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Dracula: Love Kills Download] [hacked]



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## About This Game

The Queen of Vampires emerges from the ashes of history, seeking to destroy the world of humans and rule over its ruins! No one, human or vampire, will stand in her way!

Count Dracula awakens, weakened and stripped of his powers after years of healing from his last battle with Dr. Van Helsing. He can not face his evil rival, the Queen, on his own...

To save the world, an uneasy alliance must be formed between the Prince of Darkness and his eternal enemy, Van Helsing. Will they overcome their hatred and stop the Queen? Or will this fragile alliance fail, condemning humanity to destruction? Only you can decide...

Join the legendary vampire count and his faithful servant Igor as they join forces with Dr. Van Helsing in a horrific adventure inspired by the work of Bram Stoker. Travel the world in search of the Knights of the Order of the Dragon and attempt to

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thwart the terrible plans of the dark Queen!

**Game Features:**

- Stunning artwork
- Dark atmosphere
- Incredible gameplay
- Beautiful Hidden Object scenes
- Multiple challenging puzzles
- Over 40 locations to explore
- Influence the gameplay and choose your own game ending
- Bonus gameplay
- Built in Strategy Guide
- Stunning Soundtrack and Other Multimedia
- Wonderful Wallpapers

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Title: Dracula: Love Kills  
Genre: Adventure, Casual  
Developer:  
Waterlily Games  
Publisher:  
Frogwares  
Release Date: 9 Jun, 2011

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English,French,German,Russian







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Decent length, good writing for a game of this type, and the voice acting is pure comedy gold. Worth buying just for that.. Beautiful design, involving story, various puzzles and no bugs – "Dracula: Love Kills" meets all the criteria that define a great HO game. Plus Dracula has magic powers, there is extra unlockable content and the game integrates Steam achievements.

My overall rating: 10/10. Hidden object game, o.k if you like that sort of thing but I don't, slow and boring.. One of the better Hidden Object and Point & Click games.

It's not too short (like a lot of them are).

Loads of well-made HO scenes.

A few puzzles you most likely haven't encountered before in other games alike.

Beautiful artwork.. Wife seemed to like this game.. I bought this game about a year ago and had to request a refund the next day after purchasing. I played for just over an hour with no issue. The next day when I launched the game, it would only open on my secondary monitor and the mouse will only work if I had it on my primary monitor. If this is ever fixed, I may give it another try.. Although the story line was good. I had a lot of trouble with most of the puzzles, some of them just didn't make any sense. I enjoyed the game, more for the atmosphere than the game itself.

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Interesting story line. Puzzles are challenging. Very entertaining overall and the extra unlockable mini story is an added bonus.. I really enjoyed this game - while being primarily Hidden Object with a story, the art and music are lovely. The voice acting did seem a bit overdone, although Van Helsing's was good. There was a good variety of puzzles, and while most seemed very easy, a couple did actually stump me. I think this was worth my \$10.. This could be a fun game but every few minutes, especially in the bonus game, it totally locks up my computer. Nothing will move, not the cursor, not the task manager. Very aggravating!

One of the better Hidden Object and Point & Click games.

It's not too short (like a lot of them are).

Loads of well-made HO scenes.

A few puzzles you most likely haven't encountered before in other games alike.

Beautiful artwork.. fun game. all i can say is that compared to most adventure games it was boring as hell.. For those who played Dracula: Origin - this game is quite different, more of the cookie-cutter HO/puzzle/adventure kind, albeit with special abilities and two different endings based on your decisions, which makes it distinctive in this genre. It also has 2D painted art instead of the previous episode's 3D.

