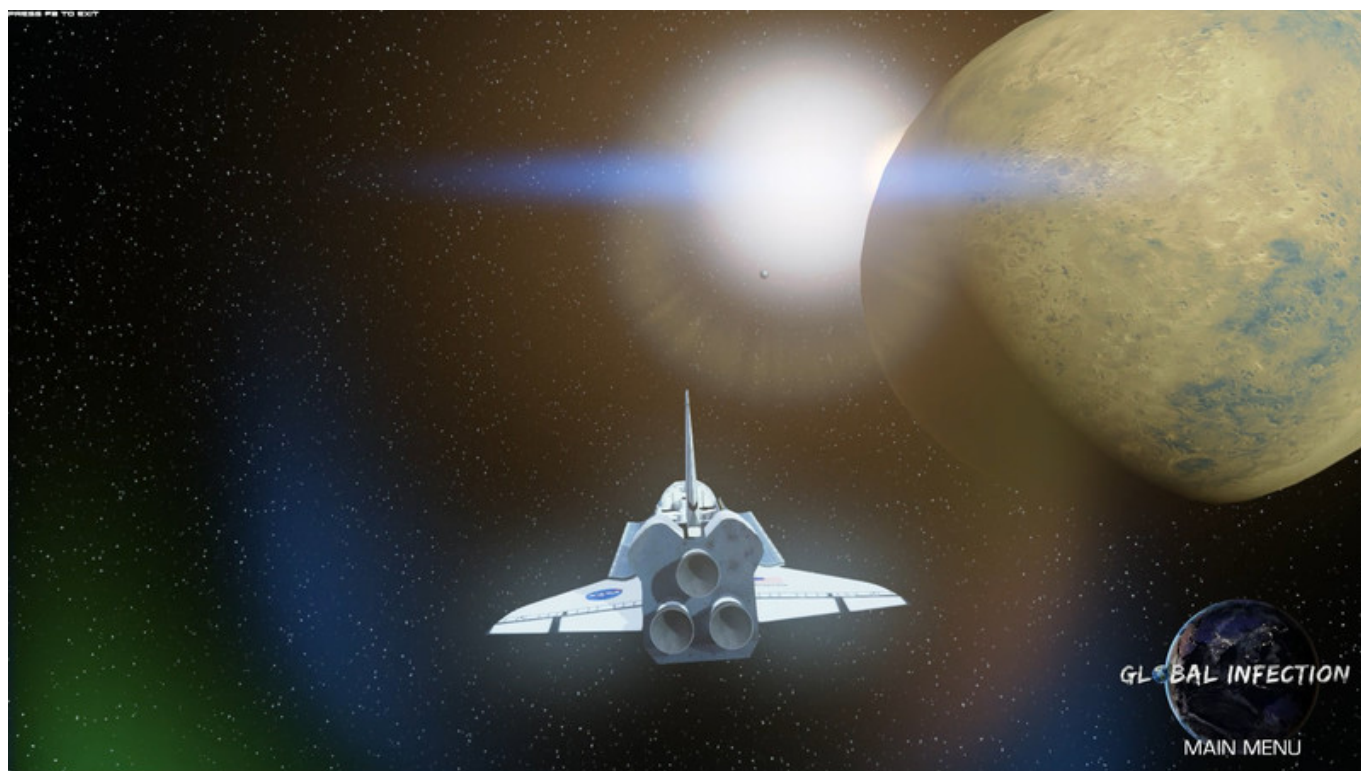

Dark Parables: The Little Mermaid And The Purple Tide Collector's Edition Free Download [PC]



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About This Game

Big Fish Editor's Choice!

This title was chosen for its high standard of quality and amazingly positive reviews.

The bestselling Dark Parable series continues with The Little Mermaid and the Purple Tide! Follow the clues as they take you to an underwater kingdom in this exciting hidden-object puzzle adventure game! You've been called to investigate a strange purple tide. And that's when the mermaid shows up...

