
Corto Maltese - Secrets Of Venice Download] [Torrent]



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About This Game

Let's set off in the footsteps of Corto Maltese!

Along Venice's canals and narrow alleys, fight against a poison that ravages you, avoid bullets and explosions, face the unknown, and eventually open the doors of knowledge.

This video game unravels a thrilling quest based on a point and click riddle-driven gameplay within the worlds of Corto Maltese, the main character created by Hugo Pratt, the genius of graphic novels (more than 5 Million hardcopies sold worldwide).

Searching for a fabulous emerald, you may find a magical balance and finally, utopia.

Key Features

- An intimate experience with one of the most charismatic graphic literature's figures : the iconic Corto Maltese for the first time in a video game
- An original story featuring existing characters from Corto Maltese's comic books, as well as brand-new characters
- Gorgeous artworks combining: original settings based upon sceneries and places in Venice, cutscenes using stunning photographic work of Marco d'Anna, and animated comic strips from Corto Maltese's adventures all over the world.

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- A mysterious compass and a gazette full of stories and hints will help you throughout the adventure.
 - Two difficulty levels for the riddles : for beginners or insiders...

Title: Corto Maltese - Secrets of Venice

Genre: Adventure

Developer:

Kids up hill

Publisher:

BulkyPix, Plug In Digital

Release Date: 4 Dec, 2014

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Minimum:

OS: Windows 7

Memory: 1 GB RAM

Storage: 850 MB available space

English,French,Italian,German







OMG, this is ogly game for last years... I have one habit is a finish all of that I try to start. I have been finishing this game for 1.5 years cause I set up and deleted this game again and again. Luckily I've done it - I have finished this game.

If you cant create something special and amazing please dont do anything...

I regret for spending time with the game.. When I play a game, I expect an immersive experience. Having to leave the game to do research on the web is very disruptive. I did not enjoy this game.. absolutely variably difficult, re italian words etc even the walkthru was difficult to follow,,

though there were some historically intresting aspects..... In spite of the *many* things I like about this game, there enough deal-breaking bugs for me not to recommend this -- at least not in English. (More details below.)

The Good: Truly exceptional world-building! It's a fun mix of Dan Brown, Assassin's Creed, and Tintin. There's a nice balance of occult history, Venice travelogue, Judeo-Christian mysticism, and political thriller elements. The narrative hits all the right notes for me.

I don't even mind that the present-day sequences don't use the art style from the original comics, because I wasn't very familiar with Corto Maltese before playing this game (other than a few tangential references in League of Extraordinary Gentlemen).

Many of the puzzles are genuinely fun, even if they seem a bit ridiculous in the context of the story. In fact, I wish I had thought of the explorer/Age of Discovery puzzle myself. (I run a brainteaser-oriented game night in Manila.)

I like how the Compass mechanic works, in general. It's a neat way to bridge the story and gameplay elements.

Bonus points for the puzzles that make use of real-world outside resources: Google Maps, Wikipedia, even TripAdvisor (one puzzle involves searching for a review posted by an NPC) It's quite a bold risk because it involves user-generated content that might end up getting deleted, later on. But for now, it feels inspired.

The Bad: The over-reliance on AGS-style connect-the-squares mini-games. Gets hella repetetive, especially in the late game. There's some occassional wooden voice acting, which I can forgive.

The stuff that makes this game unplayable at times comes from sloppy QA, rather than poor creative decisions by the devs. So it falls under...

The Ugly: At least four of the expert-level/hard-mode puzzles are basically unsolvable because of poor implementation. I can't go into detail without spoiling it, but have a look at the discussion for this game, if you want to get an idea.

The most obvious example are the hints for a mid-game puzzle involving book titles. The in-game tips make reference to books that aren't even mentioned in the puzzle!

Also, the Achievements seem to be completely bugged. NOBODY has been able to get them, so far.

Based on other people's feedback, I get the impression that the original Italian version may have better quality control.

It's a shame -- I *really* wanted to like this game. The premise and gameplay have SO MUCH appeal to me. But the actual execution is unacceptably sloppy.. Recommended with remarks. I've changed my first analysis.

Game's atmosphere is nice and, if you are a lover of Corto Maltese comics, it seems appealing enough.

The aim of the game is to quest by yourself, outside the game (Internet), to answer the riddles that the game offers to you. This makes this game unique and, enhances the detectivesque feeling, since you are yourself who should investigate outside the game, browsing wikipedia or google maps or whatever other source of info that could help you to get the answer.

This is one of the hardest click & point adventure games I've ever played (and, played a bunch). Sometimes, the tips or clues

aren't that clear and can lead you to absurd paths. The bad thing is that there is NO guide or walkthrough anywhere (there is just a single one covering the very first steps), by today.

I was really stuck for several days with just one riddle and. I was going to give up the game. until a forum mate was giving me the last piece of the puzzle to get the answer.

After suffering lot of frustation, I've finally ended it and now, I feel more satisfied than with other easier point & click adventures.

So, you've been warned. If you love HARD point & click adventure games, try this one, even if the character of Corto Maltese isn't appealing to you. It worth the effort.. Game won't load.

I bought this game today, and it turns out the game wont load. I am not the only one with this problem.

I don't know why it wont load, but I would not recomend bying the game until the problem is fixed.

. Unfortunately the game features a broken puzzle that will stop the player in his tracks about 70% through. This puzzle entails mixing a medicine and it won't work (having chekced walkthroughs and youtube I can attest to this) - hence fair warning to a prospective buyers. All of this is a shame, as the game atmosphere is quite good even if you are not a Venice lover or familiar with Hugo Pratt.. So here's the deal...

This would have been a great concept. I like the idea of looking up the answers to the puzzles. It was super cool and kind of a throwback to playing Carmen Sandiego on the Apple IIe. But this game messed up a lot of things. Half of the puzzles were either worded very poorly, or they were designed so that it would be impossible to solve by means other than looking up a walkthrough or by random guessing. One puzzle required to place things in chronological order. Not only is the layout of the actual puzzle different than the instructions for that puzzle, but they wanted it done in REVERSE chronological order, which was not stated in those instructions. Cool aesthetic, terrible design.

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