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## Secret Files 2: Puritas Cordis Keygen



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### About This Game

The sequel to the award winning adventure hit Secret Files Tunguska. Famine in Africa, floods in Southeast Asia, economic crisis in Europe, and civil wars in South America, the world is on the brink of disaster. Nina Kalenkow is trying to escape all of this as well as her failed relationship with Max Gruber on a nostalgic cruise to Portugal. Nina becomes a witness to murder in the Hamburg docks and is soon thrust into the spotlight of events that encompass not only continents but also centuries.

- "Facial animation" for visualizing emotions and speech
- Innovative puzzle design that always remains logical and fair

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- Detailed and impressive pre-rendered backgrounds
  - Real-time light and shadow effects of 3D characters and environments

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Title: Secret Files 2: Puritas Cordis

Genre: Adventure

Developer:

Animation Arts

Publisher:

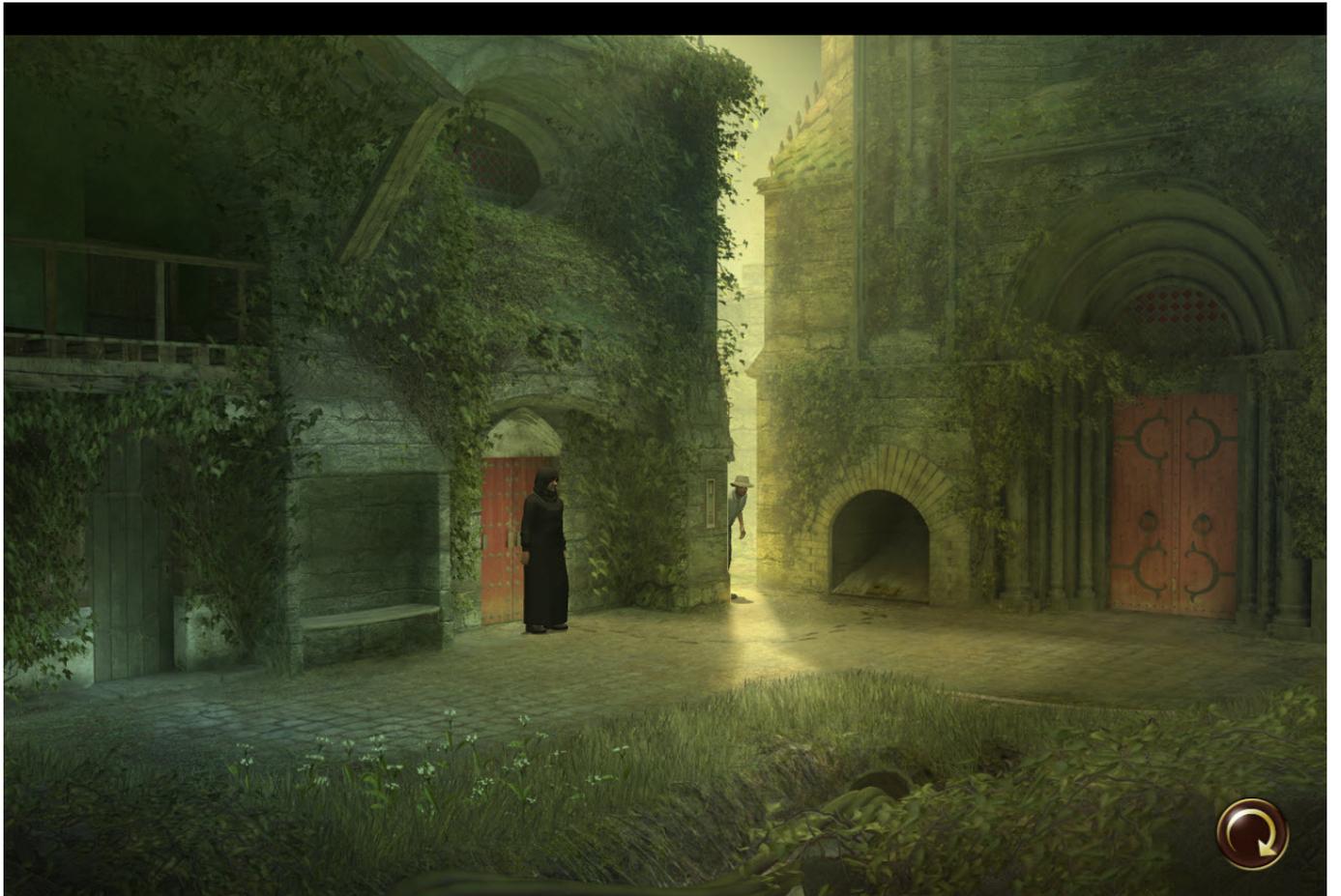
Deep Silver

Release Date: 29 Oct, 2009

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English,French,German,Italian





*What am I supposed to say to him, "Hi, I'm not dead, would you like to change that?"*



*Let's hope this will hold. I can't think of a better alternative.*

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A rather big step down in quality from the already mediocre Secret Files 1: Tunguska. Everything is worse here: The graphics, the story, the music, the puzzles, the characters, and - holy hell - the voice acting! Literally some of the worst acting and voice direction I've heard in my life. You know you're in trouble when you constantly want to gnaw your mouse-clicking hand off while being exposed to yet another lengthy and supremely annoying internal monologue delivered with a warbling vibrato.

And the jokes - don't get me started on the "jokes". The quips in this game are so embarrassingly bad, the fourth-wall-breaking references so completely out of place that they soil the whole tone of the game. Puritas Cordis doesn't seem to be able to decide whether it's supposed to be taken halfway seriously or as a complete farce. Every other character you run into spews nothing but sarcasm at you, and the main character positively oozes sarcasm from her every pore. You can't have coherent dialogue when everybody's sarcastic! Conversations are mostly comprised of annoying drivel that goes on and on a good while after stating the obvious while throwing dead-on-arrival puns in the mix.

