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## About This Game

Step into the shoes of Emily Meyer from Boston PD to face the mysterious case of 10 homicides. Using only your own experience and professional investigation techniques you will follow the hot trail of the serial killer known to the public as “The Guilty Man”. You are on the brink of solving this case when suddenly someone tries to derail your case.

The people of Boston are shocked by the recent series of mysterious murders and you are given a task of bringing the culprit to justice as fast as possible. As the police detective Emily Meyer you are facing the task of solving the case of a mysterious “Guilty Man”.

Using police techniques, you will follow the trail of the suspect while solving riddles and collecting fingerprints as well as different samples from crime scenes. When your investigation unexpectedly leads to the place between life and death, you will face the biggest challenge of your life.

Will your detective skills be enough to let you survive in the afterlife? Can you solve the case? Test yourself in the world of ghosts, dark riddles, locks and enigmas. Use the help of a psychic to find your way back to the world and solve the case of the serial killer.



## Features

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- Solve the case of 10 murders!
  - Use the professional lab to track down the culprit!
  - Face the unforgettable adventure in the afterlife!
  - Find out if you can deal with ghosts and magic!
  - Discover dark secrets in an extra adventure!

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Title: Ghost Files: The Face of Guilt

Genre: Adventure, Casual

Developer:

Brave Giant LTD

Publisher:

Artifex Mundi

Release Date: 18 May, 2017

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**Minimum:**

**OS:** Windows XP, Windows Vista, Windows 7, Windows 8, Windows 10

**Processor:** 2.0 GHz

**Memory:** 1 GB RAM

**Graphics:** 256 MB VRAM

**Storage:** 3 GB available space

English,French,Italian,German,Japanese,Korean,Polish,Russian,Simplified Chinese









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You get to play as Emily - a detective\cop\officer that doesn't beleive in "spiritual mumbo-jumbo." Of course, this changes because...near-death and otherwordly experiences? EH. Honestly, this game wasn't very *spookernatural*. *Not that I really expected it to be, although, it is called "Ghost Files."*

*If you're looking for a paranormal, spookerino, ghost-a-fied lovin' HOG - this isn't it.*

*I truly wanted to enjoy this game. I wanted it to be one of my new favorites. However, you don't use your super handy-dandy forensic lab like I had hoped. And, even after the "otherworld" places that you go through, the main character doesn't really address any of it. In my opinion, the psychic is a random character that they threw in so they could say they had one. Overall, the plot was just about what you'd expect from an average HOG.*

*The hidden object scenes were decent. There was a mixture of word, shadow, and picture lists (I don't know technical HOG terms even though I've played way too many). The puzzles were basic, literally the same puzzles that you can come across in every HOG. Not bad, but nothing too challenging. Also, the music was weirdly intense for some situations. It put me on edge, but nothing came of it.*

*When loading out of hidden object scenes and cutscenes, it always froze for a few seconds before it loaded me back into the game. It froze long enough to make me wonder if it was an issue. I'm not sure if it was on my end or if it was just how the game did its thing. Thankfully, it never crashed. There were no serious bugs that kept me from getting achievements or finishing the game.*

*I didn't dislike this game, but like I said, it's not a brand spankin' new favorite of mine. I purchased it when it was on sale, and if you're interested, I'd gently encourage you do the same.. Another nice release from Artifex Mundi. Graphics and background score are always good quality. My only nitpick is a few misspellings here, but a good story overall. Always a pleasure playing these games! :). Let's put it this way, who ever made and designed this game needs to go back to the drawing board. You drew out what really didn't need drawing out on this game. I don't recommend this game to anyone cause in all honesty, it wasn't that fun to play.. did not really enjoy this one . story rather strange and not very interesting. An okay-if-bland game that can't decide what it wants to be when it grows up.*

*Not enough hidden object sequences to be considered a true HoG but not enough of any one other kind of mini-game to be anything else either. All the minigames took less than a couple minutes or so to complete, with out having to use hints. I found the only times I had to use the hint button was when I'd gotten turned around during one of the many back-n-forth point in the game. Of which there are too many.*

*Normally I like the games put out by this group of people but I have to be honest and say this was not one of their better ones. Took me less than three hours to complete with no real nterest in going back in for the bonus chapter. The only reason the time went even a little Over the three was because I accidentally fell asleep while playing. Yes, it was That thrilling. =\\ And yet I Still managed to get all the achievements. Go figure.*

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Sucks to say, but this has to be one of the worst AM games to date. The hidden object puzzles are pixel hunting, sometimes they are unresponsive. The story is a weird mash of themes, and the puzzles leave a lot to be desired. You can tell they try tried, but they really missed the mark on this one.. Game Information

Ghost Files: The Face of Guilt Collector's Edition is an *Hidden Object Puzzle Adventure* game that was developed by Brave Giant Studio and published by Artifex Mundi.

