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About This Game

A place where pirates roamed the seas looking for treasure, and where one innocent 8 year old girl grew up to become the most famous Pirate of the Caribbean! From an early age, Morgane Castillo was a confident and feisty girl, playing with her friends and getting into scraps on Bounty Island. Living with her mother and bored of her chores and island life, she longed to go to sea, just like her pirate father Alessandro! But she was too young and young girls weren't meant to become pirates. But Morgane's early life was beset by tragedy.

Uncle Eduardo, her dearest friend, was lost at sea and her mother, Bonita Castillo, died suddenly when Morgane was only 8 years old. Accompany Morgane in her quest to find the legendary "Golden Turtle" and experience the story of a young girl who grows into a pirate captain!

Make decisions, but remember – your actions have direct consequences for those depending on you.

Title: Captain Morgane and the Golden Turtle

Genre: Adventure, Casual

Developer:

WizarBox

Publisher:

Reef Entertainment

Release Date: 3 Jan, 2014

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Minimum:

OS: Windows XP/Vista/Seven

Processor: Pentium 1.6 GHz

Memory: 512 MB RAM

Graphics: 64 MB Graphic Card DirectX 9-compatible

DirectX: Version 9.0

Storage: 3 GB available space

Sound Card: sound card DirectX 9-compatible

Additional Notes: A mouse and a keyboard are required

English,French,Italian,German





Mo-Mo... Morgane! He... Hee...
Heeeelp



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It does have some flaws, but it is kinda fun. The art is somewhat pretty also, and the characters are good. The game ends pretty quickly and it usually is at a cheap prize.

It also has trading cards.

It has some nice elements, so you could play it and appreciate this point and click pirate adventure. I just finished this game and I actually enjoyed it quite a bit. I'm a fan of point-and-click adventure games and if someone were to tell me this is a game that came out in 1998, I would believe you as it feels right at home there. Like adventure games of that era, you've got funny and obscure solutions to problems and even a handful of minigames thrown in (with a surprisingly chibi style in a few of them). As it has been noted by others, for some reason the game does not start with a setup menu or even has a good one in-game.

HIGHLY recommended to run "settings" in the captain morgane steam folder (common standard being steam/steamapps/common/captainmorgane) and you can then adjust it for higher quality and widescreen mode.

I found the acting to be very good. None of the performances took me out of the atmosphere and all of the accents felt like they belong there. The music was excellent and I enjoyed all of the soundtrack even if it was a bit repetitive. Like the games of the 90's, though, that was fairly common and since it is caribbean themed and light it doesn't get annoying.

Other than a few minor bugs here and there, this was an adventure game worth playing if you're into adventure games. Since Monkey Island always has a soft spot in my heart, any pirate-themed adventure game set in the caribbean will spark my interest. :)

TL;DR - Good adventure game for anyone looking for a pirate style point-and-click adventure. Bad game for FPS players who need to kill stuff.. I cannot recommend this game. It was too simple, both in story line and quality, and felt too forced. Promo made it look a lot different than it actually is.. a fun pirate themed point and click/hidden object game that doesn't take itself too seriously and drops pop culture references and jokes everywhere. It has a decent story though some of the dialog could be better written for example asking strangers if they know Uncle Edwardo,without giving any spoilers that character could have better named. I completed the game still with half an inventory worth of stuff,so I'm guessing the game was intended to be longer.No killing and no swearing so it's kid friendly and you'll get a few laughs

graphics: 8/10 the 3d characters on 2d backgrounds really stood out and looked good.

music: 7/10 it's not bad music there's just not enough of it and it repeats again and again when you're stuck on a problem.

voice acting: 8/10 the voices are believable for the characters,though there's a few places where the dialog didn't have voices and a couple places where a completely different voice read a character's dialog.

puzzle difficulty: 7 short of clicking randomly all over the screen there's a few puzzles are just not obvious

So I'd give it an all around: 7/10. Fun point and click game. The artwork is beautiful and the game overall was pretty enjoyable. There were a few quirks with the puzzles, but it didn't take much out of the game. Some of the comments from the characters are pretty hilarious and allow you to get more tidbits out of the game. I recommend the game, it was very stress free experience and gem of a game!. This is a great game! I thoroughly enjoyed it. I hope that there will be a series??. Nice quality art to backdrops and items

- + Good story and quests for younger players
- + Puzzles are logical and hand-holding
- + Decent sound and animations when performing actions

- ~ Engine Issues: slow movement & animations
- ~ Locks you out while performing animations
- ~ Too slow and easy to be interesting to older players

- English not the default language. Click "Lingua" on the first screen to change.

Good fun for younger players (the 12 rating seems a little high as younger players would have little problem). Sadly it's not that fun for experienced and older players with no surprises or stretching puzzles. The engine used to build the game has annoying qwerks that interfere with enjoyment. Nothing bad to say about the game as long as you go in expecting a game for kids.