Even the puzzles are, for the most part, insane. Gone are the relatively coherent and logical puzzles of the original - You need to be on some pretty heavy medication to come up with the solutions to a few of the crazier brain-benders in here. Avoid if you value your sanity.. This is a pitiful excuse for a game and a disgrace for the genre. I clawed my way through it, and by the time I was halfway through I was THIS close to going insane from:

- ) the lousy voice acting
- ) the wannabe funny dialogues, that end up being nothing short of awkwardly bad
- ) the ludicrous story and
- ) the disastrous "riddles".

Here's a random example of the latter: Find random "noisemaker" on the ground at a zoo, use it to lure a pair of DUCKS halfway through Paris back to the Zoo so that the zookeeper will give you one of the baguettes he's conveniently sharing to feed them, give baguette to homeless man who apparently spent his entire life waiting for such a selfless act and immediately turns sober so that you can have his old booze, which you then use to be incarcerated for being drunk only to bust back out 5 minutes later with about the lamest of explanations).

In short, this game tries, it really does. But it just falls short in pretty much every aspect that make an adventure game good, and just makes for a very tedious experience of about 4 hours from start to finish. Avoid if you can.. Highly Recommended.

Great adventure game, old school, new technology.

Even better than Secret Files 1.

Great work. As with the previous game "Secret Files 1" I had a blast with this one as well, the game is very diverse in scenery, has a great plot, nice puzzles, great diversity of chars with very decent speech actors and also some funny references to the first part.

All in all again a gem of a game, highly recommended!. not so bad, still old school. pros: main character's voice improved, main plot entertaining. cons: even easier, interactions too easy to spot on the background.

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Very good adventure game. Not overly difficult, but not just dialog and finding and combining objects either. With patience it is solvable, a few puzzles are annoying and not obvious. At no point will the game get so discouraging that you'll end up giving up and using a walkthrough to get through the whole thing.

The game is funny when it wants to be, and dramatic too. Overall this is a great adventure. Highly recommended. I'd already played Tunguska, and I'm looking forward to Secret Files 3 based on this game.