Pros:

- + Beautiful graphics, especially some HO scenes and the character art
- + The UI is very modern
- + Atmospheric and catchy music
- + The puzzles of the first half of the game are quite easy
- + It's nice to see all the items I need to find in a HOS right from the beginning
- + Interesting to see the locations of the previous game (Dracula: Origin)

Cons:

- The character accents sound horribly fake and exaggerated, especially Dracula's and the women's
- They seem to have reused a lot of the music and sound effects from Sherlock Holmes and the Hound of the Baskervilles
- The UI is a bit *too* helpful in Difficult mode, it shouldn't sparkle interactable items at all
- The late-game puzzles are too difficult, had to skip almost all of them on the first playthrough
- The item names in the HOS are often imprecise and the game sometimes doesn't accept potential matches because the creators thought of a different but similar item in the scene
- the same "collect pieces of shields/coats of arms" story progression as in the Sherlock Holmes game, they could have come up with something a bit more original
- also, many puzzles repeat from the Sherlock Holmes game

Suggestion:

~ I like the option for setting difficulty, but it would be nice to add advanced difficulty options for those who want to customise it. Eg. I like easy puzzles, but also don't like when every interactable items shine and sparkle.. Love the game the puzzles were fun and challenging without being painfully frustrating. the artwork and voice acting is good and the story genuinely is fun and amusing at times. Runs well bar a small problem with one of the achievements refusing to work so abit maddening if your ocd about your achievement hunting. Despite this still really love this game was fun and worthwhile to play.. This game made an excellent overall impression. The format, while still familiar, is a welcome break from the cookie-cutter puzzle/HO products that populate the market. Not only are the HO scenes well crafted (they rely on clever or innocuous placement of objects rather than the common cop-outs of fading or obscuring them), but the progression sequences, while heavy on the collection of item sets for puzzles, also at least tend to make consistent sense, as opposed to all those games in which you might be asked to forgo your crowbar and find the tiny key to that shatterable glass cabinet. Indeed, the general flow of the story is far more linear and logical than the winding, obtuse, quasi-Wonderland adventures into which we are so often flung. The puzzles are mostly in the same vein of those you'd find anywhere, but a sprinkling of fresh ones (a version of the game Connect Four, for example) keeps them interesting. The most unique addition is the inclusion of vampiric powers - fueled, naturally, by imbibing blood - which act as keys to otherwise inaccessible items.

The big problems here are the game's storytelling, attempts at roleplay, and sheer repetition. The interpretation of the supposed source material (the Bram Stoker novel) is downright laughable when it isn't simply cringeworthy. Dracula himself looks like he was scanned from the cover of a bad romance novel, and sounds - I kid you not - like Antonio Banderas; Van Helsing, an



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unassuming Dutchman in the book, is rendered as an imposing English noble with a fashion sense ironically more akin to what we traditionally associate with the titular vampire; and Igor is just a pathetic character with an even more pathetic voice who quickly becomes the Jar Jar of the game. The game also tries its hand at roleplaying, letting you choose either to "turn" or set loose each of the three or four minions of the villainess, promising that there will be "consequences" to your choice. In practice these consequences are reduced to a different outcome at game's end, which for most of us comes second fiddle to the actual puzzle/HO gameplay for which we're really signing up. The other motivation in these choices is supposed to be securing blood to charge Drac's special powers, but since the use of these powers is always necessary to proceed, the game is forced to give you the required number of (scarcely concealed) bottles of blood, simply plucked from the environment, which renders the only "consequence" the need to take three seconds to find these in each scene. Finally, the game's formula does get quite old after a time - collect tools and sets of puzzle pieces, complete puzzles, repeat until chapter is complete, repeat until game is complete - but, let's be honest, that's kind of just expected.

Despite all this, the truth is that this game is actually a breath of fresh air. Longer than most, far more innovative than most, and sometimes more creative than most, it's the first of the genre in a long time to make me feel like I was playing an entirely new game. That means something in this market, don't you think?. This is a fairly routine point and click/hidden object adventure game.

It's got a hint mode which helps.

Unfortunately the game doesn't properly support widescreen so you get a distorted aspect ratio, which detracts from any enjoyment you might get as an ultracasual puzzle gamer.

Also it seems a bit Anne Rice which some people might like.

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