Conclusion: 7/10. Solid game for the right age group.

. I was enjoying this game right up to the point where I was unable to complete a task to continue. I thought I was missing something or doing it incorrectly so I looked up a walktru online and nope I had it right. The game just wouldn't continue. I was far enough along that I will not be starting over because it would suck to get back to that point and have it fail again. If you find it on sale or really enjoy the point and click games go for it just be prepared.. Casual point and click and wait adventure game... for kids?

Quite pretty graphics, sadly I lacked the patience to play more than a few short chapters. Walking and dialogue both executed at an abominably crawling pace. The story and dialogue are okay, nothing more. The puzzles for the most part are easy and logical, process of elimination solves the rest.

This game could perhaps be useful to a kid learning French or German, as there is an option to change the language of the voice or text.

Silly point and click puzzler with low production value at some points. Otherwise pretty ok. Still, I played this for far too long.. Honestly i bought this after coming home one night of drinking with some friends, i was after some kind of point and click adventure to satisfy my hunger for the next walking dead episode. And saw the pirate chick and in my drunken state i thought it was a great idea.

The game is childish and the voice acting in this really makes me sick. I can't comment on the story because i had half a bottle of jack from last week stashed by my computer and kinda blacked out before i really could get started.

Only buy this game if you're between the ages of 4-9 and/or suffer from severe autism.

9/10 game is not amusing but the main character reminds me of a young Salma Hayek and she was smoking hot in that one movie about bandits.

. Great point and click adventure.

I completed the adventure as it should be completed, with no hints or peeks at walkthroughs. It took me about 18 hours, so those people who claim to have finished this in 6 hours can only have used walkthroughs.

There are 10 chapters and each chapter progresses the story very nicely.

What I loved about this title was the dialogue, which was funny and made perfect sense. The voices of the many characters were all really well done and very much added to the atmosphere. Some of the characters are particularly brilliant, such as the debonnaire but daft Briscoe, the fabulous Buck who reminded me of so many people I've met in SE Asia (the developers really nailed that character), Sonia is the most hilarious and cagey dock side 'worker' ever, and of course the lead character, Morgaine, is a superb act. There are many more great and wacky characters that will be encountered that really do a great job.

The story is very interesting and really gets going in chapter 2. I have seen reviews criticising chapter 1, but it's a cute, short introductory chapter and great for story background. and takes about 45 minutes to playthrough. The ultimate quest, introduced by the eccentric English gentleman, Briscoe, is always the aim, though the journey there will take many twists and turns with lots of side quests.

I don't want to give away any of the plot, but I'll just say that the way the story dealt with a sad death was very touching indeed and one of the peaks of the title.

The graphics are bright and colourful and their cartoony style do the story lots of justice. Well done to the graphics team.

The puzzles are mostly fetch quests, dialogue threads and inventory matching. While these are mostly fun and do require thought and LOTS of experimentation, it would have been nice to have thrown in some other types of puzzles too. The few mini game type puzzles are on the weak side,

I liked the control system of clicking the dialogue to move it on as that way I didn't miss any important information and it allowed me to read it while listening, at my own speed. A good system. The inventory, as mentioned above, does require a lot of trial and error, but is perfectly fine.

So, overall, I really enjoyed this game, though I was not sure I would before I started playing it. I would strongly recommend it for 15 plus very entertaining hours (if played with no hints).. I love point and click games and was hoping to find an old school adventure in this game. I could not pass the first scene...

The gameplay is unbearably slow. The character takes forever to move, animations need to finish before she moves again, and everything seems to take forever to get done. You have to click between each dialogue to go on, and if Morgane moves between the dialogues or an action, you have to wait for the end of the animation to go on.

I bought this game really cheap, and even then I am really sorry I spent money on it. This is too boring, I can't recomend it at all.. This game is probably worth the price charged. Probably.

I mean, don't get me wrong, I got it as a gift and had it on my wishlist because I thought another adventure game with a female protagonist would be cool.

However, it feels like it was written haphazardly and the art style is...well.

I feel they may have underpaid their artists.

The minigames make me wonder if this is supposed to be a kid's game, but the quality (especially of the sword fight; the graphics literally made me want to stop playing the game, and using ctrl and alt? What is this? There are many other keys that are good for sword fighting that are not related to system functions like z and x or a and s!) is a little disgusting in that respect.

Either way, it is not horrible game. It suffers from usual adventure game problem of trying to grind everything on your inventory with every other thing in your inventory and everything in the environment, but that is normal.

I would not get this for a friend even if they loved adventure games unless they were truly desperate, but it is good enough that I can actually play it.

Wait for a sale.

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