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Angelica Weaver: Catch Me When You Can Download Windows 8



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## About This Game

Building on the successes of their award-winning Midnight Mysteries adventure series, MumboJumbo has created an all-new adventure franchise. Boasting interactive backgrounds, story-driven puzzles, an animated main character, voice acting and a rich narrative filled with twists and turns, Angelica Weaver: Catch Me When You Can is action-packed and sure to be another hit!

Angelica Weaver, a detective on Chicago's Special Task Force, must use her renowned deductive skills to stop a present day killer. The only way for her to get ahead of this killer is to first identify a murderer who escaped justice over a hundred years ago. Angelica has the ability to connect with the dead. Through supersensory visions she is able to jump back and forth between crime scenes on the streets of historic London and present-day Chicago where the victims reveal to her their final moments. Work with Angelica as she puzzles her way through the past and uses her insights to stop the pattern in the future in this hidden object puzzle adventure.

Angelica actively participates as you explore detailed environments and sift through hidden-object scenes for clues. Using Angelica's journal and a highly developed hint system, close the case in the present and in the past, by piecing together game-changing information for an unexpected twist.

Angelica Weaver's intriguing story is complemented with stunning visuals and sound effects that captivate and surprise. This compelling adventure, full of challenges and dozens of unique puzzles, delivers yet another thrilling experience from MumboJumbo.

Be the detective! Angelica Weaver and the city of Chicago enlist your help.

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## **Key Features:**

- A gripping storyline providing many hours of in-depth game play
- Over one hundred and fifty realistically rendered scenes
- Unique story-driven puzzles
- Captivating, life-like main character with voice-over
- Collector's Edition includes a bonus chapter and unlockable unlimited hidden-object play mode, plus additional content (available on most platforms): concept art, screensavers and wallpapers

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Title: Angelica Weaver: Catch Me When You Can

Genre: Adventure, Casual

Developer:

MumboJumbo

Publisher:

MumboJumbo

Release Date: 7 Jan, 2013

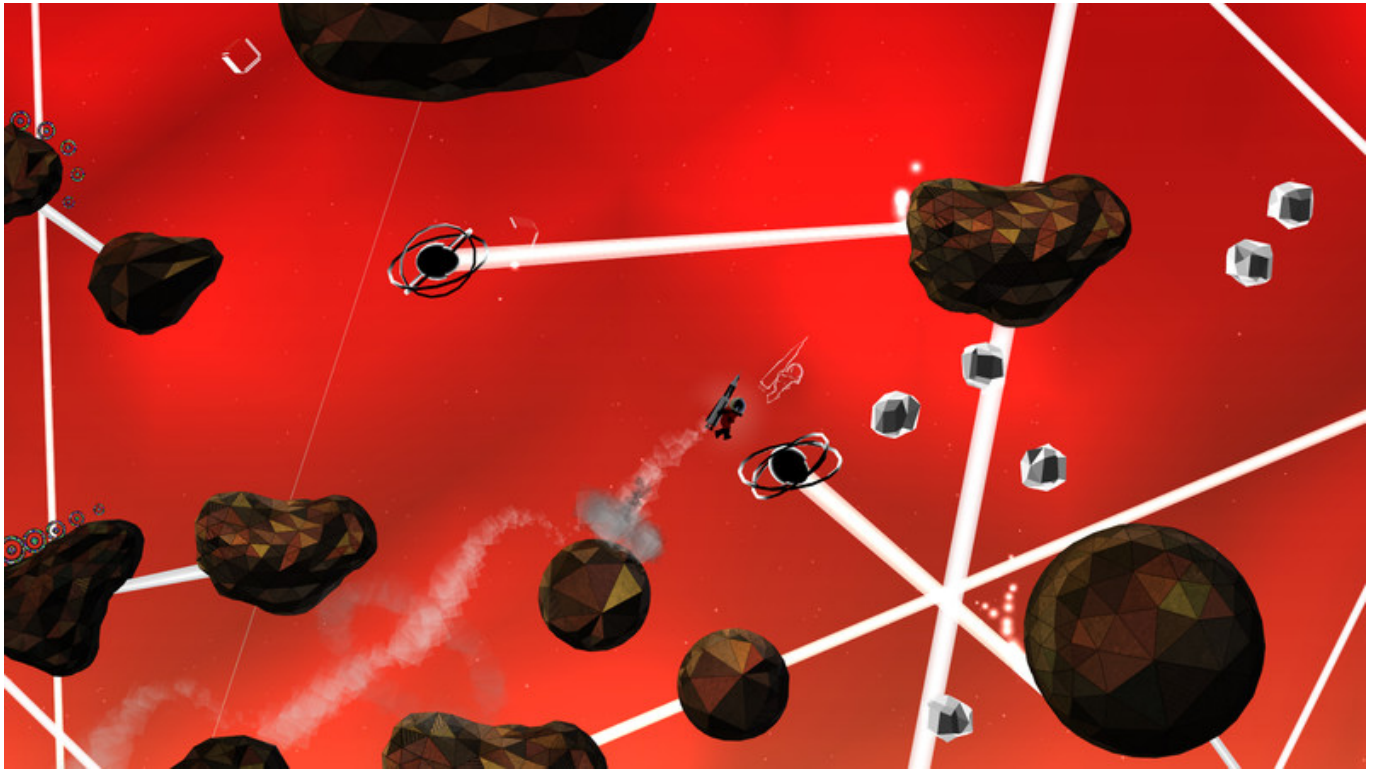
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English

SETTING  
(ESC)

Current : level-4-3







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This game is similar to Fire Emblem, actually I have played Fire Emblem, oh Steam lets me bring back many pleasant memories which I forgot.

