
Download Hidden: On The Trail Of The Ancients



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About This Game

Immersed into dark and unexplored ancient woods a group of expeditioners goes deep in search of an old, almost forgotten legend, the "Legend of the Ancients". But not everything goes as planned as the place keeps a never revealed horrifying secret.



You play the game as Thomas Farrell, a young anthropologist and one of the expeditioners behind the search of evidence about the **Legend of the Ancients**.

Thomas traveled to Buenos Aires, where an old colleague of his uncle Eneko seems to have found an important trail to the Ancients.

His investigations start in an old boarding house and soon he will realize that there is **something hidden beyond the legend**.

Hidden is a high-res, atmospheric first person horror point n' click adventure game with focus on story, puzzles and exploration.

The storyline is split into two games: **On the trail of the Ancients** and **The Untold**.

Key Features

- Rich and mature Story, strengthened with docs, books, audio records and visual elements along the adventure.
- Classic Point n' click gameplay.
- Intriguing and immersive detailed high-res locations set in the 30s.
- Story oriented puzzles.
- Original and gripping score for each location.
- In-Game detailed collectibles to enhance to the story.
- Horror fiction inspired by writers such as Algernon Blackwood and H. P. Lovecraft.

Title: Hidden: On the trail of the Ancients

Genre: Adventure, Indie

Developer:

Lost Spell

Publisher:

Lost Spell

Release Date: 5 Aug, 2015

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Minimum:

OS: Windows: XP / Vista / 7 / 8

Processor: Intel Core 2 Duo 2.0 GHz, AMD Athlon X2 2.0 GHz

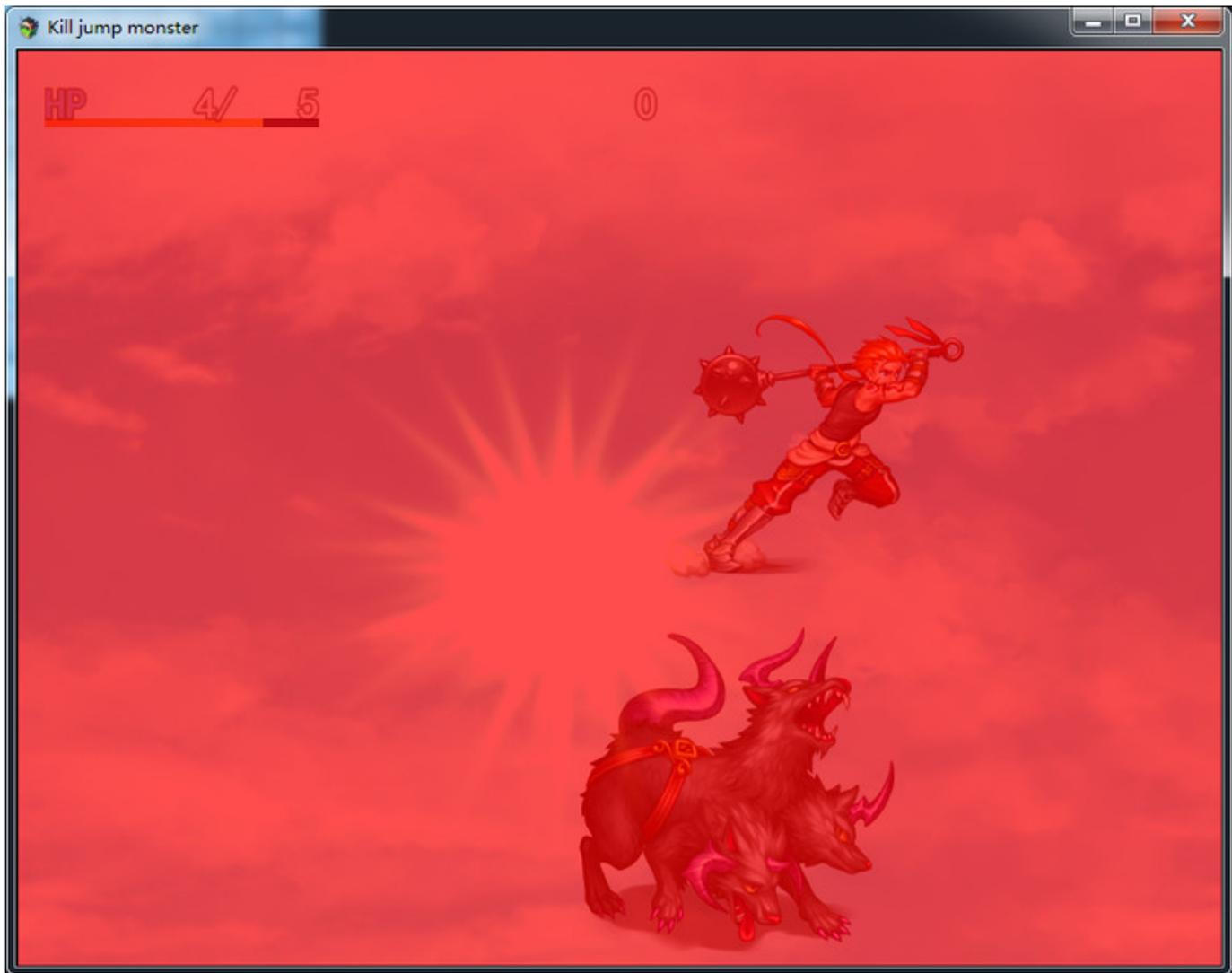
Memory: 2 GB RAM

Graphics: Intel HD 4000 (dual channel RAM recommended), GeForce 8600 GT, Radeon HD 3650 with 512MB video memory

