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## Crossroad Mysteries: The Broken Deal Free Download Game Hacked



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### About This Game

Desperate to find a way to medically remedy the horrendous stigmata and nightmares, Anna begins to look for the reason for her childhood suffering, which she knows nothing about. Her way lies through a small town from where she got to the asylum. Up to this moment all her memories were as though wrapped in a white shroud. What happened to Anna in her early childhood? How will she cope with what she releases from the chambers of her past?

#### Features:

- Stunning graphics
- Exciting story
- Fully interactive environment
- A variety of mini-games
- 23 quest screen
- 20 mini-games
- 9 Hidden Object Scenes



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Title: Crossroad Mysteries: The Broken Deal

Genre: Adventure, Casual, Indie

Developer:

N-Tri Studio

Publisher:

N-Tri Studio

Release Date: 1 Sep, 2017

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English, German, Russian, French, Italian, Dutch, Portuguese







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The puzzles were really confusing and the instructions were too vague. It played like a game that is much older. It seemed pretty clunky.. Not only do half of the items you're searching for require you to click just so (not even in hidden object segments, but puzzles and even picking things up) but some of the puzzles involve things like being able to distinguish between four slightly different shades of green while only letting you view one at a time.. I have seriously mixed feelings about this game. On the one hand, I'm a Linux gamer and enjoy hidden object games. I'm happy to see another publisher of these games supporting Linux. It ran without any problems on my older Linux Mint system.

On the other hand, I wish the non-English speaking publishers of these games would try to find people with a better grasp of English when they do their localization. Some of the hints appeared to have been translated with google translate, which means they were nigh useless. You also need great precision in your clicking as often the active zone on a hidden object is quite small.

The story was different from the usual horrible-monster-wants-to-take-over-the-world ones that I've seen with other publishers. That's nice. I don't think I could really tell you the story though, especially now how it ended. Did the primary POV character actually survive? I just don't know. Maybe you're supposed to be able to decide that for yourself.

The artwork was quite consistent throughout. It was all very...atmospheric (read, dark). I noticed the same in the other games from this publisher. As all of the games are dark in tone, I suppose that fits. But if you like colour, this is not the game (or developer) for you.. I have seriously mixed feelings about this game. On the one hand, I'm a Linux gamer and enjoy hidden object games. I'm happy to see another publisher of these games supporting Linux. It ran without any problems on my older Linux Mint system.

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- It is short, good for about 3-4 hours of playing time.
- The plot is a bit confusing to be honest - you play as Anna, a young woman trying to unravel events from her past.
- The artwork for the locations and objects is well done - on par with similar games.
- The hidden object scenes are nicely drawn - again on par with similar games. I did not run into any clues that were unclear.
- The puzzles are pretty easy, but the instructions were not always clear so you may need some trial and error to understand what they are looking for.
- I did like the way the background objects shudder in response to a mouse click.

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- You should not have too much trouble collecting all of the achievements if you are so inclined. This is an easy perfect game.

. Out of the 3 games I've played from these developers (Ashley Clark games + The broken deal) I liked this one the most. It had a good story, I didn't feel I had to backtrack so long as previous games, and everything made sense. The music fit with the game, and everything seem to be made with a thought of mind.

Let's start with the end of the game. When I finished I had an extra key in my inventory, I think it was the lighthouse key. Normally these things vanish when you have used them, but this one stuck with me. Also even though the game was very satisfying the ending was not. I have absolutly no idea what happened, and it sucks! It kinda ruins the last moments of the game, when everything else made sense and was exciting.

Tbh. I don't think there is really much more to say about the game. It had an exciting story, it all made sense, and I got through the entire game using hints. I was sometimes stuck, but came back and finished it. The most common way to be stuck was encountering a hard puzzle. I liked the game and I recommend it.

Do not trust the demon!. Beautiful game with terrible controls, awful puzzles, and a very underwhelming experience. There are many better ones on Steam.



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I liked the game, the puzzles and HOGs were a little different than usual. Some of the puzzles were way too hard though, even though I was able to finish most of them a couple couldn't even find anyone solving them on the internet. Some of the ones that did solve took awhile to see what they wanted. Think they could have done a little more with the crossroads demon than they did. Going to have to try again. That card game was hard to understand and lost. I kinda don't want to recommend it, but since it was so different from the normal ones and the artwork was great I will.. Confusing ending, wtf, what even happened? Did someone die, did someone live? The story was left way too open. Confusing puzzles and controversial instructions (for example remove yellow tiles, when actually meaning♥♥♥♥♥♥under the tiles, not actual yellow tiles). Wasted money even though the game was on sale.. I didn't mind the story line. I liked that it would finish one scenario and then go on to the next. But I did experience severe drag and the hints to earn were really hard to see.. This hidden-objects game tells us an interesting story about Anna, girl, who inspected strange sights on her hands. Game has an element of horror, so you'll be strenuous during playing this game.

I recommend it, because this game is very interesting.. it's an okay game but there are some fairly tedious points... the back-n-forth between scenes to complete puzzles for example. you wander around, picking up stuff (if you manage to figure out you're supposed to and what, that is) and then trotting back to whatever scene/room you hope that piece of junk goes to. there's not a lot to the game aside from that. some puzzles, some ho scenes... but mostly convoluted bits of wandering around wondering why you had to pick up junk. most of the puzzles are on the lowest end of skill to complete. but those that aren't, oi, what a pain in the tail feathers. luckily the hints (in the form of crosses for the main character & badges for the briefly played secondary character) are plentiful if you keep your eyes peeled. some of the puzzles are just annoying to the point of skipping them just to get a move on. that's not even touching on the mechanics of the game being off... clicking repeatedly, hoping to hit it in the "just right" sweet spot was definitely a tooth grinding experience. the good points... ah well, there are some. not many but some. the graphics are solid (if a little on the goth side) and the music doesn't make a person's ears bleed. the voice acting isn't bad.

but there are loads of other games with better everything that are far more worth the price. so given that pretty much all the hours/time you see under my belt in playing this was spent grumbling about having to trek back yet again. to some pointless spot to plug yet another piece of junk haphazardly into what I hoped was the right spot... I can not recommend this game.. I really can't recommend this game. Every part of what you collect must be in sequence, even if you're trying to collect other items you need. Hidden areas appear only after other objectives are filled. Very painful to play.

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Hey everyone!

The launch of our game "[Ashley Clark: Secret of the Ruby](#)" will take place at Steam Store on July 6.

We have added Steam Cloud and Steam Achievements Support.

Get ready for adventures!. **Howville: The dark Past:**



Hey everyone!

The launch of our game "[Howville: The dark Past](#)" will take place at Steam Store on May 11 .

We have added Steam Cloud Support and Steam Achievements Support.

Shortly after release the cards will be added to the game.

. **New release on the Steam Store!:**



Hey everyone!

The launch of our game "[Ashley Clark: The Secrets of the Ancient Temple](#)" will take place at Steam Store on August 31

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We have added Steam Cloud and Steam Achievements Support.  
Get ready for adventures!. **Achievements!**:  
Great news for all players!

- Now you can gain the [Achievements](#) while playing our game!!!
- Also we have added new languages: Francais, Espanol, Italiano, Nederlands, Português
- Problem with game savings is fixed now!

Have a good game!. **Steam Trading Cards**:

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[Steam Trading Cards](#) are working in our game now! 🌻

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