Although this game's map is not wide, but you can feel free in this game.. I literally cannot get enough Aki/Youka. They're too \u2665\u2665\u2665\u2665ing cute!. I have been longing for a good Rugby Management game for a long time. Unfortunately, at this stage, this is not an acceptable level for that good Rugby Management game.

The Match Engine is not bad, of course it would need constant work to improve. However, the number of times my players would attempt a drop kick or aimless kick the ball away (despite low kicking) was laughable.

The tactical influence that you as the player (manager) has over the game seem's to be non-existent. Two slider options offer you a chance to change Defence and Kicking, I am unsure as to what these actually do. There are also 4 clickable buttons, Forwards, Centres, Wings and Balance. Clearly these are meant to be how you want your team to play, but neither gives a good indication of what they are meant to achieve. To a new comer to rugby, this would make little sense.

The User Interface at first seems sleek and easy to look at, but it soon becomes apparent that too much information is shoved onto the different pages. Looking at player attributes quickly becomes a headache as the spacing of words and players seems to be a little excessive which means you end up scrolling a lot. This is particularly worse on the Team Selection page.

To end, I know they failed a kickstarter, and the game itself feels like it was rushed to finish. It seems that they ran out of resources and instead of completing a good game they just wanted to get it out into the public to try and recoup what they put into it. Definitely not worth \$40, let alone the \$31 I paid for it on Greenman Gaming.. The emperor protects!. I always enjoyed original Postal 2 game, but this expansion just sucks

It brings nothing but boredom and frustration while playing it

It also filled with \u2665\u2665\u2665\u2665\u2665 lazy invisible walls that can make you stuck on almost level. Almost a total rip off. Must be played with keyboard controls. Overall, not very interesting.. Do not buy, I am running on Windows 10, tried to set to every graphical setting and tried every Windows Compatibility mode but it always crashes after the intro movie. Got a refund, do not buy. I love the spitefire and i hope to find more WWII planes soon. A real fun little early access game which has great potential. The dev is active in the forums and releases very frequent updates, oh and trading cards and achievements are incoming!

I'm really looking forward to following the games development.

Keep up the good work!

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Not much depth. Each level is virtually the same thing. Too expensive for casual gaming.

. DLC broken I got nothing after purchasing this.. Reverse tower defense? What? That's exactly it! In Fat Chicken, instead of warding off a throng of enemies, you want to fatten up livestock and welcome them into your slaughterhouse as bloated and fat as possible! The concept may sound disturbing, but it's so silly and exaggerated that you can't help but chuckle. As a matter of fact it was the sheer level of ridiculous that drew me in! The graphics are pleasant and hilarious (gotta say, my first exploding cow absolutely floored me!) There's a wide variety of challenging and different levels, and you can choose your upgrades as you earn enough stars to buy them. I love being able to re-spec my tower upgrades depending on the level. I love that the 3-star challenge changes from level to level, adding a challenging element and making you think! I've gotten hours and hours of fun out of this game! Good work guys!. Don't play this game if you are **depressed or have angry issues 'cause it'll make you kill yourself, and I mean it, I'm not joking, I do have 100% achievement btw.. The story is cool , arts are cool , soundtracks are good.**

**Really recommend to play this game !!!!!!!!!!!**

**Waiting for the second chapter ;3. Game doesnt even run past the start screen. Also tries to turn on automatically when steam turns on and cannot be turned off. Please make it playable. Cool concept.**

#### **EDIT**

**After factory resetting my computer it worked fine and YES. Factory resetting your computer to make this game work is worth it! No other party game like this that can use your phones as controllers! Hoping for continued updates! Make more games like JUMPZ!. When they say "Challenge" maps, they arent kidding. quot;Frog Climbers is not playable with keyboard and mouse"**

**>Checks year.**

**>2017.**

**>No controller support.**

**Garbage.. This game is lots of fun.Tough? Sure is, but really quite engaging. Ok whoops I've blown myself and the whole crew up a couple of times and thought the games chapter called "halfarsed" dead right for how ineptly I was playing.. It's Unity something that usually puts me off,a bit, but not in this case .The game looks fine,runs well, controls are explained nicely,and they work..There are nice bios of the characters involved and a neatly done wee history of why all these zombies want you as a gluten free snack. Fatal Hour; Petroleum is cheap ,cheerful and plays well. Sure the firearms are a bit weak, in reality scant few very slow moving targets in open terrain would get to close quarters with the fire power and ammo you have but hey it's a game. And a good one. Recommended...**



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