
Undercover Missions: Operation Kursk K-141 Ativador

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About This Game

Hunt for the traitor!

Board submarine Kursk K-141 and stop a criminal organisation stealing Russian weapon systems! You are agent Belyaeva, a secret agent hunting the criminal mastermind. After an undercover partner goes missing you must find the culprit before Kursk K-141 and the truth fall to the bottom of the ocean!

- Solve unique puzzles, engage with interesting characters, and hunt for clues in your search for the truth!
- Explore nearly 50 beautiful locations from towns to Kursk K-141's submarine chambers
- Play through 9 thrilling chapters as you hunt for the traitor!
- 11 mini-game challenges test your skills and wit
- Set in Russia and based on a real-life event, explore a beautiful recreation of submarine Kursk K-141

Title: Undercover Missions: Operation Kursk K-141

Genre: Adventure

Developer:

The Game Species

Publisher:

Ravenscourt

Release Date: 11 Dec, 2015

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English,French,German

Ok, so this is a point and click adventure game with a decent story. But I had to use a walkthrough on it because it acts differently from other games in this genre. For instance having to click the same object multiple times to get a result. Props to the people that took the time and experienced the hardships to make a walkthrough for this title. I have only played a couple of these kinds of games though so I don't know if this is a common experience.

It had a SERIOUS drawback though. The voice acting. Seriously, did your "actors" just read off flashcards into a microphone? There was little emotion at all and really hurt the atmosphere of the game. I think if you re-patched this with some decent voice actors, it could make it WAY better.

. Great Game! I really liked the unusual setting (90ies-"historic", submarine). I'm old enough to remember the Kursk-Incident and now I am on board solving this mystery, or ... (you have to play it yourself :-))!!

Sure the graphics are not that shiny as in these AAA-Games but I've never played adventures because of graphics but because of story and character(s). And I liked the story as well as the characters in this game very much.

Also the idea playing this hard boiled female agent intrigued me. Had some problems with two or three riddles but in the end ... I solved the mystery behind this submarine ...

Recommended.

. I bought this game on winter sale and didn't regret it. Although some existing reviews were not good, I have to say, that for that price it's a decent classic point and click adventure with an elaborate story.

The graphics and animations are not brilliant, but ok for an indie title like this, developed by a small team. If you are into Russian submarines and a thrilling twisting plot this is the game for you. If it's on sale, grab it, it's worth it.

. A decent adventure for an indie game studio. Some riddles were not too obvious and hard to solve, but I'm also not a pro in adventure games. Not fully finished yet, but overall I can recommend it to adventure fans who like this kind of story-setting..

The best way to describe "Operation Kursk K-141" is to call it a missed opportunity.

I really hate it when adventure games are bad, because just making the effort to make an adventure game confines its creator to a very select niche.

The most part of the budget was clearly devoted to the graphics and animation part, which might not be exceptional, but is above the average 2D, pixelated indie efforts. However, after finishing the game and realizing they must have run out of money at the end, I wish they had gone the 2D route and invested more in story development.

Puzzles are the bread and butter of any adventure gamer. If they are good, they keep you invested in the story. If they are bad, they ruin everything.

While there are some good, smart puzzles in the game, they are mere exceptions to the "WTF" reactions to the step-by-step walkthrough one has to use in order to finish the game. Random objects appearing and disappearing without reason in different rooms - check; uninteresting, unidimensional and useless characters - check; combining objects in illogical ways - check; have to click objects several times in order to be able to use them - check; open, unsatisfying ending - check and so on.

So don't get this game unless it's on sale and you are desperate for adventure.. Graphics and theme are not bad, but bad voice acting, poor Russian language research, wooden dialogues\writing.. My God this game is slow its like watching paint dry visited every item and place in the first room and still cant get out the room and she moves so slowly its like an old 60's game wish Id never bothered..... overpriced. While this isn't an awful game. I can't say that I had much fun playing Undercover Missions.

The story suffers from a rough English translation. There's quite a bit of engrish and nonsensical sentences in this game. All of which is voice acted rather blandly and monotone. Even when things get exciting. Our heroine sounds like she is about to fall asleep.

Frankly, I can't say much about the story because it didn't make much sense to me. All I got out of the plot was that someone wants to blow up this sub for some reason and yeah they are on the sub. Maybe a lot of the story was lost in the translation. Perhaps it's better in German. Also it seems like a lot of the minor plot lines are forgotten about. That whole bit about your missing partner isn't talked about much. Hell only the steam description really talks about it.

As for the puzzles. I found them to be very frustrating and I mean frustrating in a bad early 90s adventure game way. There is a fair bit of moon logic in this game. Most of the number based puzzles in this game have to be brute forced through. I can't say I find it fun having to try a dozen different number combinations until I chance on the right one. Also, key items are often hidden in places that you have already checked before. Or worse are in places that make no sense but are only revealed after clicking on it a bunch of times. To me it seems like the dev just threw stuff around haphazardly. Likewise, there are a lot of red herrings in this game. You'll pick up a fair bit of items and interact with a number of things that seem important or useful but aren't.

At the end of the day. I spent most of my time in this game re-clicking on everything. Unsure of what to do and where to go. I just didn't have a fun time here.

Overall I know this is an indie game. But even as indie this game feels cheap and unfinished. The ending doesn't make any sense and the story goes nowhere. While the puzzles are just frustrating. Maybe this game would be better with a walkthrough. But I don't think anyone has made one yet. So for right now it's a 5 out of 10 game for me.

I didn't played the game much but so far I can tell that the voice acting in English is simply terrible, specially the one of our protagonist.

The dramatic moments are terribly portrayed and they seem like a joke. I didn't tried the german voices but im sure they are better than the english ones (wished the game had russian voices for more realism though). The animations of the characters are terrible too.

I may refund depending on how bad this continues, so far it looks interesting...but that's it.

If you are looking for buying it, check it out its interesting (as a point and click adventure that looks from 2004 and has a deficent plot can be) but have in mind that you may end up asking for a refund.

. STAY AWAY.

This one is so painstakingly slow, and frustrating, really, just don't.

- * Voice acting is mechanical. At some point I think they used software-generated voices. This is how bad the voice acting is.

- * Lots and lots of backtracking

- * Pixel-hunting

- * Item hunting. Items just suddenly appear out of nowhere, after some trigger has ocured. They appear in places you could never have suspected. There could be a locker, or a cabin, in which you looked 10 times and never had the game told you something was there. But then, after an arbitrary trigger, something is in there. So you end up clicking away at anything, all the time, just because something might have appeared. At some point it actually become hilarious how things just appear! For no friggin' reason. fml

- * Heavily relieves on triggered events

- * Frustrating, painstakingly slow. It makes you do the same thing over and over again. If you used a keycard to enter a room, be sure it will make you use the keycard everytime you want to enter. So basically, half the game is repetition of activities you already solved.

The story doesn't make up for all the downsides. It becomes a torture to play, even as it starts out rather nice. The ending is not only weak, but completely stupid and unrelated.

Just don't.

Not even on sale, not for \$ 0.5

Just frustrating and not fun at all.

If you are really desperate for an adventure game, just replay some ELSE.

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