Did see wierd bug where the characters walked being the background image sometimes. This is noticeable in one of the first areas, there is an infirmary on the ship and I saw it there as well as a few other places. Might be video card specific. Not bad, but just in case you end up looking at a screen and wondering why characters are talking but nothing is there, that's why.. TLDR: A low-quality point and click game with an awful story, terrible voice-acting and puzzle design that averages on poor. Only really recommended for those that loved the original game or are really desperate for an adventure game; and only then on a sale.

Long story: You play as Nina and Max once more, but after they have apparently broken up. Nina bumps into a guy minutes before he horribly dies, only to find that she has gotten his luggage by mistake. Cue secret sect which threatens the world and you have the makings of the most cliché story ever. Now, there is nothing wrong with a cliché story, as long as the details make it come alive and the characters make it memorable. Secret Files 2: Puritas Cordis does not do that. The story is awful from the start until the very end. It does not seem to know whether it wants to be a more serious game (like Broken Sword which is seems heavily inspired by or is trying to mock I don't know which) or a light comedy but the \u201cif this was a computer game\u201d jokes clash badly with the scenes where we are supposed to believe Nina is scared or feels guilty. It's all a mishmash of different tones. This may in large part be due to the horrific voice acting. Some of the side-characters are fine, but the ones for Nina and Max are atrocious. Nina's voice actress does not seem like she could hit a right intonation if it bit her in the throat. She butchers every half-decent joke the script throws at her. Max's actor instead seems to have been told \u201cspeak slower\u2026 and douchier! No douchier!\u201d The only saving grace is the fact that you can skip dialogue and cutscenes; if not for this I would not have finished the game at all. However, this still means that you'll be skipping most of the dialogue and whatever atmosphere and hilarity they were trying to convey.

The puzzles then. Some of the puzzles not related to items are actually quite nice. Nothing too challenging, but good fun. The item puzzles are a bit more problematic. They are often obtuse or suffer from the same adventure game logic as other games in the genre (i.e. many puzzles should have been solvable with other objects), but that's okay if not great. The real problem is that the game loves throwing a ton of items at you, but rarely explains your goals very well. This means that you are almost always combining items without any clue or reason why, and you're forced to try them out randomly at whatever spots are available. It was exceedingly rare for me to feel like I was actually planning my actions in any logical sense. For example, on the boat you are supposed to build a European monument, but while you are given some cities from which you can build, you are given no examples of monuments from those cities. Maybe you know them all, maybe you don't. Personally I had not visited the city from which the correct monument was from and only built it by randomly combining items. No thought, no plan required or even encouraged. The game is full of that kind of thing. The worst of which is probably when you are supposed to get a street cleaner to clean the street by getting him wet. \*SPOILER\* You do so by getting an alarm to go off which makes a guy run there, which makes his friends drive by and miss him, which makes them turn up on the bridge, into the puddle which makes the guy wet. \*END SPOILER\*. The solution would be fine, if there was any indication that this is what would happen if these events were set in motion. Instead the only reasonable way to figure it out is by doing everything possible with your items at the different locations and hope for the best. That is not good puzzle design.

I will not compare Secret Files 2 to the original game, because frankly I don't remember it that well (though if I'm not mistaken they liked to drown you in items there too), but I did like it well enough to want to try the sequel but only if it was on sale. Apparently I did not like the original so much that I thought the sequel must be worth 10 Euro. And I was right, it isn't. In fact, I'm not sure it is worth the 2.5 Euro I paid. It's not an awful game. Puzzlewise it is a very standard adventure game, not special in any way. It just happens to be coupled with a boring story and main characters which are either bad in of themselves, or are just made so by their horrific voice-actors. Anyway, I can't recommend the game unless you are deeply in love with the series or desperately want an adventure game. But even then, there are definitely better ones out there.. I love this game! I guess at first it was odd with the different voices than in Tunguska but still really fun to play :). Good game though it seems pretty budget to me. Totally worth your while if you get it with a 75% discount.

. I enjoyed the first one, though many of the flaws are still present in the sequel. The voice acting is atrocious, with dialogue seemingly dragging on forever with pointless conversations that really don't need to be as long as they are.