- A variety of hidden-object scenes, including fractured objects!
- The bonus game unlocks the secrets of Prasino's mad king
 - Achievements
 - Available Strategy Guide
 - Wallpapers and concept art

Title: Dark Parables: The Little Mermaid and the Purple Tide Collector's Edition

Genre: Adventure, Casual

Developer:

Blue Tea Games, Eipix Entertainment

Publisher:

Big Fish Games

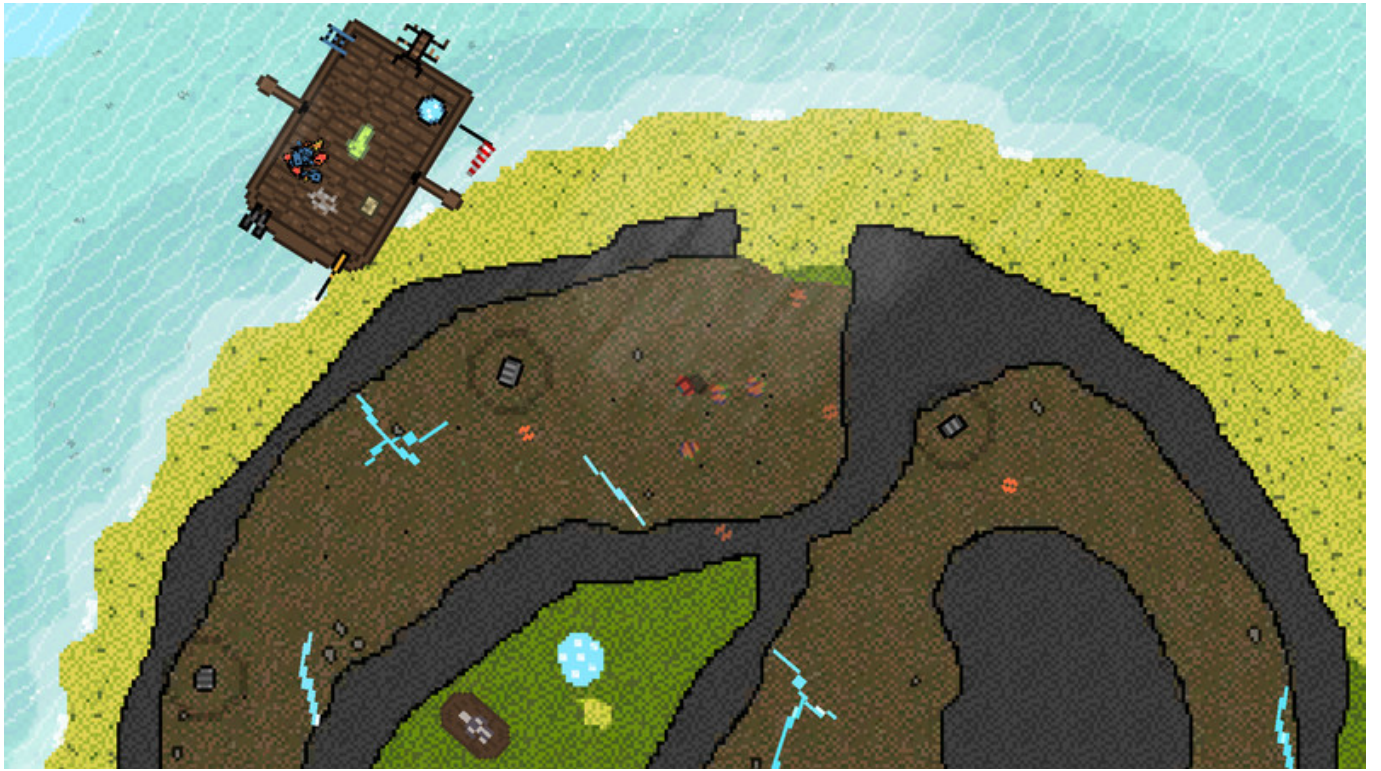
Franchise:

Dark Parables

Release Date: 21 Mar, 2016

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English







Let me start off by saying that, in my opinion, this is the BEST ccg out there. As you can tell by my hours logged in, I obviously love it. A lot of time has actually been played via my browser too so I probably have close to an additional 400hrs.

