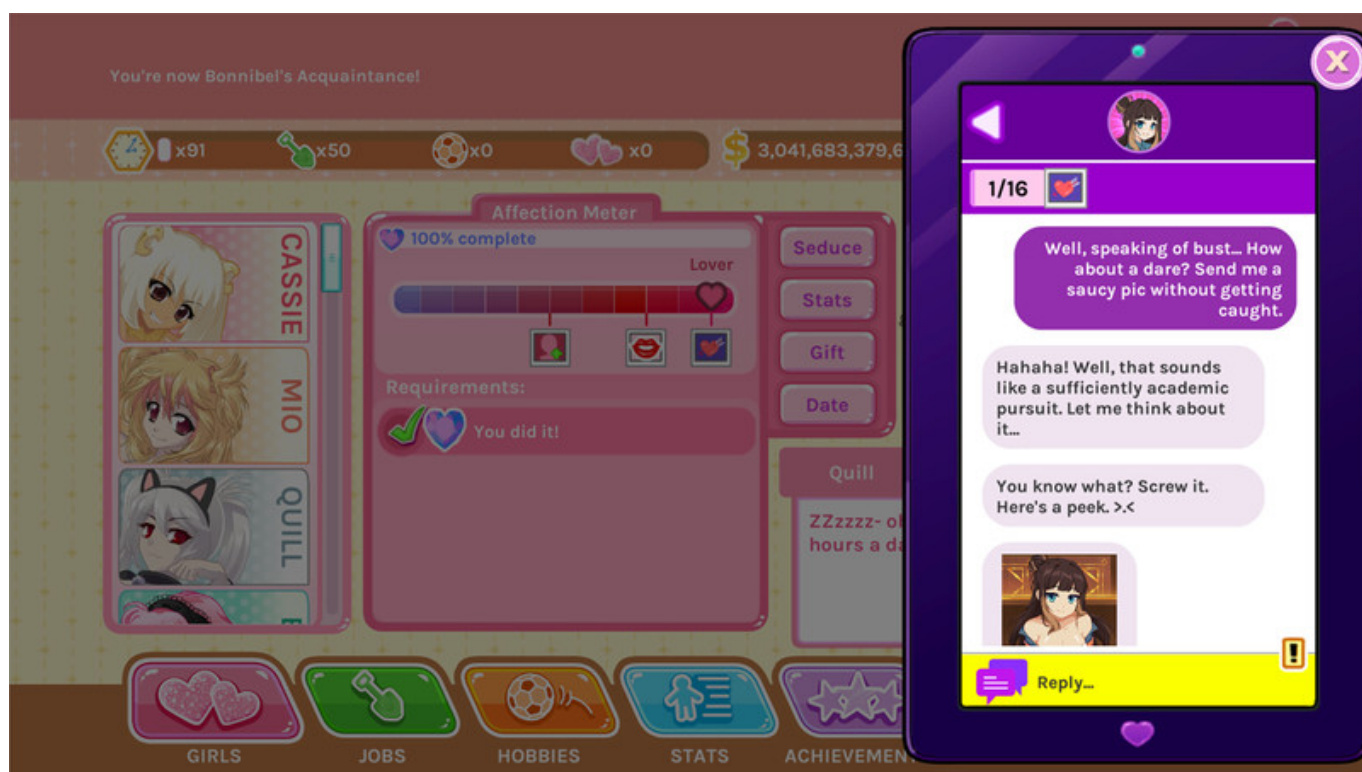Download Adventure Time: Artifact Checking .exe

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About This Content

Adventure Time: Artifact Checking expands the story of the original game with a brand new episode starring Marceline the Vampire Queen!
• Play through an all new side story that parallels the events of "Everything Must Go!"
• Use Marceline's unique Vampire abilities to tackle dozens of new puzzles.
• Visit new characters and locations, like the deliciously spectacular Wildberry Kingdom.

Title: Adventure Time: Artifact Checking
Genre: Adventure
Developer:
Vicious Cycle Software
Publisher:
Little Orbit
Release Date: 1 Dec, 2015

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Minimum:

OS: Windows XP SP3, Windows Vista SP1, Windows 7

Processor: 2.0 Ghz Dual core CPU (any Core 2 Duo or AMD X2 or better)

Memory: 1 GB RAM

Graphics: 512 MB Video Card using Shader Model 3 or higher (Performance equivalent to AMD Radeon 4350 or NVIDIA GeForce 7900)

DirectX: Version 9.0c

Storage: 1 GB available space

English,French,Italian,German

adventure time artifact checking. adventure time artifact checking xbox one. adventure time finn and jake investigations artifact checking. adventure time artifact checking walkthrough. adventure time finn and jake investigations artifact checking walkthrough

Can't recommend this game enough, i went in not expecting much because of early acces But damn did the game deliver!.

Smooth gameplay, really well optimized.
If the game is this addicting in early acces, oh boy when it actually officially release.
I normally never leave reviews on games, but i just thought i had to on this one.

