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About This Game

On a quest to recover the Scepter of Zeus for The Museum of Lost Secrets, archeologist and adventurer Samantha Swift stumbles upon one of the greatest archeological finds of all time! Unfortunately, she also runs into greedy treasure hunter Ravena Stryker.

As Sam, you'll use your keen sense of observation to uncover treasures around the globe and unravel the mystery of the Roses of Athena in this hidden objects adventure game. Together with associates Dr. Norwynn Butler and Adam Woodson, you must be cautious to guard the shield from falling into the wrong hands-Ravena and her benefactor are always watching you!

- Combines two great game modes-Hidden Object and Puzzle-Solving Adventure
- Collect artifacts and finds for The Museum of Secrets Lost
- More than 50 exciting levels to explore!
- Find all six Roses to complete the Treasure of Athena as you travel the globe.
- Hunt for tools to help you uncover Secret Items in each round.
- Piece together your finds to make even greater discoveries!

Title: Samantha Swift and the Hidden Roses of Athena

Genre: Casual

Developer:

MumboJumbo

Publisher:

MumboJumbo

Release Date: 31 Oct, 2008

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English







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game doesn't work. When it starts the very bottom of the beginning screen shows up double at the very highest view in the headset.. I believe that the style of this game, and the way the battle system is designed is really cool. its unique and haven't seen much like it before. Its worth a try if you haven't played much card game battle styles at all. Review for key dos brode:

Hardcore Platformer Game,Well executed and runs perfectly in any pc.
The game is great! Absolutely Recommended!

Review para Key dos brode:
Duas Palavras resumem.

Hardcore e Recomendadissimo. This is what one could call a "Walking Simulator" with minimal gameplay. Main focus is on telling the story and ambiance, which it does very well in my opinion. Gameplay consists of finding a certain object (a key, shovel, or other item) which will let you progress. Rinse, repeat. There's also a puzzle or two in there.

From time to time a creature will hunt you, but its done in moderation. You're not always chased around and can take in the atmosphere for most of the time.

The game looks beautiful on high settings, yet it crashed about 5 times for me, but always after a while of playing. Only a minor concern, since the game autosaves every time you made any kind of progression. Seems its like a memory leak.

If you enjoy atmospheric horror adventures with light gameplay I can definitely recommend it. I did enjoy it.. very boring story and the story is all this game had going for it. It was impossible to have any empathy for the characters. Foss tries to kill me in the beginning, then kidnaps my dad, then gets angry at me for not cooperating with him.

its nonsense. And the nail in the coffin was Foss locking me away in a prison instead of trying to kill me. most cliched bad guy move. More dead than the dessert itself.. Pros:

- + Colorful art
- + Interesting story
- + Hundreds of cards to choose from
- + Not 100% pay to win
- + Skip/Speed Up Animation Buttons

Cons:

- No window mode option button
- No live battle modes between players
- Repetative and Tedious
- Unnecessary Energy System/Timers

Don't get me wrong, the game isn't terrible or hard, just repetative and tedious. The lack of windowed mode makes the game annoying to play along with other things your doing. And the energy system is probably the #1 way to make players mad at you. It doesn't persuade us to pay the company faster, just makes us want to stop playing faster. If you want to attract players, you need to consider the fact that players only want to play the game, for fun or to win, and don't want to be bogged down by a pointless and annoying set of timers. Sorry if I triggered someone, get over yourselves.. A nice add-on for flavor.

It's a good adventure game. Maybe not one of the best ever made, but certainly one to recommend.

They did get the whole noir ambiance in there nicely. And the story's okay.. The game goes a bit slow gameplay wise, but I feel like with the atmosphere and environments its a good kind of slow. The story is paced out fairly quickly, and there's a fair bit to do without giving you too much to micro manage.

Like a number of people Ive looked at have said, it does feel like a simplified No Man's Sky that gives you something to do involving a story. Would recommend.

