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About This Game

There is a secret world hidden at the bottom of the forest: the magical kingdom of Brie where tiny humans live in harmony with animals. When little Max is called home to help his estranged mother, he never imagined it would be the biggest journey he would have to make.

Welcome to the kingdom of Brie: the tiniest land in the world ruled by the mouse king Oliver. Hidden deep in the foliage of the forest, between the blades of grass and mushrooms, there's a place where tiny people coexist with animals. Our little hero Max suddenly interrupts the search for his father when he is called home to help his mother save his childhood home. His only hope is to win a prize in a tournament, but as it turns out this is just the beginning of an epic adventure. Can he become a champion of the kingdom and discover the reason for a deadly drought that endangers everyone? Help Max to unravel mysteries, find clues in hidden objects and defeat all puzzles that stand in his path. Follow the tiny man on an dangerous quest to discover a well-kept secret which, if revealed, could shake the very foundation of the kingdom of Brie. Become the hero and write your own chapter in Tiny Tales: Heart of the Forest.



Features

- Enjoy the beautiful hand-painted graphics!

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- Meet charming characters filling the story!
 - Travel through 36 amazing locations!
 - Solve colorful minigames and HOS!
 - Complete the great bonus adventure!

Title: Tiny Tales: Heart of the Forest
Genre: Adventure, Casual
Developer:
Brave Giant LTD
Publisher:
Artifex Mundi
Release Date: 20 Jul, 2017

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Minimum:

OS: Windows XP, Windows Vista, Windows 7, Windows 8, Windows 10

Processor: 2.0 GHz

Memory: 1 GB RAM

Graphics: 256 MB VRAM

Storage: 3 GB available space

English,French,Italian,German,Japanese,Korean,Polish,Russian,Simplified Chinese







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A cute HOG game that is quick and easy to play.
It offers about 2.5 - 3 hours of gameplay.

The artwork and theme is lovely, there isn't too much tedious backtracking, and there is a nice mixture of hidden object and puzzle games. If you get tired of the hidden objects, you can play monaco instead to complete the scene.. dont let the childish look of the game fools you. it is a very neat game.

pros.
great graphics
good sound tracks
good story

cons.
kinda short (2:30 hours for the main story and 25 mins for the bonus chapter)

i really recommend this game, but as most of the HOGs i only recommend you getting it on sale or from a bundle.

7/10 for the game +1 for the cards = 8/10. Max is coming back to his hometown in the forest following a call for help from his mother. As they need money, he participates in a tournament and find himself trying to find out why it's so dry and who is behind the princess disappearance! Oh, did I mention you that Max belongs to a human kind that is tiny... really tiny?

Usually, Artifex Mundi is publishing games with a main character as a woman. But Tiny Tales is an exception in that catalogue: for once, you're a male. Max isn't really an adventurer but finds himself on the path of one. And while I love how that plot was done and that I enjoyed the twists, I must say that some of it wasn't really making sense: how come Max's father managed to fall for that bad imitation of a goddess? How come he was like an hero at one moment to become someone anonymous? As for Ellie, who is she really for Max? Apart trying to compete with him, nothing is really said as apparently, in the bonus game, Ellie seems to be tied somehow to Max.

However, while Tiny Tales has some plotoles, the gameplay is quite enjoyable thanks to Max and his learning of magic, though it's weird to see that you're collecting runes all around and that you can miss some (though you will not advance in the story if you don't find them). I also loved the recurring joke with the rat bandit, which is tied to one of the magical spells. Hidden objects scenes are quite easy, as puzzles. And well, you know the bases: find items, use them, combine them and become the champion of the kingdom of Brie in the end. Just a little warning: as you're really tiny, you bet that a normal button becomes a giant thing in an hidden object scene, so, get used to think bigger than you're used to with that kind of game.

One of the strongest points of the games is the soundtrack. I really loved it, very fitting for the story. The graphics are correct.

Tiny Tales is a good addition for Artifex Mundi publishing catalogue, however, Brave Giant has already made better games in terms of story. Anyway, you can go ahead with this one.. I love Hidden Object Games, but I hate their pricetags, so I generally recommend getting them in bundles. I'd also only recommend this if you like HOGs and puzzling, or you won't get much out of this (or any HOG for that matter).