Happy Farming Risk of Rain Community! <3. I first became aware of this novel by watching it streamed on Twitch. I was hooked from the begining . It hooks you instantly as the soldier gets shot . There is some intrigue and humor sprinkled throughout . Please dont dismiss this review because I only have a little playtime on it . Im playing it again after watching Zaxtor99 doing it on Twitch. I would recomend this whole heartedly . I love the characters each in thier own way and really there are no good guys or bad guys in this it is all how you decide to go kind of like a choose your own adventure book from when I was a kid . I would recomend 10 out of 10. This game presents itself as a game about treasure and mystery, but is really a somewhat unclimactic and underdeveloped whodunnit. Whodunnits can be fun, but the issue with this game is that it has you collect information about people as if you are going to use it to some purpose (which takes up a good portion of the game), but you never do and it makes it all feel like a waste of time. There's magic but it's almost like an afterthought, there's politics but you play as almost powerless characters who can't change anything except by killing everyone, there is the mysterious kala but it's written off as a meaningless aside. In addition, instead of allowing you to find clues and eliminate suspects, the game just outright tells you who didn't do it and narrows the list down to a select few for you. Who wants to be a detective with no real intrigue or important discoveries to be made and with a verdict practically handed down for you? Only about three of your choices really make an impact, since most just change the dialogue slightly. Also, none of the characters are redeemable and none of them are given time to grow or change which made the story seem stagnant.

In short I would NOT reccomend buying this at full price, if you must try it, wait for a sale. It really needs more plot development.. Quite an impressive game. The visuals are gorgeous, B+ level voice acting and there is a tremendous amount of detail in the games environments. I will say that the early puzzles have been a little bit repetitive. There is also no tutorial on movement. You need to press the trackpad + trigger to move at a tolerable speed when doing free locomotion. You go the speed of a snail if you just use the trackpad alone. Also, the environments, while gorgeously detailed, end up being re-visited on several occasions so hopefully the game opens up with new places to explore. The games lovely title-screen music is also played at certain areas in the game, and stops when you leave that area. It would have been nice to save that lovely song when pivotal parts of the story are revealed.

In summary, while a great game so far, I was hoping it would be on the same level as my two favorite VR games of all time that share similar themes, that being The Gallery and FORM, but it falls just short of them in my opinion. I can still highly recommend it.

Gameplay video --> https://www.youtube.com/watch?v=NAFKYHZUdWw. Firekeeper wouldn't go out with me when i gave her the eyes of her sister wtf

A great minimalistic puzzle!. A simple, but fun, Tower Assault game. The graphics make it a little difficult to see the precise details when it comes to range etc. (no grid), but other then that a good little game.. Every now and then a mobile developer tries to take their successful, beloved mobile game and bring it to a more traditional gaming platform. These efforts always result in dumpster fires of failure. It isn't that mobile games are necessarily worse than their more traditional counterparts, just that different audiences expect differetn things from their gaming experience. People that want to waste a couple of minutes on the ride to work aren't going to want the same exact thing when they actually sit down and play something in their own free time, and Doodle God is just the latest example of that.

Doodle God, however, is just a mess from top to bottom. I don't understand how even mobile gamers enjoyed this. If you took a point-and-click adventure game item combination puzzle, and removed the context, goals, story, fun, and coded it entirely in goat's blood, you'd get Doodle God. You start with four elements, and start combining these elements to make more elements. These elements can then be combined with other elements to make more elements, and these elements can then be used to finally get you to the end goal: making more elements. That's all there is to the game. Rubbing two items together, hoping they work, and then seriously reevaluating where your life went wrong.

You may think that combining elements to make more elements (made so you can make more elements) might sound pointless and boring, but you're wrong. It's also frustrating too. Unlike most games where you're combining things, the game doesn't really give you any hints as to what you should be making. The game has you making stuff like octopi and ghouls, but other common items aren't in the game's dictionary. However, the game doesn't actually tell you it wants octopi and ghouls, and you just sort of have to guess. This is fine in the early game when you don't have many objects, but at some point you have over 100 at one time and without the game hinting what the hell it actually wants you to make you just sort of have to guess. Doodle God is that annoying partner you had back in college that always wanted to go out to dinner but wouldn't tell you what he or she wanted until you actually guessed it.

And to top it all off, a lot of the combinations don't make sense. Alright, so a warrior and a firearm makes a soldier. I suppose I can see that train of logic. But a fish and knowledge makes an octopus? What the hell does that even mean, Doodle God? "Just gotta keep on reading to the fish...gotta make them an octopus through education... hmm," one of the developers overheard an insane man mumbling to himself on the subway one day and that idea made it into the game somehow. Since some of these combinations were seemingly just pulled out at random from a hat, inevitably you will reach a point where you just need to randomly start combining things and hoping for the best. Or you could just wait until the hints refill and do it that way. Or you can close Doodle God, delete it from your computer, then burn your computer on the off chance some of the awfulness from this title somehow seeped its way onto your harddrive.

I'd recommend the third option. Or, the vastly superior option, never buying or downloading this in the first place and doing something better with your time like playing any other game available on Steam, going outside, or sitting perfectly still and allowing your mind to slowly deteriorate. Any of those option are better than ten minutes with Doodle God.. Pretty nice, colorful, the puzzles aren't bad, but probably not my cup of tea.
The doctor scene took me off guard. Now i'm interested.
But i'll just enjoy the first free chapter, thank you.. Realy nice, love it.
But add more players profile.. really bad game dosent run for windows 10 wase of money. I love the story, the wacky characters, the puzzles are fun and creative, the visual style, I love the "silly clown", I just love it. It's an amazing indie game. I never really liked the point and click adventure games before but after playing Jolly Rover I started to love the genre. I definitely recommend it. It's worth every penny. I'm really hoping for a sequel one day.. Nice design puzzle game. Enjoy the achievement flood (ಠ_ಠ)੭✧. I liked it,...it's not a fast game,...but..if you like to try out think the enemy...it's fun..and keep in mind the era of play.. Mesmerising. The ice caves are spooky, enjoying this game, and can't wait to see what happens next...

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