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The puzzles are... random and often don't make sense. I've played a lot of point-and-click adventures over the years, but even I had to resort to reading walkthroughs occasionally. Rather than solving puzzles through logic, often it is a simple case of clicking on every item in your inventory until one of them works.. I was really glad when the game started and the voices were different. But, while in the first game they were insufferable (cheery and full of excess energy without reason), in this one I still needed some getting used to them, because they were on the opposite end of the spectrum: They were totally bland and made the characters seem apathetic. I was expecting Nina to utter "Why do I even bother?!"

There was again a plethora of riddles (logical and illogical) and I've found it a bit refreshing actually, that half the game seems to have mundane, every day objectives. When we get to the grand ideas and plots many games (as well as this one) lose their charm.

The dynamic between Nina and Max is better in this game. As their relationship is already established from the previous one, we get to see how it evolves. Oh, and Max has become way more handsome! :D

What I didn't like was the casual misogyny. Of the 4 women in the game, 2 were playable characters (Nina and Sam), the 3rd (Katharina Jordan) was described as a "bimbo" from Nina, (also Sam mentions another "bimbo"), and the 4th (the police officer in Paris) as "average in all respects", and "ugly". Way to go Nina for your stance towards other women!

Also, breaking the 4th wall can be fun, but Nina kinda overdid it. Too many references that we're playing a game. We know we are, so enough already...

All in all, it is a more than decent game, and I even liked it quite a bit more than the first one.. I finished the first Secret Files on the Wii, and I have to say that Part 2 so far is much nicer. The graphics are much better and the controls on the mouse are much easier to use. I like how the game ties into part 1 nicely.. Funny dialogues. Story is a little weird.

The game is short enough to be enjoyable.. The second game of the Secret Files serie is a good one too, even if i preferred the first one. I just not liked the story as much.... A pretty good traditional point and click adventure game.

I wanted to sit back, solve puzzles and zone out to lots of dialog and this game delivered.

I like it better than the first game. They both took me about 8 hours to get through.

The only bad thing is the voice of Max in this game is super terrible. He hams it up and is over the top in a bad way. His monologue voice is the worst thing ever. Nina's new voice actress isn't bad. She likes to chew the scenery a lot. I thought she was Sisko from DS9 a few times.

Anyway not a bad game if you like this genre. Lost Horizon is a bit better tho.

#### **Update 19.5 - Basic automation, greeting, and more:**

Hi all,

Another update going live.

- Greet world interaction (long right click at location) - While in this mode your character will be extra approachable and people will come to chat. A good way to meet the towns people. This mode is cancelled when you move.
- Extra details about what your spouse is spending money on.
- Crop bonus for field size is no longer an upgrade and will happen automatically.
- People more likely to stay in the Alehouse over night. Priced lowered.
- Storage changes - Most buildings now have the same max stack (60) when fully upgraded. Most buildings will now also have six storage upgrades. Some buildings have additional upgrades to add more slots.
- Basic automation has been added - You can now set your business to produce goods automatically, set a budget for

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purchasing goods, and instruct when to sell goods. This is still quite rough and will be expanded on.

- Fixed a bug where Alehouse workers would leave their jobs for no reason.
- Fixed a bug that would cause corrupt characters.
- Fixed a bug where if both corrals were set to the same there was no added bonus.
- Farmhouse should now be easier to select.
- Tweaks to some farm productions.

Thanks for the support!

Cheers,

Stardog.. DollKart Scarlett Mysteries: Cursed Child Lost in Secular Love Love Thyself - A Horatio Story Venineth Fureraba  
~Friend to Lover~ Age of Viking Conquest Pixel Puzzles 2: RADical ROACH SAELIG **Update 19.9 - A few more fixes:**  
Howdy,

Hopefully this is the last little update before the next big one.

- Fixed a bug that could cause corrupted saves.
- Fixed a bug that would make workers go back to work outside of work hours.
- Adjusted the base wages for most buildings (may require new game).
- Tweaked a few prices.
- Various other little tweaks.

The plan is to have a large update ready for the 1st of June. No set plans for the content in it, but am going to do as much as I can between now and then.

Cheers,

Stardog.. **Update 19 - Farm improvements and more:**

Hey all,

It has been a while since that last update that introduced notable changes, and for that I can only apologise. Hopefully this update is a step in the right direction.

