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About This Game

Murder Mystery Adventure tells the suspenseful story of a chilling murder committed in a mysterious mansion upon the hillside at the outskirts of town. Only you can solve the crime. Only you have the wits to solve challenging puzzles to unveil critical clues. Only you have the investigative knowledge to interact with possible suspects to decide who is lying and who are innocent. Combining the very best of point-and-click adventuring with Hidden Object discoveries, your task is to search for clues and possible murder weapons throughout the house. Find missing keys to locked doors. Discover lost weapons. Look for secret corridors. Play mini-games to gain access to restricted areas. When you know who the murderer is, your final task is to call the police identifying the true suspect. Enter the mansion if you dare ...

KEY FEATURES

- Suspenseful Point-And-Click Adventuring
- Hidden Object Discoveries
- Secret Corridors
- Notebook For Hints And Clues
- Numerous Murder Suspects
- Dangerous Weapons

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- Challenging Mini-Games

Title: Murder Mystery Adventure

Genre: Adventure, Indie

Developer:

EnsenSoft

Publisher:

EnsenSoft

Release Date: 25 Oct, 2016

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Minimum:

OS: Windows 7, 8, 10

Processor: Intel® Core™ 2 Duo / AMD® Athlon™ X2, min. 2.8 GHZ

Memory: 4 GB RAM

Graphics: Nvidia® / AMD® with 512 MB memory

DirectX: Version 10

Storage: 2 GB available space

English, French, Italian, German, Portuguese

My Goals

1. Figure out who is the murderer by determining who is lying.
2. Decide what weapon was used by finding the other eight weapons. There is one weapon in each of the eight named rooms.
3. Find a blood stain to determine the room of the murder. Look closely as it is also in one of eight named rooms.

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I got this for my wife. She loves any games where you have to solve puzzles. This sounded like the game for her, but she really did not like it. This game is basically a dumbed down version of Clue. She thought it was boring, not challenging, and made her motion sick due to the first person view. She said the first person wouldn't have been an issue except that anytime the player moves from one room to the other the transitions are unnecessarily long and the turns are fast. In fact, my wife had only "found" about 1/2 the items/people, when she was so sick that she just guessed at the person/place/weapon to end the game. And she guessed it right! My wife said even though it was only a couple of bucks, it was a waste of time and money. I wouldn't get this if I were you.

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