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## About This Game

The bestselling Secret Files franchise celebrates its return!

The dream couple Max and Nina have announced their forthcoming wedding...but at the beginning of Secret Files 3 the event suffers a catastrophe! Max is arrested by Berlin's police force. The accusation: Terrorism.

Nina's biggest adventure yet awaits her in the franchise's third game. Could it be possible that everything is connected to the happenings in Tunguska? Is humankind depending on her? Can she save Max or is fate more important than her happiness? Throughout the story players will experience a cinematic hunt crossing continents, with many riddles waiting to be solved.

The adventure is not limited to the present, there are also all kinds of puzzles to solve set in the past and in the future, and depending on the choices the player makes, alternative endings await them...

## Key Features

- The most successful Adventure brand of recent times
- Cinematic production with updated game engine
- Story written by acclaimed TV writers

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Title: Secret Files 3  
Genre: Adventure  
Developer:  
Animation Arts  
Publisher:  
Deep Silver  
Release Date: 13 Sep, 2012

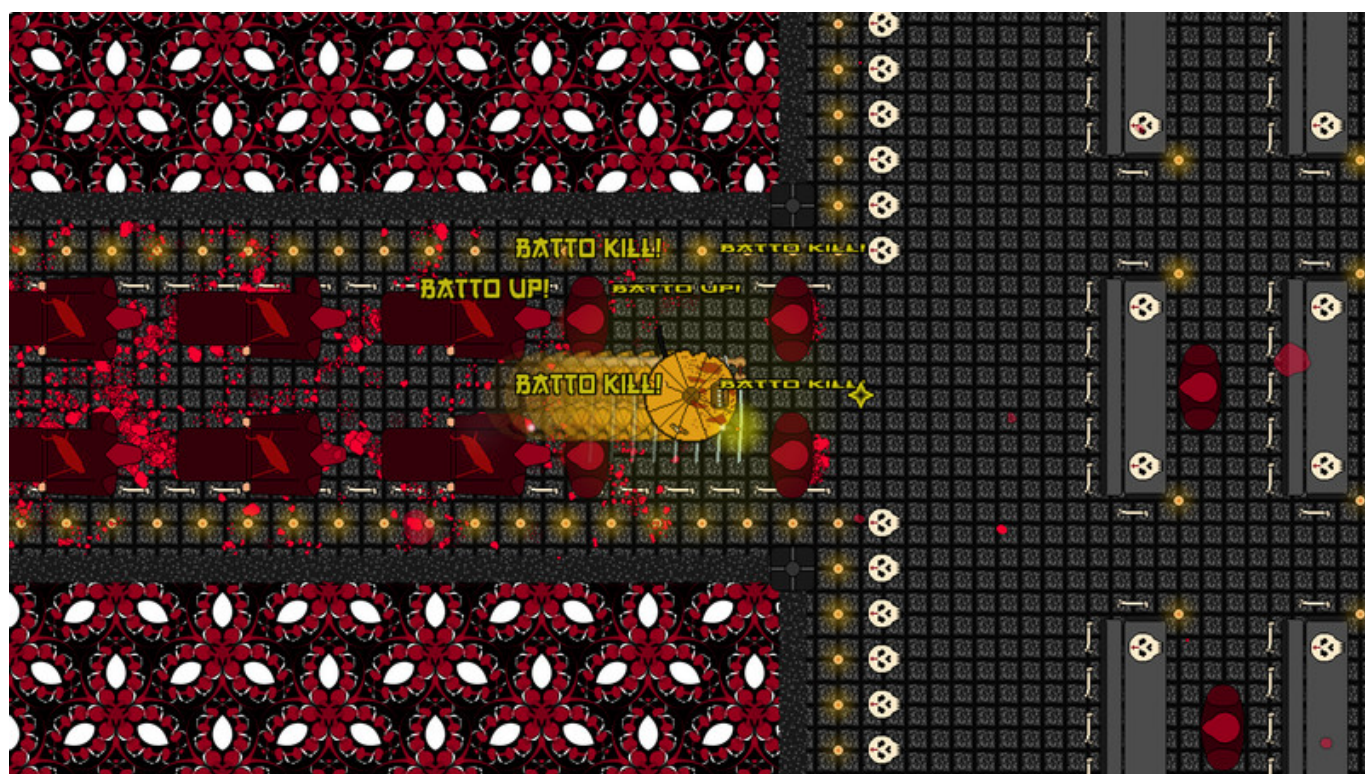
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It's got airplanes.. Since the recent update the game crashes no less. Also, when you win a world title you cannot defend it, its as if you didn't win one at all, but this is fine for regional titles. Also, when you win a world title it does not appear in your list of titles which is not good for a record-junkie like me. I have stopped playing the game since this, its just simply time consumption with no satisfaction and it takes way too long to train someone into the perfect boxer - even with a perfect gym and equiptmenmt.. Great support!

First it installed me outdated drivers, but after i sent the support my logs, they send me the right driver and fixed the problem.. The game isn't loading for me when I try to start it up~ [EDIT] I couldn't figure out how to add another comment to this so I will put more details in my original comment. When pressing the game to start, the game opens to a black screen. I have to use control alt delete to get something up just to get the black screen to close- otherwise i am stuck with a blank black game that covers everything on screen and does nothing.. Sublime

Excellent

Very Good ✓

Good

Mediocre

Bad

Very Bad

So far a good start to the series.

