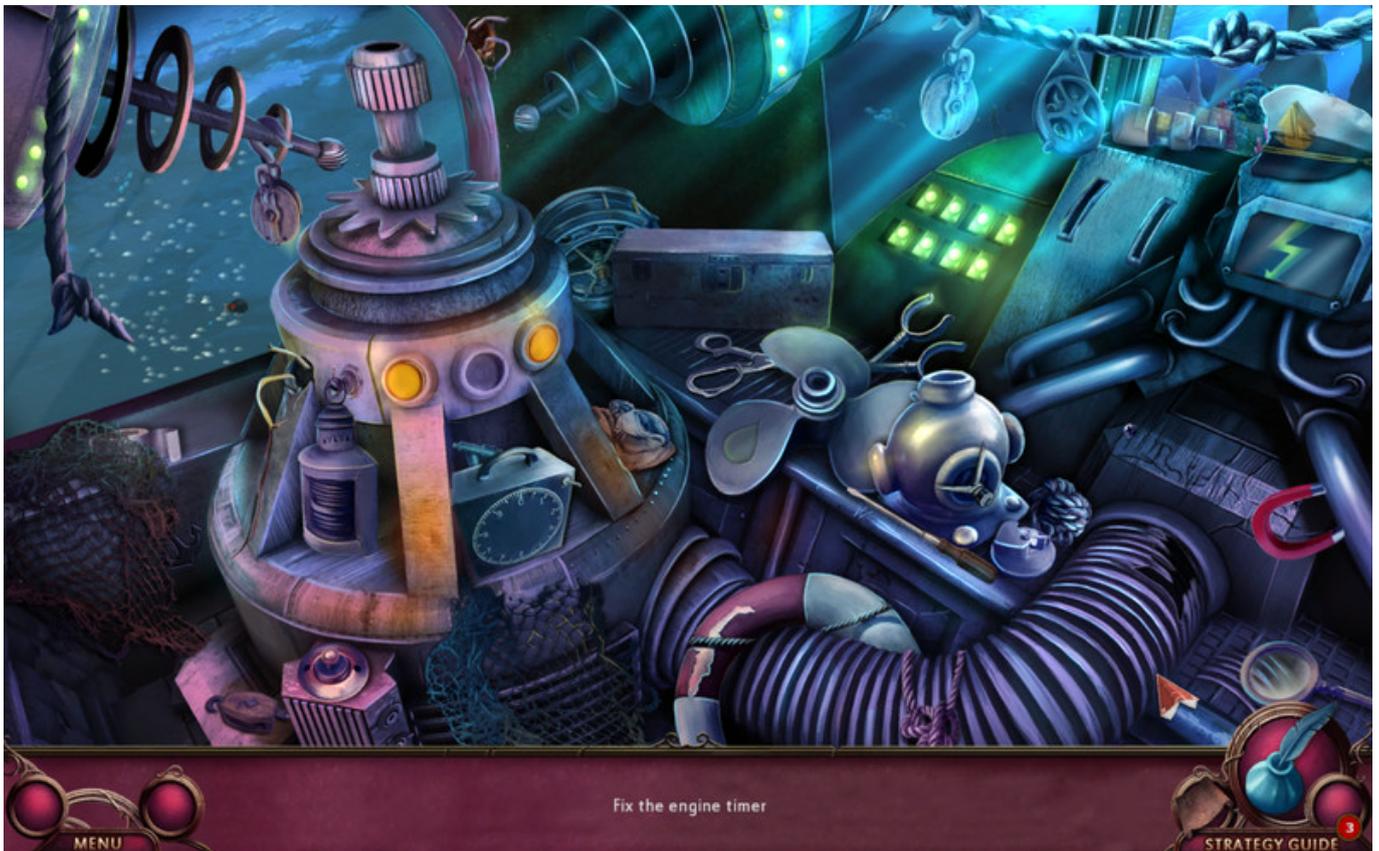


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Nevertales: Shattered Image Collector's Edition Serial Number



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## About This Game

From the innovative minds at **Mad Head Games**, creators of Nevertales: The Beauty Within and the Rite of Passage series.

Your daughter, Alice, has grown up to be a talented young girl – unlike other Travelers, she has a rare gift that allows her to open portals using reflective surfaces, not just books. But when a mysterious mirror-hopping monster suddenly appears through one of the portals and kidnaps Alice, the entire world starts splitting apart at the seams. Strange quakes rock the earth, and huge chasms appear out of nowhere. Now you must use your own powers to travel into Book-worlds and find the source of the trouble. Can you rescue Alice and save Taleworld before it falls apart? Find out in this thrilling Hidden Object Puzzle Adventure game!

