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About This Game

Exciting indie game based on the legendary film "Island of the Damned".



guessed! Retired already a year. The other day he received a letter asking him to come to the hospital for mental patients. John has yet to reveal another difficult matter. The detective will have to face a number of mysteries that the psychiatric hospital has prepared for him.



"Curse in our heads" is a 2D quest game in a beautiful, modern pixel art aesthetic. Play the role of detective in secret hospital. Explore the hospital, communicate with health professionals to learn secrets and solve riddles. Look for the keys to the rooms, guess the code and then you will come to success.

Help John learn all the secrets of a psychiatric hospital on a remote island!

Title: Curse in our heads Genre: Indie Developer: Dankov Games Publisher: Dankov Games Release Date: 9 Jul, 2018

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Minimum:

OS: Windows 7 64-bit, Windows 7 32-bit

Memory: 1024 MB RAM

DirectX: Version 10

Storage: 100 MB available space

English,Russian







It's good game but need more content to it like drift contest and cars need more modes like turbos and all that good stuff - it has only drag race

- you can only drift if not in drag race

-online didint work for me and my friend

i do not recomend this game for now bcuz it need more content

and i do recomend this game it looks beatifull and the driving is good in this game. "However, we have had customers who have highlighted that when they fully invested in supporting Talisman it was during a time that we promised all content for the game and we have since changed the terms of the product they supported."

Cool, screw the fans and supporters. Don't buy this game, this is another classic case of 'screw the fans for money'. At some point, if people boycott them, they may learn or go out of business.

Since you changed your terms, I want a refund for the entire game, these are not the terms I signed up for anymore, so they are now void. A sweet bullet hell with simplistic yet colorful visuals and an awesome soundtrack to boot. What makes it different from other shooters is its macro mode which innovates a new way of playing twin-stick shooters. Definitely recommended.

Pros:

- + Gorgeous visuals
- + Tight Controls
- + Encourages risk-reward plays
- + Macro Mode

Cons:

Nothing.. In its basic form this is a Money management game Worth it for small amounts of money and amusements . Not bad strategy game. Unique among other Upon death game totally relaunches, being forced into third person camera only is annoying, why not add first person?

Game looked fun, but so far it isn't. It seems very laggy, lots of stutter. I have no problem with stutter or lag in other games. There are no video or graphics settings for different resolutions, only a full screen on or off.

I do not currently recommend this, but will hold on to it and keep checking back..

WHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA. I got this game on sale because it looked interesting and i am a big fan of GameDev Tycoon. Figure it would be similar, but with running an arcade instead of a video game company. After about 12 hours of figuring things out and wasting so much of my time, i finally gave up. The game is nowhere near done, nor worth more then a dollar. There is barely a tutorial to help in the fine details of how the game works. Controls are either slippery or too heavy. I couldn't move anything to where i wanted it without either using the directional keys or practically flailing around with my mouse. Events in game overlap each other to the point where keys tend to freeze and when in the middle of a important action, having the game stop you and drop what you are doing. I have had so many games broken just because when i was taking the problem customer over to the door, the month ended and forced me to let go and the person destroyed it. Pausing is confusing, things still happen during events and menus. Not sure if really paused. Its basically a Facebook game. It/u2019s the worst kind of time waster where I sit here tending to the machines without really interacting with them. Their stats (If they really are stats) have no meaning. They say if I put games in certain configurations, I can maximize popularity. Through all my tests and random ideas, never have I saw a difference in any configuration. It\u2019s like RCT, you put the ride down, it gets popular for a while, then people get bored and you replace it. Except here, the money is so much tighter that after the first two months, your poor as\u2665\u2600\u2665\u2665\u2665\u2665\u2665\u2600\u2665\u2600 two months. You are going to sell 75% of your games and slowly watch helplessly as the game closes in on you. And even better, when I sold my last game, I just broke even and the game continued. I couldn\u2019t do anything for a month, I had 0\$, no games, no vending, and yet still no game over. If I was patient enough, I would have sat there waiting to see what happens. But no, its not worth my time. The best part of the game is the variations of arcade games you can buy\u2026 then they ruin that too. It/u2019s the usual cabinets with different textures, no super special games like DDR or Gun games, No fighting games, Overly expensive pinball (only one) game, and a racing game that is also too expensive, but is the most interesting game to look at. I hate to ramble on, but there is so much more. The characters you choose are bland and boring. It\u2019s so bland, why isn\u2019t there a character creation? It would make it slightly better? And the pop machine is a joke. It makes the least amount of money and has to be maintenance every 2 months. It\u2019s a waste. There is this huge space for games and such, but I have only ever been able to fill a small corner (barely) with games. By the time I can afford a new one, I sold like two. Also that god damn post in the middle of the screen drives me crazy. This might just be me, but that post makes movement around the screen harder than it already is and is a general design flaw in my eyes. There is probably more issues im forgetting but this is my biggest problems.

TL;DR \u2013 Play a Facebook game, it\u2019s the same but more stable than this. Still better built then Ride to hell. . Monkey Island 2: LeChuck's Revenge is a great addition to your downloadable library.

Here we have one of the best point-and-click adventure games. The story is engaging and hilarious, the characters are all fascinating, the music is catchy and it looks beautiful. The puzzles remain hard but the introduction of a hint system really helps you when you are in trouble and the ability to swap to classic view is a real treat. The added voice acting and how you are now able to use them in the classic view is also a welcome edition.. Both visuals and writing are horrible: repetetive and boring. There's no meaningful choices, the drama seems made of cardboard.

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