiet English countryside atmosphere. Get is anyway but for sure snap it up when it's on sale!. Tbh, i actually dont know what this does :P. *As with most retro releases from Disney, this is just another port that is directly inferior to emulation when it comes to overall features. If you press F2 during the menu, you can select and remap a controller (I used F310). It's unfortunate that Disney does not put any extra effort into these older games, they could really use some modern graphics filters. However, I am still happy to buy them because it's like collecting pieces of my soul. Additionally, this version seems to have some bugs with the graphics, such as weird effects on the screen that I do not recall in the PS1 version. This is coming from the era when Disney games actually had a higher quality than your average title from a big developer (which was true for Genesis and PlayStation). Certainly not a PS1 classic by any means, it did not age as badly as some of the pure 3D games, mostly because the animation is partially 2D and still looks a lot like the beloved movie. As for the game itself, it's a pretty decent linear platformer with a few running levels; it has decent controls, fun levels, and very nostalgic animation. To tell you the truth, I was well aware of the quality of this port, so I am not disappointed. You just need nostalgia glasses to fully enjoy it. Despite the quality of this release, I would still buy other PS1 games if the opportunity presents itself, I am just a sucker for them.*

were if the 5-th act?

will Katana be the new weapon?

plz answer, ASAP.

thx. This marble really gets on my nerves...

DoItAll on Youtube

Recorded 08/11/2017. Clever use of weaker PC's power for an addictive game. My reason for giving a negative review is controls. Was hoping to use on my windows tablet but fails as no touch\tilt controls options.. \u041a\u0410\u0415\u0424. I wouldnt recommend it! Maybe for 5 year olds.... First off, let me say that I am open-minded and generally like to support indie games, because hey, you never know when the next good game is coming along. I bought Witan because I thought the graphics were beautiful and I was intrigued by having a young female protagonist in a fantasy game who didn\u2019t look overtly powerful. I thought that this game would be story-driven and one where you could rely on your wits instead of bashing skulls open with a sword. The story has a strong opening that many young women could relate to: you are a girl in the company of a baron who has made unwelcome advances on you. You rejected him and he accused you of being a witch, which in this game, is a death sentence. This is pretty much explained in the first minute of the game. It had a lot of potential and could have branched off in many different directions from there.

However, this is where the inadequacies of the game start coming to light. First off are the controls. They are very clunky and not what you would expect of the typical WASD configuration in other games. You can only go forward. Left and right will only rotate your character, and you have to go forward from there. There is no strafe and you can\u2019t walk backwards either. The second glaring inadequacy is the gameplay itself. There is no save feature. You can only start a new game and when you die, that\u2019s it. You have to start over from the beginning, and in this game you will die a lot. The very first peasant that I came across yelled \u201cWitch!\u201d and immediately started attacking me. Then a second peasant came along, and then a third. In a matter of seconds, I was swarmed by the entire village, and no, there was no escape. You have to choose \u201cRun Away\u2019 in order to run away. You can\u2019t just simply move out of an enemy\u2019s way once they are on you. So I died and started a new game.

This time, I avoided all people on the streets and only went inside the houses. This was a better deal. You can talk to the people and learn a little more about this game. I bought one wooden pole as a weapon and one spell. There wasn\u2019t much to do in town so after talking to everyone in the buildings I left the walls of the castle and started exploring outside. Don\u2019t get me wrong, the game is beautiful and even the sound was impressive when I came across a monastery and started hearing chanting music. However, I got jumped by an enemy, tried to run away, and then fell into this dream sequence where I was in a marsh and had to follow an angel. That was interesting and I was starting to get hooked again. As I was walking, however, I noticed my character was making pained sounds every time she came over a corpse. You couldn\u2019t really tell it was there because most of it was submerged. I didn\u2019t realize this was damaging me and so, by the time I touched a third corpse, poof, I was dead. I didn\u2019t want to start the game all the way from the beginning, so I decided to turn it off for a bit.

Edit: I have confirmed that there is a Save feature in the game, but it is hidden. They want you to find it first. If you want the spoiler, click on \u201cSee Full Review\u201d above. I posted it as a comment.

I may give it a try again later tonight, but I\u2019m a little disappointed. I think this game has a lot of potential and could appeal to certain people that are fascinated by witchcraft. As I was playing, I felt like a teenage girl trying to find her place in the world, although in a gothic fantasy setting and not a high school. There aren\u2019t many games like this, so that\u2019s a plus. On the other hand though, this game feels like a very rough draft of something that could possibly make it later on. It doesn\u2019t feel finished to me at all and should have been tagged as Early Access or something. The gameplay mechanics are well, terrible, and the visuals and atmosphere can only get you so far. Also, the combat is atrocious. If the developers want to continue working on it, I applaud them and would probably support it. However, I can\u2019t really recommend this game to anyone the way it is right now. I\u2019m going to give it a positive review for the potential I see in it, but if you are looking for a full, immersive RPG experience, you are better off looking elsewhere. On the other hand though, it was only \$3 dollars so I don\u2019t feel like it was much of a loss and will pretty much be regarding it as a charitable donation to Imigea.. Poderia ter usado esses dois reais pra enfiar no meu cu. Astounding art, really nice music (althogh it's a bit loud) and great concept!

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