Storage: 4 GB available space

English, German, Greek, Russian, Turkish







in its current state, wouldnt recommend Stolen Steel at all its very rough and still ran like crap on my i7 980 system. everything felt very unresponsive and I feel in a game like this you need to be able to do everything you would be able to do in real life such as slashing an enemys exposed leg (which does not work in this)

Pros: its pretty.

Cons: everything else.. This game is Epic. I tell you, this is Game of the Year material right here. 10/10.. "Shinseinaru hikari takuwaeshi tsubasa kirameka se, sono kagayaki de teki o ute! Shinkuro Sh\u014dkan! Ideyo! Reberu hachi, Kurisutaru Wingu Shinkuro Doragon!". A promising Gauntlet-style overhead shooter that needs some more time in the oven.

Besides moving and attacking, you can utilize a dash, shield, strafing maneuver and limited smart bomb supply to stay a step ahead of the ever-present hordes of nasties; as you wander the halls and chambers blasting everything that moves, you'll want to grab plenty of coins (which fuel a Gradius-esque power-up bar) and gems (which add to a score multiplier), as well as requisite health and stamina potions. Tack on three character classes and leaderboards for both time and score, and what else could someone with old-school gaming tastes demand for five bucks? Well, consider the following.

The biggest issue by far is that nearly all of the hits you take are likely to be ones you couldn't see coming: both monsters and the portals they spawn from can and will appear right on top of you with no warning at all, unseen offscreen projectiles will hit home before you can react to them, and small critters will get lost in the piles of loot and pixelly "splatters" other defeated targets have left behind. There are usually enough health potions lying around to keep things from becoming completely unfair, but when almost every setback you suffer doesn't feel like your fault it's still plenty frustrating; speaking of which, your multiplier (which can eventually build up into the triple digits) is completely reset when you die, and some or all of your power-ups (depending on how many coins you've sunk into the "ability save" option), including the vital speed boost, are lost, which can make recovery quite tough in certain situations.

Elsewhere the problems aren't as crippling, but still give the game a decidedly unfinished feel: for instance, while controllers work fine in-game, they don't function on certain menus. Autofire, however, is not supported at all, which means lots of unnecessary and tedious wear and tear on your buttons and fingers. Only one of the three characters, for some reason, is voiced beyond "oofs" and "arrghs" when being hit. Once a level's exit portal (which, by the by, can also appear right in front of where you're walking with no warning, occasionally forcing you to exit the level before you intend to) refused to spawn, forcing me to quit out and lose not only my progress but my score record. Having the option to focus on either speed or score is nice, but it feels odd to have to choose one extreme or the other, either zooming past everything or leaving no stone unturned, with no in-game incentive to attempt to balance the two.

That said, when I mentioned at the beginning that there was promise here, I meant it - there's a decent amount of enemy types which play off each other nicely, hidden coves and treasure to sniff out, and few technical limitations for those (like myself) using non-gaming machines, not to mention, most importantly, that the reptile-brain thrill of 'roiding up, mowing down a mob of baddies, then swimming in the resulting shinies is very much alive and well. If the developers show themselves willing to polish the solid foundation they have here I'll be more than happy to change this review accordingly, but as the game currently stands I would advise the curious to, much as you need to do in-game, tread a bit more carefully than you wish you had to.. Halloween DLC is a small stuff DLC, mostly fit for those who just want a few of new elements. Halloween themed. Spooky.

It does have puzzles, around 6 of not so hard ones. Nice stuff. Though, badly edited info text for each puzzle make it feel unpolished.

But at least it works and was enjoyable enough.. A well done wave shooter, well priced. Graphics look nice - the sand worms could use a little work visually but the standing monsters are great and scared me for sure. The companion who helps would be better with an actual voice I think... the guns responsive and aim is natural.

This is technically a "match-3" title, but it's of the vein where you need to click 3+ connected pieces of a type to destroy them all, not "three in a row = destroyed". The problem is... well, this is the beginning of a series. And like any first game in one of these casual titles, it's rough in a lot of ways. (See: Bejeweled, 7 Wonders, etc.)

Specifically, the biggest problem comes in how powerups and board-shapes work*. This title does not have the "there will always be a viable move" code of a Bejeweled 2+, or the constantly-refilling powerups of a 7 Wonders. Your powerups straight up only recharge when you break adjacent icons of that powerup. and it takes... 5? 6? per powerup to recharge it. But they only appear on certain levels! So if you use a powerup, you're placing a bet you won't need it at all until the next board that has that icon on it. They don't appear on all stages.

