
Sherlock Holmes Consulting Detective: The Case Of The Tin Soldier Download] [portable]



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About This Game

Inspector Smythe from Scotland Yard has informed Watson and me of the murder of General Armstead, a Tontine ticket holder. Of course, I was aware of the Tontine – a lottery that was set up to aid the veterans of the Battle of Waterloo. Something about this case intrigues me. Perhaps it is that there are only five surviving ticket holders here in London? Perhaps it is that the General was about to publish a scintillating addendum to his infamous book on treasure.

Zojoi teamed up with famed board game company Sleuth Times to reproduce the award-winning Sherlock Holmes Consulting Detective video mysteries for Windows and Mac. This original titles was considered the pioneer products for emerging optical technologies and took advantage of the medium with full-motion video (FMV), intriguing storylines and fun game play. The restored retro game feature recaptured video, high-resolution graphics and strong storytelling and design.

Direct the famous Baker Street detectives through the fog-filled streets of London, and solve mysteries in a faithful adaptation of the board game that features:

- 30 minutes or more of original video footage
- Sherlock Holmes, his case companion, Dr. Watson, and over 20 additional characters (both trustworthy and unscrupulous!)
- Full English subtitle support

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- Search the London Times for clues, peruse Holmes' personal files, scour through the London Directory and receive hints from Watson himself
 - Present your findings to the Queen's magistrate – and learn how you did against the master detective

Title: Sherlock Holmes Consulting Detective: The Case of the Tin Soldier

Genre: Adventure

Developer:

Zojoi

Publisher:

Zojoi

Release Date: 8 Jun, 2015

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English







its a great aircraft
carenado did a 9V10 job making the C172N
has great flying characteristics
. Good game

enjoying commanding rescue squad and fire brigade etc.

but I can't play mission 9 in em2012 forward by crashing after white screen.... Brought it for nostalgia, crashes to Steam desktop every time.. Everybody that likes movies should try this experience. It gives you a taste of what will be possible in VR movies in the future. For example, it never felt so real to sneak around a corner together with somebody else and almost look over his shoulder.... She's dabbing on the card pack, nobody can tell me otherwise. Part 3 is required. (And demanded!!). As with the release day of any game, the game is very buggy at the moment and that should almost be expected as it happens to all games. What doesn't happen for all games though, is having an understanding and dedicated developer who will listen to every complaint and work towards fixing things quickly. Playing through the game for the first time I reported every bug I found, and got an acknowledgement of it and effort toward fixing it. So I am sure this game will work out its bugs and polish up considerably in the future.

The current price tag may seem a little steep, but some things to keep in mind is that unlike other language learning games like Influent, you are buying ALL the languages currently offered on Lingotopia all at once, and likely all future languages that will be offered on Lingotopia as well. You get the plethora of officially supported languages, but also the long list of unofficial languages as well (Which are being constantly updated by the community) At the current moment, buying this game for just one language probably isn't worth it, but if you are looking at it as buying a game for 4 languages (Like I am), then now it is a language resource that is more like 5\$ per language.

The developer is very passionate about the game however and I think we could see much more content added in the future, so I think this game will do better than some of the other first day reviews might suggest. I have found myself enjoying this game more the more I have played it.. This is one of the most frustrating games I have ever played. That is not entirely bad. I got through the game a few levels a day, since that was about all I could take. I thought there was 15 levels and I was OK with that, but it turned out to be 60 levels, with 10 bonus levels. In 15 hours I completed all 60 with 3 stars (one for completion, one for all brains and one for beating the time) and a few of the bonus levels, with a few levels completed on nightmare difficulty. That's right, a difficulty that is just off the charts. Needless to say, the difficulty is not for everyone and I got my money's worth without trying the extreme frustration level. So even skipping like half the game, it is well worth buying and I highly recommend it.. The game started out nice enough. Point-n-click adventure game. Not the best, but enjoyable. Then I got to the part where you need to stealthily get by a guard and his dog. A stealth part in an adventure game. Now, if implemented properly, this wouldn't be that bad. Unfortunately that is not the case here. The rules of how they can detect you are not explained nor are they obvious. Depending on where you are, Holmes may or may not be able to go where you click. Even after checking out some walkthroughs and knowing what I was supposed to do (which didn't really make sense in the first place) I was not able to get through this stage. Quite a shame since from what I understand, that's about halfway through. Oh well.