PROS:

- CONS:

- The voice acting is terrible, but it was so bad I ended up finding it hilarious so it's kinda a pro too.

- very short game - this isn't personally an issue for me, but it took me 2-2.5 hours to finish it the first time, and I speed ran the entire thing in 70mins the fourth time because I knew exactly how to do everything. Don't buy if you're not happy to have a very short experience.

+ Voice acting

+ Story

+ Resolutions FOR PC!

+ No timers

- + Powerups and spells if you're "bad"

### February 5 update:

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- 7 / 11

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- Fixed a crash in battles when "Auto-hide mouse" option is disabled
  - Fixed a potential framedrop when previewing armor stats in the shopping and crafting menu
  - Fixed some typos

Edit:

- Fixed fishing success rate being lower than intended

If you still encounter any bugs or issues, please report them in the forum or to the support email address posted there and we'll address them as soon as possible.. **Release date:**

After a lengthy wait, the full version of Serment is finally ready to be released!

Unfortunately, the Steam's Winter Sale is coming very soon. Clashing the initial release window with such a big sale is very worrying, thus, following our publisher's recommendations, the game will be set to release on **February 1, 2019**.

There are a few problems from a commercial perspective with releasing a game near a big sale, and I'll try to elaborate a bit more on this matter so you can understand our reasoning for choosing such a release date (Fortunately, no major gameplay bugs or related issues this time, so expect no more delays after this).

Firstly, each game on Steam has a small window shortly after release, where it publicly appears in several places on the Steam client, notably the "New releases" list. This largely serves as an initial visibility crutch for a new game, and there's a snowball effect where more popular games will subsequently appear in other places such as the "New and Trending" list, the main store's banners or Steam's recommendations while less popular games will quickly fade into obscurity.

During major sales like the Summer of Winter Sale, this initial visibility is severely reduced to make space on the Steam client for featured discounts. So releasing a game during the sale is very undesirable.

Then, why not release the game before the sale instead (for instances, right now)? Due to Steam's compulsory review before release (which takes more time than we expected due to the recent changes in Steam's policy about games with mature contents), the earliest possible release date would be next Monday, December 17.

The Winter Sale will start shortly after, so the game's spot in the "Specials" list due to its sale discount (which is also a very significant amount of a new game's visibility) will be quickly swallowed up by thousands of other featured deals. Thus, releasing right before the sale is also a no-go.

But then, why wait a whole month after the Winter Sale? Why don't we release the game right after it ends?

Past data from our publisher suggests that right after a big sale, the number of store views and purchases immediately plummets, and remains a lot worse than other normal periods for a solid 3 to 4 weeks. We speculate this is due to potential customers being occupied with their recent purchases during the sale, so they're not immediately looking to buy any additional products.

Thus, our publisher recommends a 4 weeks gap after the Winter Sale before Serment's release, which leads us to the date of February 1.

The timing is rather unfortunate, so we apologize and hope for your understanding.. **Demo update and some news about the full release:**

It's been a while since the last one, but the demo has received another update!

Aside from 2 new events, this update also includes several QoL and gameplay features, as well as some balance and UI improvements. The complete changelog would be too long so it won't be posted here this time.

Moving on, as some of you may already know, we have been doing QA for the last few months to get the full version of



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Serment ready for release. Unfortunately, there are still some bugs to be sorted out and improvements to be made, so the game's still not polished enough to go on sale yet. 🚗

However, as I've mentioned in some discussion threads, all the core contents have been finished so it shouldn't be too long from now!. **Demo update 2.01:**

We have released a small patch for the demo!

Here's the complete changelog:

- Slightly improved memory usage.
- Fixed a few bugs with eating food in battle.
- Added a text popup displaying HP/MP healed after eating food or using "Focus".
- Fixed warp point, recharge key, locked door, spinner and arrows not working if a random encounter happens on the same spot.
- Added several minor visual polishes.
- Reversed the Auto-forward bar direction in the config screen (Higher bar value now reduces the delay).
- The 4 bars inside config screen are now adjustable by keyboard (Left and Right buttons, controllers are not supported for now).
- Fixed a few bugs with displaying overly long character names.
- Included ingame time and save year in save file's description.
- Added some tooltips explaining status effects when hovering over the 4 elemental resistances in Status screen.
- Added some tooltips explaining the level mechanic when hovering over character level in Status screen.
- Number of keys left inside the dungeon is now visible.

. **Serment has been released, 20% launch discount!:**

It's been a bumpy ride, but Serment is now finally available for purchase, with a week-long 20% launch discount!

Serment was our first attempt at making a game, and the inexperience really led to a lot of delays. For that, we apologize. At the same time, we are very grateful for all of your encouragement and support.

Serment is not a perfect game by any means, but we hope it will give you an enjoyable time!

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If you encounter any bugs or issues, please report them directly in the forum or to the email address posted there and we will try to address them as soon as possible.. **February 7 update & plan for additional contents:**

Changelog. **Demo update 2.07 + news regarding beta testing:**

It's been a while, but the next demo update is finally here!

Complete changelog:. **Demo update 2.05:**

We're focusing on the full version, so there won't be many changes to the demo from now on unless it's a patch with additional contents.

Complete changelog:

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