I found this title rather charming (there is something magical about the tiny world, where things we know as every day objects are alien and repurposed in creative ways), and there were definitely a few moments where I was a bit stumped and had to think a bit outside the box or try some unlikely things to progress. Items changing shape in an HO scene were also a nice touch.

I do wish Artifex Mundi HOGs had a non-fullscreen option, but alas.. A clumsy and poorly put together HOG. The animation throughout is painful to watch. My wife highlighted the cringeworthy rabbit animation - for me the cat with the broken leg/arm

was the real (not) gem!. Nightmares from the Deep: The Cursed Heart is from 2012 and has MUCH BETTER GRAPHIC than Tiny Tales from 2017(!)

It's super short and super easy. Maybe it's for younger audience? Maybe... Because there is basically no voice acting, story itself isn't very interesting and puzzles aren't very complicated. It's just bam bam bam end of the game :/

Hidden Objects scenes had few mistakes in Polish translation.

I liked some mechanisms, like working on/fixing objects in your inventory. Few times I felt like I was playing The Room series because of that. And I think it's the only pros...

Thankfully I bought it on some sale, cuz full price for this for sure is not worth it.. The story is mediocre, the ending is anticlimatic, but the gameplay is decent. A bit on the easy side if I have to say, something that you can give your kids to play, as it is very family friendly.. I very much enjoyed this game, which surprised me quite a lot.

As it is a game clearly aimed at kids (whom developers often don't take seriously) and developed by Brave Giant (a developer I have mixed feelings towards), my expectations were pretty low.

The colour palette is bright and clear, yet pleasant. The art is strait. The story is straightforward and simple, but never boring. The game takes its player seriously, as children's entertainment ought to do. If I had kids, I would be proud to let them play this. And like top-quality children's entertainment through the ages, it's enjoyable for adults as well.

I highly recommend this game.. Ouch! Ouch! Ouch Ouch!
Ouch! Ouch! Ouch Ouch!

By far the worse Artifex Mundi game.

I spent more time trying to balance across a 10 foot log than I did completing the game. And then they made me do it again in the bonus stage. Most frustrating part of a game i've done in awhile.

I like hidden object games, I like the mixing of a casual adventure game with hidden object games. It's casual entertainment. This one, while it passed 3 hours, it felt so much shorter. It was simplistic and when finishing a puzzle, I felt no sense of accomplishment. It actually felt like a boring chore to play though this.

I had read the previous reviews and figured I would wait until there was a good sale before trying this out. Knowing what I know now, I shouldn't have bought this.

HOGs are not known for amazing story, but at least there usually is something interesting. Not in this case. Oh dear god, I had no interest at all about the characters, saving something from something, and the bonus story was just as lackluster and dull. I did like the one bunny in the entire game though.

TL:DR, boring puzzles and HOGs, stupid story, way too easy. The art was nice, I guess.. I quite liked this one! It's not the greatest, but certainly better than other HOPAs I've played lately. The art is lovely and I like the whimsical fairytale setting. Voice acting is fine. The story isn't bad either (although I like rats...). The puzzles are pretty easy, but not really more so compared to other HOPAs. There is an alternate mini game offered if you're like me and don't really enjoy hidden object scenes. Achievements are easy to get 100%.. A cute, heartwarming game. Puzzles are challenging but not impossible, lovely artwork and an enjoyable storyline. Pity the story has some loose ends even after the bonus part.. Well, it's ok, I guess? Definitely not worth full price.

After 3h you're already done.

No new Minigames and the HOGs are sometimes annoying: "Search for a sphere shaped thing?- o look its a die!"

Too linear back and forward. Some steps are logically odd: why can't I cut the yarn but have to look for the crochet hook?

. I just love this game.

It's really cute and the graphics are beautiful. The game play is smooth, the puzzle are fun. I like the story line.

A lot to do, nice gameplay. You can collect and not boring at all.