Short (I needed less than an hour to finish), but nice atmosphere and different possibilities to actually die increase the tension. Puzzles difficulty level is low, but it at least forced me to take some notes on safe codes, frequencies and especially the plant-mix-puzzle.

I enjoyed this one.. Great game!. Really cool, innovative gameplay.

It is like, really difficult.

I feel like it costs too much.

I'm gonna give it a thumbs up but you should wait for a sale.

<https://youtu.be/VXgpBiDM2uQA>. Co-op doesn't allow player 2 any customization. They are stuck with whatever upgrades you choose and that's a really poor experience for 2P. Inexcusable in this day and age.. This DLC deserves its 100% positive. This is the third Sherlock Holmes game I've played, the others being "The Awakened" (released before Nemesis) and then "versus Jack the Ripper" (released after Nemesis). And it is by far the worst one so far.

[You know those boring hidden object games, were the game puts you in front of a small screen and tells you which objects to find? This is similar, but instead the game puts you into a huge open space without even telling you what you have to do or look for.](#)

[At on point, for example, you're in a huge square that takes ~2 minutes to surround entirely, NOT counting the inside, the few sidepaths, the stairs you can climb and the buildings you can enter. And here you have to find... 4 small birds.](#)

[It leads to tedious running in circles for ages because you miss small objects, or a stair you can ascend, or a door you can open. This happens 5 or 6 times in this game.](#)

[What makes is worse is the fact that Nenemis repeats one of the flaws of "The Awakening" which almost killed the game for me back then: The riddles are too linear. And that's a problem especially regarding items. Sometimes you click an item that looks important, but you can only look at it. You proceed until you solve the next step of the puzzle, and suddenly there's nothing to do. You walk around this huge open area and you've already clicked everything there is to click. What did you miss? Nothing, actually. It's simply this: The item you wanted to pick up before, but only could look at, you can suddenly pick up. And as you don't know this \(why would I try picking something up that I couldn't pick up before?\), you spent even more ages running in circles like an idiot.](#)

[This makes kind of sense from a narration's perspective, but NOT in an adventure game.](#)

[All of this tediousness is interrupted by ridiculous riddles. Sometimes you have to answer questions to proceed, but the answers are simply too strict. You learn that you have to find a specific painting in a gallery and the game wants you to tell Watson about it. You try the name of the ship, the ship model, the name of the admiral on the ship, the countries involved, the name of the battle, the location, even the name of the painting... nothing works. The correct answer is: boat](#)
[Some other annoying things like sliding puzzles \(hate them!\) and jigsaw puzzles \(you can solve it in your inventory, but when you put the puzzles tiles on the correct place and put it together there, it additionally rotates the tiles... just why?\) and a horrible weaving puzzle that is pure trial & error.](#)

[The whole plot is laughable and barely makes any sense.](#)

["The Awakening" was, despite many flaws, quite enjoyable. "Sherlock Holmes vs Jack the Ripper" was a great game that improved on almost every single feature. But this one I didn't enjoy even a minute.. Have you ever wished there was a warcraft 3 moba\2014me too, this is it, and its great. Also, if you were one of the few people who loved Gaurdians of Atlas \(RIP\) this game fills that void which no other game has tried to fill.. Great locomotive! I totally recommend it and in my opinion is one of the best Amtrak locos for Train Simulator. Not only this locomotive is used in Miami, it can be used all over the United States like in Chicago, Pacific Surfliner and Horseshoe Curve like in real life. What I also love about the Dash 8 that it has openable doors. It's so much fun and it's better with Fan Railer's mods with it's real horn. I can't believe they did a really great job on this locomotive. Totally worth it!. interesting and keeps me thinking](#)

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