This is a special Collector's Edition release full of exclusive extras you won't find in the standard version. The Collector's Edition includes:

- A bonus game that takes you to Pierre's past...
  - Unlock bonus puzzles and mini-games
- A gallery of music, art, and hidden-object scenes
  - An available Strategy Guide

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Title: Nevertales: Shattered Image Collector's Edition

Genre: Adventure, Casual

Developer:

Mad Head Games

Publisher:

Big Fish Games

Franchise:

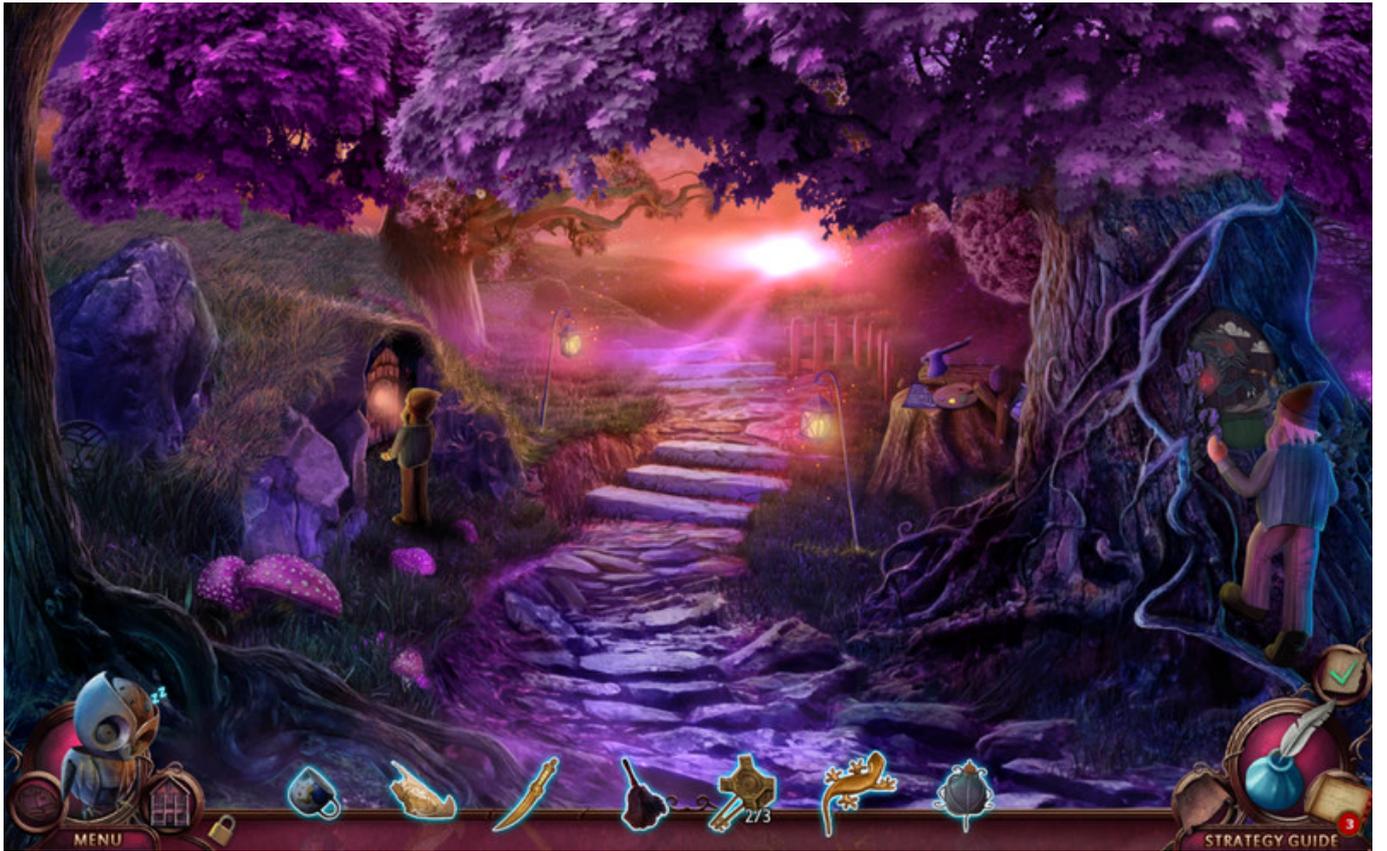
Nevertales

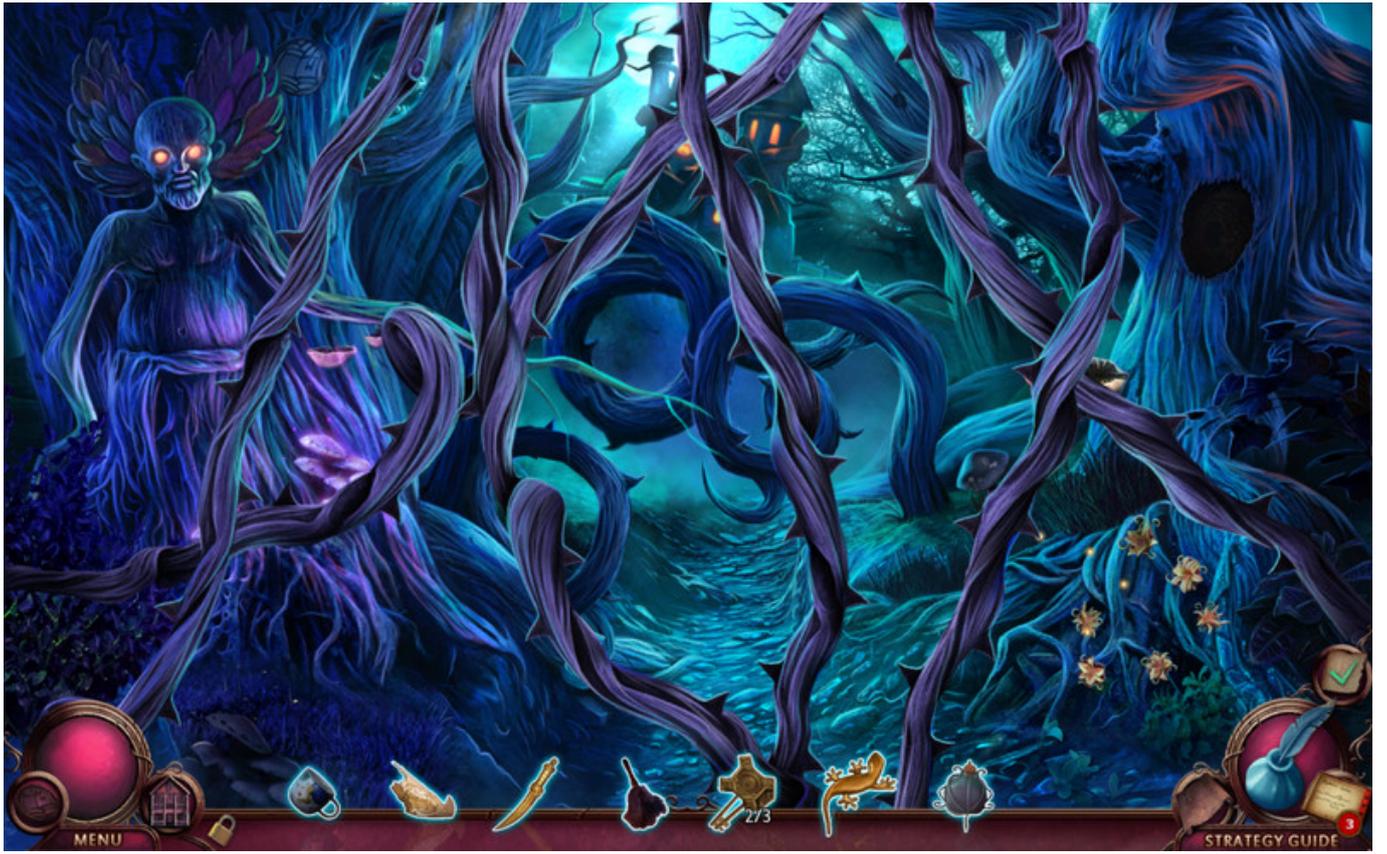
Release Date: 16 Sep, 2016

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English







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Good HOG with decent puzzles. However, in each scene is a hidden glyph. If you don't find some of them before you do anything there gone. You need to find all the ones in the main quest for the bonus quest. And you need all the ones in the bones for the secret level. If you like HOGs get this one. If your a completionist... see after spoilers.

## SPOILERS

I did not manage to get the last glyph because you enter the final room of the bonus quest and start a duel. I could not click on the glyph even though I could not see it. I don't recall ever havning a change to get it. And I am not deleting my game, redoing the main quest with all the glyphs and then the bonus level with all the glyphs. . I am so disappointed in this game and it is all because of the achievements! First of all no steam achievements (just in-game), second of all I know I spent many hours getting all the achievements yet it did not give me the achievement for "reading each note at least once." I have been through the journal multiple times and the achievement never popped. So I thought well I will just go back