The board shapes, on the other hand, come down to this: when new pieces fall in, they only fall from the "top" of the screen on most boards. (Some really strangely shaped ones break this rule.) BUT. It's not a permanent "refill the board, if a piece breaks, you get new ones" thing like most other titles. If there's debris in the way, or you didn't destroy a piece with a clear "path" to the top of the screen, nothing new falls. This, combined with the "no guaranteed matches" I mentioned above, means you WILL have to restart some levels if the RNG doesn't play nice. It can make unwinnable, unalterable states.

I bought all three games in the series at once, and am moving onto SM2 after writing this. I hope that the game was improved between sequels. This one has aged terribly, make it a last resort.

* I am playing on "Hard" out of two difficulties, Easy and Hard. If this is different on Easy, please, use that mode instead.. This game would be a "DO NOT RECOMMEND" even if the price was \$0.50

I don't know where they get off charging ~\$9 for this other than to create the illusion that it deserves shelf space among similarly-priced games.

This game is as rudimentary as you can get. What you see in the screenshots is it.

And the flood-fill algorithm the game uses (the crucial programming thing behind the scenes that determines whether you surrounded your towers in an unbroken chain of walls) itself is broken.

In a kind way I'd say this game is a crude proof-of-concept. If I was being more realistic I'd say it's a bad game that doesn't deserve to be on Steam.. My wrist is in serious pain, however i now have LOADSAMONEY. I never heard of it, but I got it on sale.

It has a similar vibe to Dungeon Keeper 2, but it plays differently. The creatures and interactions are silly and bizarre, which gives the game a kind of cheeky character.

Some of the biggest differences are there's no digging (it's a space station, duh), resources are acquired through trading, and you have less control over your minions.

I really recommend skipping over the tutorials and just jumping into the 1st mission, it's really pretty easy. There's a steep difficulty curve after the 4th mission, but it's not a big deal, just keep trying.

I got about 30 hours, or 2 weeks out of it. I think it's worth the money.. I can't make head nor tail of this. The instructions are gibberish - possible a bad translation and everything is so much more complicated than it needs to be. If a simple game is going to have controls as complex as this, then the DEVS need to give some really clear instructions on how to play.. I needed 10h for my 1st playthrough in Hard difficulty. I chose this game because I was looking for an old fashioned dungeon crawler after having recently finished a similar game (Fall of the Dungeon Guardians), and was not disappointed, and will leave positive review (6.5/10). It cannot fully compete with LoG1+2 or other Indie gems like Fall of the Dungeon Guardians...

My most important complaint... way too little monsters... I killed all monsters, and did not even get the "kill 100 monster achievement!", it was less than 80! Not only is that a no-go as an achievement hunter to require multiple parties\sessions, but it was also just too little to do! I would at least 2-3x the monster content!!! There was one particular level (minotaurus), which had only exactly 1 monster in it... and the one before appeared without any monsters until the very end of that [level...in other games the monster count is more like 500!](#)

The game was too short... only 8 levels (the game mentioned before had 20, each larger than here, and same price tag!)

Be aware that in this game, you are taking the tanking approach (unlike LoG)... several reviewers seemed to be annoyed by it. I actually prefer it that way... and the actual first crawlers all worked like that (as it was turn based movement, there was no escaping or side-tracking monsters back then)

It is often compared to the big crawlers of today, LoG1+2... rightfully so, and yes, this game cannot keep up.... they have more traps, more dungeon levels, pressure plates, throwing items\stones, teleports, outdoor area, more monsters and monster types... so there is plenty to still improve on, but all that still makes this a good game, its just not in the same league.

The music was nice, as was the atmosphere of the game. So in summary a nice first attempt, worth at a 50% discount (which is normally and often happening during sales at Steam), but needs to improve to be able to compete with the champions, but also some other Indie crawlers! Looking forward to a 2nd part!. I have the ios vision of this game.I like this game but there is something I cant tolerate even for single player:

1. There was riverwalker and shapeshifter rule update a long time ago..but there is still the oldest vision of rules which make these 2 too powerful

2. The Chinese vision is so bad, the word is so small in the ice and fire expansion.. Consider this game to be a simple Roguelite for the Tower Defence genre.

To win, you must lose. Again, and again, and again. Tower placement and selection does not carry as much weight as simply grinding losses again and again to unlock your much needed towers, power-ups, and boosts. Once you have unlocked everything, only then you can start to think about any sort of strategy, which is unfortunately lacking. There is no pathing or mazing, and with only three (offensive) towers to think about, you will quickly devise a solution for each round.

There are any number of far more advanced tower defence games available online for free. For the price of entry, I would consider whether or not you mind being defeated over and over again. If you are the sort of player who restarts a level if they take a single hit, this is not for you.

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