I will replay it, and even bought it for Ipad as well.

. Game Information

Tiny Tales: Heart of the Forest is an Hidden Object Puzzle Adventure game that was developed by Brave Giant Studio and published by Artifex Mundi.

Game Visuals

I want to mentioned that the visuals in the game is nicely done. The visuals can be adjusted in the game's option menu.

Game Audio

I want to mentioned that audio for the game is well done. Even though the audio is somewhat simplistic and repetitive. The audio can be adjusted in the game's option menu as well.

Gameplay

There are four different difficulty game modes to choose from: Casual; Advanced; Expert and Custom.

The notebook keep tracks of progression in the game. Such as story events and clues.

There is an interactive map in the game. It allows the player to fast travel between each locations quickly. It also indicates that there are tasks that can be completed at certain locations within the game. The interactive map is not automatically given at the start of the game.

There is a padlock feature that is available to lock the inventory panel in place to make it stationary.

There are interactive items in the game. Some of these interactive items may require extra components before they can be interact with.

Spell Kit is a spell making feature in the game. But it is required for the player to find the runes before they are able to make any of the spells. The runes are scattered throughout the game for the player to find.

The hidden object scenes consists of the following: Shadow items; Traditional word list and Find 'x' amount items. Some of these hidden object scenes may require little or no interactions. Most of the hidden object scenes can be replayed in the game's extra feature section.

There is an optional mini-game: Monaco. It is only available during hidden object scenes.

The puzzles are fairly easy to solve without having the need to skip any of them. Most of the puzzles can be replayed in the game's extra feature section as well.

There are two sets of collectibles in the game: Dolls and Gold Coins. They are scattered throughout the game for the player to find.

There are twenty different achievements to unlock from playing the game. Each of these achievements does come with some requirements that needs to be completed before they can be unlocked. These achievements are in-game only.

Miscellaneous

There are extra features in the game: Bonus Chapter; Bonus Hidden Object Scenes; Bonus Puzzles; Soundtracks; Concept Art; Wallpapers and Cinematic Scenes. Most of these extra features can be access only after the entire game is completed.

Final thoughts: I have found the game enjoyable to a certain extent. The replay value for the game is low. I would recommend this game, but not at the game's full price value.. In the heart of the forest we come to know a great tale about tiny and not so tiny beings - a beautiful fantasy world, where Max, a human has to overcome a lot of obstacles to save the kingdom.

The story presents humans together with animals (acting more human) living in a kingdom, ruled by a mouse king. His adviser, sort of a chancellor, is Rattus, a rat. In former times rats and mice were enemies and for a short period this seems forgotten: rats and mice as well as other beings live peacefully together. But this is more of an illusion, as Rattus strives for power himself and intends to destroy the kingdom. A drought has plagued people for some time now and the King calls for help. In a tournament it shall be decided, who would be able to find the reason for the drought and make this world bloom again. Max wins together with an amazone but in the end it is him, who saves the princess and triumphs over Rattus.

Artwork in this game is stunning, HO scenes are varied and creative. Puzzles are not very difficult but interesting. Max has no easy way to go, especially a cat is a big obstacle to fight. And here we have another aspect: we see the cat and her world with the eyes of tiny Max, so she is huge!

The bonus game is a nice addition.

. Cute little game, very suitable for children who like adventure stories and who have some experience with puzzle games.

Some puzzles have really bad instructions, leaving you completely confused.

But all puzzles can be skipped, after waiting a certain amount of time.

. Pretty cute hidden object game. The artwork is beautiful and the setting is very whimsical which is perfect for the fantasy theme of this game. The voice acting, however, is just ok, but because there isn't too much of it, it's pretty easy to ignore. The plot is a pretty average, and the puzzles are challenging enough without being too hard. If you want more of a challenge you can change the difficulty level in the beginning of the game. It's a pretty short game that can be completed in around 3 hours, and most, if not all, the achievements are achievable in one play through. I got this game when it was on sale and definitely recommend you wait until it's on sale if you're planning to get it. It's a pretty fun game, even better for kids, but I personally don't think it's worth paying full price.

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