*Since this game is a collector's edition, it comes with extra features, that are not available in its' counterpart; the standard edition.*

#### *Game Visuals*

*I want to mentioned that the visual in the game is nicely done. The visuals can be adjusted in the game's option menu.*

#### *Game Audio*

*I want to mentioned that audio for the game is well done. Even though the audio is somewhat simplistic and repetitive. The audio can be adjusted in the game's option menu as well.*

#### *Gameplay*

*There are four different difficulty game modes to choose from: Casual; Advanced; Expert and Custom.*

*The notebook keeps tracks of progression in the game. Such as story events and clues.*

*There is an interactive map in the game. It allows the player to fast travel between each locations quickly without having the need to constantly backtracking. It also indicates that there are variety of tasks that can be completed at various locations within the game. The interactive map is not automatically given at the start of the game.*

*There is no padlock feature that is available to lock the inventory panel in place to make it stationary. The inventory panel is stationary.*

*There are some interactive items in the game. Some of these interactive items may require extra components before they can be interact with. All interactive items are marked with a symbol in one of the corners.*

*The forensic kit is used to help the player to examine collected evidences a bit more closely.*

*The elemental forge is only available when the player is in the astral plane. Each time the player is in the astra plane, the elemental forge, needs to be found in the hidden object scenes. The elemental forge allows the player to combine two elements together. The new element is then used to move barriers in the game.*

*The hidden object scenes consists of the following: Find "x" amount; Shadow items and Traditional word lists. Some of these hidden object scenes may require little or no interaction. Most of the hidden object scenes can be replayed in the game's extra feature section.*

*There is an optional mini-game: Monaco. It is only available during hidden object scenes.*

*The puzzles are fairly easy without having the need to skip any of them. Most of the puzzles can be replayed in the game's extra feature section as well.*

*There are three sets of collectibles in the game: Photographs; Tarot Cards and Forensic Tools. They are scattered throughout the game for the player to find.*

*There are twenty-two different achievements that can be unlocked from playing the game. Each of these achievements does come with some requirements that needs to be completed before they can be unlocked.*



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*Since this game is a collector's edition, there is a bonus chapter, but it can be access only after the main story is completed.*

#### *Miscellaneous*

*There are extra features in the game: Bonus Chapter; Bonus Hidden Object Scenes; Bonus Puzzles; Wallpapers; Soundtrack and Concept Art. Most of these extra features can be access only after the entire game is completed.*

*There are five different trading cards to collect. The game only drop three of those trading cards. There are several ways to get the rest of the trading cards: Purchased from the Steam's Community Market; Trade with friends; Booster Packs and its' Booster Pack Creator.*

*Final thoughts: I have found the game enjoyable to a certain extent. The replay value for the game is low. I would recommend this game, but not at the game's full price value.. I've purchased many Artifex Mundi games and have had a good experience with the games that were by Artifex Mundi, the best of which was Nightmares From The Deep 2. This game was published, but not developed, by Artifex Mundi, and due to a series of quality issues, I cannot recommend this game for purchase.*

*Various HOPA (hidden object puzzle game) achievements are linked to clicking items accurately. In a hidden object puzzle section of a game, there's often a penalty for what are known as "misclicks", which are exactly what they sound like: what happens when you click something in the scene that doesn't fulfill the puzzle requirements. For instance, if I click a bicycle, and the game isn't asking me to find a bicycle, that would count as a misclick.*

*However, a misclick system only works when the hitboxes for the items in the game are well defined. There were many times that I wasn't credited for clicking an item in the process of playing Ghost Files: The Face of Guilt.*

*I encountered a gamebreaking bug in the bonus chapter content that made it impossible for me to receive a puzzle item, even by clicking it, for unknown reasons. I suspect it had to do with me clicking the "hint" button during the animation in which I would've received the item, but I've never had this kind of issue in an Artifex Mundi game before.*

*The fact that the hitboxes for items were poorly defined + I encountered a gamebreaking bug are the reasons I'm giving this game a negative review. I'd give any game with those issues a negative review.*

*In terms of story, this is only mildly cheesy. The story is supposed to be set in Boston, and sometimes, it feels like it is (a map of Boston appears for one minigame, some of the areas look somewhat Bostonian), but most of the time, it does not. The general premise is intriguing, but too much lore is left unexplained. Various supernatural elements and terms are introduced but never thoroughly explained, although that's par for the course with the Artifex Mundi cosmoverse.*

*The most compelling part of the game is the forensics system, in which fingerpints, blood, and bullets can be collected and compared. However, the system isn't used very often, unlike the detective system found in the Enigmatis series of games.*

*If you are looking for a detective themed HOPA, I'd recommend the Enigmatis series instead. It's also by Artifex Mundi and all three games were interesting. If you're looking for another HOPA series of any genre, I'd recommend the Nightmares From The Deep series, which is the classic Artifex Mundi series.. This engine has obvious limitations. All the puzzles in this game I have already played in other publications by Artifex Mundi, so they felt highly repetitive - even more so since they were also repetitive in itself, which could potentially make it just as boring for people who have not played other AM games. There isn't even a reward (achievement) for playing this title at highest difficulty or for doing the mini game instead of the HO puzzles.*

*Also, The HO scenes didn't vary on my second playthrough, the objects needed are always the same, which only increased my boredom. The achievements were mediocre, too, the game overall posed no challenge whatsoever.*

*The story seemed somewhat fresh at first, which got me prematurely excited, only to quickly realize that the mystery's solution was 100% stereotypical, hence obvious and predictable and void of fun. The bonus chapter was a bad joke; you don't even get to fuel the Elemental Forge with runes here, it was just a quick "clicking-through" experience with a non-existent story.*

*Some of the voice acting (except for the main character) was quite bad and partially annoying.*

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*While the game is technically flawless and sports beautiful, atmospheric art, I overall cannot recommend it.. Story is meh. Characters are totally forgettable. Puzzles are standard fare. I would only buy it WAY on sale if you're just looking for more HOGs to play and don't care about the story. I give it a thumb's up because it's unremarkable rather than annoying. I didn't have any bugs or anything that really frustrated me.*

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