Discovery! A Seek And Find Adventure Download For Pc

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About This Game

Break out your magnifying glass and passport-It's time for Discovery!, the seek-and-find game show with your host, Jerry Landers and the beautifu 5d3b920ae0

Title: Discovery! A Seek and Find Adventure Genre: Casual Developer: MumboJumbo Publisher: MumboJumbo Release Date: 29 Jul, 2008

English

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This is another one of those games that I really wish that there were a neutral rating for. It is not a bad game, but it has flaws that left me torn, and ultimately opting not to recommend it. For one, there is not much real playing time involved here, at all (though it does at least try to implement true replayability via mini games and different game modes, though over the course of the game one tends to start to learn where things are in the scenes). My total time playing it reflects a great deal of replaying after needing to restore everything on my computer, as I wanted to know what happens in the end of the game, out of simple curiousity. My assessment: At first, the game show idea is compelling. What could be better than adding in some AI opponents to race against in a hidden object search? Yet, in this game all of your opponents were apparently dropped on their heads as children. Repeatedly. Then, even though you unlock new opponents as you progress, their level of challenge doesn't go up any. So wide is the margin with just casual play that you could pretty much put on a blindfold and play the main levels without an issue when it comes to winning against your opponents. The exception to this comes only after the main levels are completed and you play in the tournament of champions, when the level of challenge presented by the opponents seems to jump up a bit

more toward what you might be expecting (or, at least what I was expecting). But, at that point, whether you'll even care anymore is anyone's guess. The graphics and naming of objects are also a bit iffy. That is to say, while I definitely wasn't expecting much, the hidden object scenes are quite annoying to work with compared to many such games due to the almost choppy nature of the graphics (this is hard to explain, but if you look closely at the blown-up screen shots you should somewhat see what I mean) as well as the fact that items are not always named and/or depicted clearly. Something will look more like one thing while being called something else, for instance, or will be depicted in an unfamiliar fashion, thus requiring a hint or dumb luck to find. Overall, it is an excellent original concept for a hidden object game, but it ultimately fell just a bit short of my expectations. As I said above, I'd give it a neutral rating if I could, but as I can't, I also find I cannot bring myself to recommend it.. Fun hidden object game, like a TV game show, and you always win, and crowds cheer you on!. 5/5 Stars. Plenty of play time from this game and the hidden objects are a challenge. I highly recommend this game if you enjoy hidden object puzzlers.. If you turn the sound down this is a bearable hidden objects game.just 43/100. Horrible, not worth playing.. The difference between this game other Hidden Object games is that in this game you'll be playing in a some sort of game show. It's fun at first but bores pretty quickly in my opinion. The only reason I spend 4 hours with Discovery! is because i've owned this for quite a long time. I wouldn't recommend it.. For its genre its actually very good, yet. Point and click games hardly keep me interested in the long run. I really liked the game show idea of this game, but it's, sadly, horribly boring. The first show is ok, and then it's just repetitive from there. I think the other contestants have all been lobotomized. I'd expected them to get harder to play against as you unlocked them, but they don't. I was going to play it till the end and then uninstall it, but I lost the will to live on the second last game. The graphical style is horrible, and makes every image look the same. Did you ever play sims 1, and download an object which sat at completely the wrong angle, was very 2 dimensional (even for the sims 1) and the texture didn't fit the game. That's what the graphics in this game reminded me of. It's like someone gathered up all those objects and pasted them onto postcards to make this game. I'm normally quite easily amused by trivial games, but I wouldn't play this again. There are much better HO games out there to waste my time on without regretting it. If you like HO games and are looking for one that's a bit different I'd recommend Pickers, which is made by Mumbo Jumbo as well.. Took less than 2 hours to complete the game and there is no replay value to it. The images were hard to differentiate and i ended up with my nose pressed to the screen trying to see the individual details. Sometimes the pictures made sense, other times they didn't. Knowing what i know i wouldn't have purchased the game.

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