With all that aside, this isn't your typical Pay to win model. You can purchase ANY card in this game without having to pay real money. Is there a grind? Yes. I'd be lying if I said there wasn't. However, you can earn gold rather quickly through several ways. One way is the campaign. They now did away with the energy bar so you can play as much of the campaign as you'd like. Once you defeat the campaign, the energy bar is implemented if you want to replay any of the "Nodes". Another way to earn gold is through Guild Wars. You can gain gold if you win your certain matches then bonus gold if your guild wins that war. It can build up quickly. Also, there are daily rewards for logging (Which can also reward you with cards, or gems). You can also purchase any hero for Gold. There are currently 27 heroes, 6 or 7 of which you earn through completing the campaign. You can also gain gems through playing in the arena. 2 per day and a bonus of a minimum of 20 at the end of the war if you play something like 20 PvP matches. On top of that, if you log in 20 times during the month, you're awarded an additional 20 gems.

My favorite part of the game is the variety. There are 6 Kingdoms along with a 7th neutral kingdom if you will (Unaligned). There are heroes for each, with their own special abilities which gain charges each turn. Each hero truly feels different and all have their own benefits to play to a certain playstyle and deck build. There are numerous types of cards to play: Creatures, Gear such as weapons and armor/shields, Spells, Runes (Which take effect each turn and benefits or hurts each side). Like I said, a lot of variety. It should also be noted that creatures also have abilities. And there are A LOT of abilities. However, with all of this being said, the learning curve is very short. There is a lot you can do but its easy to learn but difficult to master type of thing.

I can also say that the player base is overall very friendly and helpful. Someone is always around in the chat to offer guidance and advice with new players. There are also 4 tiers for Guild Wars, which is pretty easy to find someone to take you in to "Show you the ropes" =)

Update* Just purchased my 2nd Legendary card in the past 3 months. Both with gold earned from Guild Wars and the Arena. Also during that time, I purchased 2 boxes (20 packs) worth 149 gems each without having to pay a dime of my real money... For ppl who say this is a P2W game, you may need to revise your strategy =)
. The problems with the keys being revoked is a big misunderstanding and is not the dev's fault.

The game itself is fun, and shouldn't be bombed because of a single bad situation.. Not hard, but that leaves it easy to 100% with only one achievement for completing all the levels. Takes like an hour, or more if you listen to a podcast while doing it. I wouldn't pay more than a dollar or two for it though. In comparison with the original game, Rome: Total War and Barbarian Invasion (which are both great), this expansion is rather disappointing.. simple but entertaining. It's not bad but not great either. There are many good ideas like team building, but they were not played out very well. Characters are two-dimensional and lacks depth. You could almost guess what a certain person would say or do in a certain situation. Their "big secrets" does nothing to make them more interesting or attractive. And the most important thing: story just gets blander and blander after each chapter.

A pretty fun party game. :). This game is great. It has difficult puzzles and tons of cool mechanics. I guarantee that you will have fun playing this game and also use your brain. The story is excellent, great soundtrack, and some of the puzzles are really difficult!. This was the experience I was hoping for. Just a few blissful moments floating around observing the pale blue dot. I think the length of this is just right. This is certainly going into my demo list for friends and newbies.. Very bad game.

Game gets boring very fast. I'd not bother with this game.. Rating: 9.5/10

What a great game!

Wonderful presentation, interesting and varied levels, well-paced increases in difficulty and multiple goals in each level to increase replayability. Most importantly in a game of this type, the controls are tight and the physics feel sufficiently realistic. The checkpoint system is generous, so the game is challenging without being too frustrating. Highly recommended!

. The basic premise is that you're trying to escape some mines where you were imprisoned. You have to outwit guards, turrets and more, while finding tools like flashlights, bombs and keycards. Multiple challenges per level add to the challenge and longevity. This is a great action puzzle game.. I don't really mind any issues, but this game was my favorite fighting game as a kid to replay something that make me a better fighting gamer, I couldn't recommend it more. A puzzle/parkour game, visual appearance is simple but still beautiful.

Game Performance: Great

Story: not that relevant

Visual: Great

Sound: it's ok

Bugs: Sometimes you fall because you stucked within an object.

The price is absolutely fair.

Recommended for everyone who needs a relaxed game.. this game changed my life. One of the first VR titles that actually felt like a game for me, rather than just a glorified tech demo. A great premise and a lot of enjoyability. The later levels even getting pretty hectic. I'd love to see some additions to the level or some extra challenge modes. Perhaps even a level editor if possible? Love it!

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