
Them - The Summoning Key Serial Number

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About This Game

When a longtime friend contacts you to visit him with the utmost urgency, you arrive to find a troubled man haunted by visions of his recently deceased wife. When he sudde 5d3b920ae0

Title: Them - The Summoning

Genre: Casual

Developer:

Gamatic

Publisher:

United Independent Entertainment GmbH

Release Date: 16 May, 2014

English,French,Italian,German,Dutch,Japanese,Russian,Swedish,Simplified Chinese

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Extremely short (2 hours!) and badly done HOG, with graphics so low that it's difficult to find the hidden objects. The story could be interesting (this is only the first chapter of three) but it's not enough to make this game worth the effort. I got it with a bundle otherwise I'd never have played it. There are MUCH better HOGs on Steam, look away from this one.. An uneven hidden object game that largely removes everything apart from the hidden object scenes (there are a handful of inventory items but they are picked up during the HOG scenes, and a couple of spot the difference puzzles). The story is okay with a few oddities such as in the policemen's office, and when you start hammering walls when the police are searching the building for you, but the story is not really going to be why you would play this (especially as being part one of a planned three episodes of which the others don't seem to exist yet). The game also isn't very long (1-2 hours depending on how much you want to resort to the hint button probably) and like most HOGs isn't particularly replayable. Still it can be picked up pretty cheap, so that isn't necessarily so it all comes down to the hidden object scenes. Firstly the scenes are reasonably clear and the graphics are good enough, and most of the hidden items are decently placed, so the game is playable enough, but there are a fair amount of weak links here - there aren't many misnamed objects (the bane of HOG games), but there seemed to be a few with dodgy hit boxes, a

fair amount of silly places (pumpkin, stuff silhouetted in the sky, the letter E type stuff). A major negative for me was some of the openable objects, some of which were completely nonobvious that you could interact with them (the mirror for example), where others like pillows would "open" any time you moused over them (but in other scenes pillows were immobile). There are also quite a few places where you are searching for an item that has several matches ("plant" when in a garden setting!), but only one is correct, which isn't great. In terms of specific scenes the two screen pannable scene outside the church was an interesting idea, but I found it annoying once most of the items were found as you couldn't even be sure what you were searching for was on screen. Also it and the scene before had an annoying "wind" effect constantly obscuring the view. The UV filter bit was also an interesting variation, although all the animals looked about the same to me. Finally we have the bonus items - this seemed a bit tacked on and very variable in difficult (marbles, coins, mice were easy, whereas knives, snails and darts were very difficult to find the last few, etc. Overall then an okay HOG with a few flaws, with nothing exceptional about it good or bad. There are plenty of better options out there in the genre, but it is playable enough especially if you are paying less than a pound for it.. Really really boring.. Wish I looked at the "Mostly Negative" reviews before I played this garbage. I love silly hidden image casual games, but this one was horrible. To start with, it's very short, and only part 1 of 3 so you don't even get a whole story - not that the story's any good to begin with. Then for the gameplay, you can either think of it as "very difficult" or "stupid and impossible" - some of the things are too generically named, or just a few pixels shown in the image. Definitely not something grandma would want to play. Every few stages there are ways you can interact with a stage, like opening a drawer, but there's no indication of that other than clicking around on things that "might open". And if you don't do that? Well you have no chance of finding the items behind it. Luckily there seems to be no penalty for clicking around a lot or using hints, other than it tells you to slow down. 3/10 don't play it.. I hate to add to the negative reviews, but this game is just not worth it. The little story is ok, but not really resolved as this was supposed to be part 1 of 3. But the biggest issue is with the resolution - it can't be changed, so all the hidden object scenes are super frustrating as all the items are blurry and weird. There is also no direction in some scenes, which can lead to a lot of frustration unless you use the hint button. You'll also get angry when you are trying to find something generic like 'paper' and the room is filled with papers. All in all, pass this one up.. Got this in a bundle. Kind of meh imo . 2/10 Graphics - 7/10 Nice graphics, could be improved. Music - 5/10 Music was fine, but would not listen to for long. Gameplay - 1/10 Sometimes confusing, repetitive, all hidden-object puzzle, nothing else, not very good mechanic, Takes a lot of focus, gets you (your eyes) tired fast.. This hidden object game is one that follows a story, but does not have many traditional adventure elements (some HOGs are more hybrids or adventure-lites, this isn't one like that outside of following a story). There were not many mini-games. The scenes are interesting along with the story. Decent music. Funky scene transitions remind me of a 70's low budget horror movie. This is listed as "part 1" and so the story does not resolve at the end. It is also a tad shorter than some other HOGs and does not include a bonus chapter or an Unlimited Mode. Each hidden object scene contains ten secret items (hover your cursor over the start to see what they are). You do not revisit scenes generally so if you want to find the secret items, you should find them right away. Overall I liked the game but did find it difficult finding some items--they can be small, and some objects you are supposed to open or move to expose other items do not give a visual clue such as a cursor change.. This title is only chapter 1 of a 3 part story. The story is mildly interesting, however unless you know saints and bishops by sight you cannot pass the game without using hints constantly or just randomly clicking dudes in robes. The art work is decent but some of the items do not look like the description.so you must use the hint button again and again. A construction helmet looked like a school notebook with a metal circle taped to it. Overall I just kept clicking until it ended but I wasn't really having fun.. The music set the mood, I was creeped out by the surroundings and I loved the plot twist, but where the is the other parts and a proper ending!?. As a Hidden Object Game, it is enjoyable and it delivers. The usual find the items ploy with some smaller mini games thrown in so as to break the over repetition of the item finding. It suffers from a couple of buys (cog scene), the story stops abruptly and will never be continued as the series seems to have been cancelled, and the resolution is unchangeable making the game look very much older than it is supposed to be on widescreens.

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