into the bonus chapter and re-read each page. NOPE! You CANNOT replay either the main game nor any of the bonus/hidden chapters under the same profile. You have to start a new profile to replay the game. That means you have to redo EVERY achievement just to get the one thing you missed.

What I usually like about mad-head games is that they give you the opportunity to replay the HOGs and find all the morphing objects after you have completed the game. Unfortunately, they don't give you access to the journal to read all of that after the game nor do they allow you to re-play the game.

As to the story line and the HOPs and Puzzles, it was "Ok." A lot of the puzzles were kind of silly and didn't take much thought. The HOPs were plentiful and challenging, but several of them were just a lot of twigs or flowers that you had to count the petals or leaves/stems to find the correct objects. Not my idea of fun. The story felt jumbled and not that rich. I did enjoy the "hidden chapters" as they were just short little puzzles that were kind of fun.

So from now on, no more MadHead games for me unless they come with STEAM achievements. Wouldn't take much for them to add them.

I don't recommend the game just for that reason.. Great game! Me and my wife love playing it together! <3. Surprisingly good. The acting in the bonus level was a bit over-the-top at times, but whatever. No issues with bad or incorrect translations, a couple interesting twists on the usual mechanics. If you play a ton of these games, even the most difficult setting might be a bit easy. The game has achievements in it, so it's disappointing to not see those hooked up to Steam achievements; maybe they can do that in an update.

This is hardly game of the year material, but it's one of the better P&CVHOG I've seen lately.



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