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Shtriga: Summer Camp Xforce

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## About This Game

Capture the spirit of a dead witch before she claims another victim! Summer camp has always been about good memories and new experiences. But the children at one particular 5d3b920ae0

Title: Shtriga: Summer Camp  
Genre: Adventure, Casual  
Developer:  
Game Cartel  
Publisher:  
Alawar Entertainment  
Release Date: 20 Jan, 2014

### Minimum:

**OS:** Windows XP or later

**Processor:** 1 GHz

**Memory:** 512 MB MB RAM

### Graphics:

English,German,Russian

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Short and easy HOG with 3 trading card drops and 8 achievements obtainable in one playthrough which took me about two and a half hours without any hints or help. The puzzles are fairly easy as are the HO scenes, even though some objects are tiny and hard to spot and the item hitboxes are a little off sometimes. There are two difficulty settings which determine how long hints take to recharge and whether interactive zones sparkle; hints can also be switched off entirely. Storywise you get the typical evil-entirety-abduction-plot, but except for cutscenes in the beginning and end it isn't really enforced anyway. There is a stationary map but no fast travel, which is a little annoying but bearable as the game has several chapters/areas that are closed off taskwise. Graphics are pretty standard dark-abandoned-place-style, not as beautifully drawn as in some other HOGs, but look nice enough. The German translation is surprisingly good, as is the logic of item use compared to some other HOGs. Contrary to some other reviews I did not encounter any bugs and the game worked fine. tl;dr: very short, pretty easy, works fine.. A pretty short 2 hour run-of-the-mill HOG that doesn't seem to have anything new to the table. It works pretty well if you're just here for the gaming aspect of HOGs, I've encountered no bugs or issues others have voiced out. Fair warning though, both the puzzles and hidden object scene of this game pose no challenge which could equate to a very dull experience. There are maybe 1 or 2 puzzles that pass the time enough, but again it might fall into tediousness than actual difficulty. There are moments you could potentially miss an item (outside hidden scenes) because it's either not sparkling or just very hard to see. I feel like the developers do stand a chance of creating something special, their visual department succeeds at a pretty good spot in comparison to other HOGs. Unfortunately, the lackluster storytelling and weak puzzle elements, make this game excessively mediocre. You can't even hate it or get frustrated, it's just very average. I also won't forget to mention that the character models are pretty bad (both in motion and in graphic quality), and are arguably the most negative thing I could say about this game. It ruins the immersion. (But understandably animating is a huge pain in the butt and cost a lot of money and time to do.) I do appreciate that the hidden object scenes reflect a semblance of cohesion. Most items are blended very well into the backdrop, almost looking hand-drawn into the scene. There was maybe one scene that was questionably poorer in quality than the rest. Heads up, I tend to play my HOGs in window mode (which I'm glad this game has btw) so I can't account how beautiful it continues to be in full screen. Overall, it's doable. It's been a while since I played a HOG so this was a good refresher course.. Not a bad game for the price I paid (0.18) but nothing spectacular. Quite a long play time as these cheap games go at about 3 hours. HOGs & mini puzzles simplistic and in no way challenging. Can be a little confusing at times as to what to do next. Strange, almost nonexistent story, average graphics, plus no voice acting. Do I recommend it? Yes, based on the price I paid, but I probably wouldn't for full price.. A pretty short 2 hour run-of-the-mill HOG that doesn't seem to have anything new to the table. It works pretty well if you're just here for the gaming aspect of HOGs, I've encountered no bugs or issues others have voiced out. 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