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## About This Game

A year later everyone thought they had seen the last of the witch but she's back. And this time she's captured Princess Isabella's child and cast a spell over the whole kingdom in the process. Save the kingdom and follow the witch's evil path back to her lair.

Defeat her for the last time with the help of your trusty Fairy sidekick and a new friend you met along the way!

### Features

- 130+ Haunting Scenes to Navigate.
  - 6+ hours of Gameplay.
- Save your baby and numerous friends and townsfolk.
  - Travel to the Witches Lair.
- Meet new Helpers, with new Abilities.

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Title: Princess Isabella - Return of the Curse

Genre: Adventure

Developer:

Gogii Games

Publisher:

Strategy First

Release Date: 15 Apr, 2014

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English







It's not quite done yet princess.



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This second chapter of the series about Princess Isabella's adventures is much better than the first, slightly less childish, lots of HO scenes, nice graphics (not the best, but enjoyable) and several locations to explore. No backtracking since there's a handy map, 2 difficulty settings. Sadly there aren't achievements and some of the interactive zones can be difficult to spot because of their strange locations and the hints aren't always helpful. The story ends with an interesting cliffhanger.. Played this game straight through. Good pick!. Beautiful Picture ^\_^ Nice. A worthy sequel to the original classic hidden-object game, this keeps pretty much the same formula, just with "more": higher resolution graphics, more adorable helpers, more and better puzzles, and a bit longer.

The first game still has a special charm that this sequel can't quite replicate, but it's still a very fun and well-designed game.

If you're a hidden-object fan, this series has to be in your collection.. Although the game is fun and very casual. I wanted to make my point out there by giving negative review.

Firstly, there is NO support from the devs at all. I encountered so many bugs and I couldn't get them fixed.

Secondly, there is A LOT of bugs that prevent you from progressing or crashes your system.

Thirdly, I could not figure out the story and reasons for why something occurred, I had to google it and found out that this game is missing HALF of the content that explains things clearly and has more game play.

Other than these reasons, this game is very fun and I enjoyed it a lot.. I played it for 3 hours and I'm done. Such a short game... I thought it wasn't that short.

A bit disappointed about that.. Loved it! Much more entertaining than part 1, look amazing and charming - atmosphere is darker, story is darker... and an unexpected ending! And: we have two "hints" now, with our beloved little fairy now comes a baby dragon! Yay! Maybe too easy. 8/10. Easy. Pedantic. Childish.

BUT, the witch at the end is SERIOUS BUSINESS!

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This is another ported game from the "Big Fish collection" and an old one at that. This is a standard version not the extended one, which contains longer story line. The ending for the standard version is abrupt and feels very rushed. This is another proof how some companies are trying to generate more cash creating different versions of the same game. Why? Wouldn't be better to have a full story and create a bonus material not relevant to the story? Anyway, when porting old games to the Steam use CE versions instead to attract new players.

The game mechanics is similar to any other HO game, it has good interactive map, which helps a lot when the game becomes repetitive. Some voice acting is very annoying especially those of the helpers. And they go on and on, and you can't skip them. Some of the puzzles are too easy some are pretty illogical.

In short I would skip playing these games on Steam but would rather got the web site like Big Fish where these games are coming from. You might even get a better deal there.. If you've played an Artifex Mundi game before, you know what to do. But it never gets old. I love the mini games and the hidden object puzzles.. This is a casual game, which contains point and click and hidden-object components. It also has two modes. Normal mode caters for players that are more casual. The mode provides many hints, and important areas are always highlighted. Advanced mode on the other hand gives the player almost no hints.

There has been some improvement over the first Princess Isabella game, particularly in the art and design of backgrounds. The game's areas are more varied than its predecessors were. And it's very nice that this time around the witch decided to curse more than just a castle with similarly styled rooms! The ever-changing scenery also seems to have allowed this instalment to have more quirky characters than its predecessor does. Although I'm pretty sure those dwarves are living in a hobbit hole!

The only issue that arose for me when playing this game, as that I came to a puzzle that did not seem to let me manipulate the parts needed to complete it. Going back to title menu did not fix this. However, I found that changing the game between screen modes (Fullscreen, Widescreen and Windowed), seemed to allow the game to work out better where the mouse cursor was placed. So, there is an easy fix if you are to run into this issue.

I would recommend this game to people who enjoy these types of games. If you do not go into it looking for a life changing experience, and just enjoy it for what it is, then this is a fun little game, and worth playing. Bear in mind it is a little short, but worth the price, particularly if you can get it on sale!

. Part 2 of Princess Isabella series and better than the first one.

This is not the collectors edition, so it has about 35 minutes less playtime as it's missing the CE version only area "The Witch's Trophy Tower" and lacks a small part of the story partially explaining the ending of this game.

Isabella's baby daughter Bella has been kidnapped by an evil force and Isabella has to follow the evil and de-curse areas as in the first game. In addition to the fairy helper from the first game she here gets a dragon companion with different abilities (but clearly the same voice actor).

The game has 2 difficulty modes, I didn't try the lower one but I assume all the clickables sparkle as they would in similar games. Without the sparkling some clickable areas can be harder to see, but normally not hard enough to get frustratingly lost. The map is helpful and you can teleport to any area, as well as see which areas you have cleared.

I encountered no bugs whatsoever and the game was very enjoyable. The puzzles felt a little harder than in the first game. Most dialogue is skippable with mouseclick.

Though this game seems harder and darker than the first one, it still feels targeted towards kids. Buy it on sale if you liked the first one and/or enjoy this type of game.. This is a pretty simple and straightforward sequel. If you enjoyed the first one, you should like this as well.. Well that was uh certainly a game. That made no sense. Why did the Prince turn evil? Why did things go from semi historical to fairy tale mash up?

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