<https://youtu.be/87KkKONQo7s>. Until recently (ie. *Quiplash*, and the party box 2), *JackBox* had a great formula and unique party-game style BUT there were terrible control options and they all felt like a bad port.

I'd pass on all of the older You Don't Know Jack titles and go for the more modern JackBox games that let people use mobile devices as the controllers.

Bottom line: great ideas and fun here, but terrible interface, controls, and overall wasted potential.. PROS:

- + cool campaign story
- + various campaign paths
- + building & unit tech trees
- + unit formations make a difference
- + battleground choice matters
- + fun multiplayer
- + flaming arrows!

CONS:

- clunky & outdated graphics
- graphical glitches
- some AI bugs
- hard to set up a mulitplayer game

Comment:

Old gem in the RTS genre. Played it back in 2004 and 10 years later it's still fun. The branching paths of the campaign come each with their technology - pagan, renaissance or holy\imperial. You can commit to one path only or you can mix up renaissance with one of the other two. These missions unlock based on your choices in each level which I found really cool and interesting for an RTS. If you don't mind the graphical flaws and love various possibilities to conquer your foes with armies (or well-placed fire arrows, hehe) then this game is for you.

If you liked this review you can find more on the [Curator page](#) or in my Review Corner.. you can hit women in this game. really not bad...if its early alpha, bravo devs)

[First time i play a Half Dead game, ^^.](#) [Alice in Wonderland](#) turned out to be a really nice game after a slow and frustrating start because it took me a while to figure out if there was a Hint button or a Skip button or a Menu button or a button that gave me the instructions for some of the mini-games and puzzles. I've played many hidden object games and I'm used to seeing dozens of hidden object scenes, mini-games, and puzzles. Not to mention looking for collectibles and morphing objects, etc.

[This game keeps everything simple and easy. You have to find a certain number of items in the same scene and then you interact on something and then it takes you back to the same scene to find a different set of items. There are several different hidden object scenes and you have to go back a couple of times in each scene. I was able to find the majority of the items but some of them were embedded so well into the scene that I had to enlarge the scene in order to find them.](#)

[Being able to enlarge the scene is a big plus in this game. I like that you can click on the magnifying glass and it enlarges the scene and you can move it around; it makes it so much easier to find things. That was the only way I could find the last one or two items that eluded me.](#)

There are also a lot of jigsaw puzzles in the game, which I really enjoyed. I love doing jigsaw puzzles and, if you get stuck on the jigsaw puzzle or any other puzzle, I found out, through trial and error, that if you click on the puzzle piece on the right side, it will show you what the puzzle is supposed to look like. This is also a big plus.

The two things that were frustrating to me was:

1. The buttons are not labeled. I couldn't tell which button was the Menu button, or the Hint button, or the Skip button, etc. I tried to hover over them to see if the name would show up but it didn't. I had to find out through trial and error what each button meant.

2. Some of the mini-games and puzzles did not give you instructions on what to do. But, I didn't have a problem figuring out what to do because I recognized them from other hidden object games I've played so I knew what I had to do. There were a couple of mini-games though that did have instructions but they weren't really clear. I had to shoot certain things until I built up a certain number of points. The problem is the instructions didn't tell me to only shoot one of the things. I couldn't understand why I wasn't building up points until it hit me. So this was something else I had to find out through trial and error.

Once I figured out what the buttons did what and how to play the mini-games and the puzzles, this the game actually became much more fun and enjoyable for me. The graphics were beautiful. The music was pleasant. The voices were well done. The hidden object scenes, the mini-games, and the puzzles were simple and easy.

All in all, I really liked this game. Experienced HOG players would probably not like this game because it's not super hard and challenging but beginners and those who like simple and easy hidden object games would probably like this game, especially those who like the Alice in Wonderland story, which is what attracted me to this game. I love fairytales and this is one of my favorite fairytales.

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