- New models for fruit trees, vegetables, and all other farm crops.
- Farm fields are now dynamically created based on the land they are on.
- New upgrade for the farm that allows for more gain from crops based on field size.
- New upgrade for the farm that allows you to move your corrals and fields around to make better use of space and to maximise field size.
- Crops grow faster when it is raining.

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- Fixed several small bugs.
  - Optimisations and tweaks.

. **Update 18.1 - Bug fixes and performance tweaks:**

Hope you are all well. Just dropping a small update to address a few things.

- Tweaked options menu
- Fixed first person bug
- New options and exit buttons for character creation menu
- Performance tweaks for lower-end computers. High-end computers may also get a small boost.

That is all for now.

Cheers,

Stardog.. **Update 18.2 - A few small things:**

Just a small update.

- Changes to Civilian NPCs crime detection - they shouldn't be able to detect as easily anymore.
- Fixed a strange pattern in the snow during winter.
- Tweaked some plant colours a little bit.
- Small adjustments to some text.

Cheers,

Stardog.. **Update 18.3 - Bug fixes and tweaks:**

Hi all,

Another small update just while I continue work on update 19.

- Should now get slightly more money when selling in bulk to the market.
- New icon on market items that shows if the prices for said item are still calculating.
- Changes to market item tooltips.
- Changes to how the market prices are calculated.
- Should now be more thieves.
- Pickpocketing and waylaying should now be easier.

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- Fixed a bug that prevented AI businesses from checking trading posts for goods when the markets had none.
  - Heirs will only be shown if they are 16 or older.
  - Fixed some other minor bugs.

Thank you for all your continued support. Update 19 will focus on a complete re-work of the farming side of things.

Cheers,

Stardog.. **Update 18 - Update crime system, a knoweldge system, and more!:**

Hey all!

Hope you're having a great holiday period. It has been a while but I have a large update for you all to enjoy.

Thanks to those who have done some really great testing for this update.

### **New Stuff & Changes**

- Newer Herbalist Hut building.
- Changes to marriage acceptance making it a bit harder.
- New Well building.
- A knowledge system. Most actions have this knowledge system attached to them and when people do these actions they get better and better at them.
- New buff that increases rate of learning for the knowledge system when people are well fed and rested.
- Scroll wheel now works for scrolling UI windows.
- People will now stock up on medicine when they can and store it in their home.
- Changes to some work hours.
- Changes to some productions. A few recipes have changed slightly and dried fish is now cured fish.
- People can now give birth to twins.
- New Alehouse building and upgrades.
- Changes to the market system – including price calculations and some new UI.
- A Punishment Pit has been added for when people cannot pay fines after committing crimes.
- You now have the option to flee from a guard after breaking the law which will add a bounty to your character and make you an outlaw. People will slowly start to talk about you and the news that you're an outlaw will spread from person to person. People who know you're an outlaw will have an icon above their head and will report you on sight.
- Guards now have a break from patrolling at around midnight.
- Kissing and other close contact has the chance of passing on illnesses.

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- A new type of notification that appears at the top right. These notifications will tell you when you learn a new skill or when you're warm, cold, etc.
  - Less monks and guards at game start.
  - Tree, foliage, terrain, and snow changes.
  - You can now click the background graphic for a inventory in the trading window to select the corresponding cart or character.
  - Herbalist Huts now sell medicine directly.
  - You can now buy produced goods directly from Alehouses, Bakehouses, and Herbalist Huts.
  - Dozens of changes to the AI – businesses, carts, employees, productions, etc.
  - Many changes and optimisations made to the maps.
  - Updated tutorial.

### **Bug Fixes**

- Fixed bug where businesses weren't hiring properly in some cases.
- Fixed bug that allowed people to get pregnant multiple times at once.
- Fixed some building navigation issues.
- Fixed where people would not sober up properly after being drunk.
- Fixed a few camera issues.
- Fixed a bug which would cause people to leave their job for no reason.
- Many other fixes.

Hope you enjoy!

Cheers,  
Jamie.

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