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About This Game

Persecuted by ill fate, the elven nation land on a lost island. They'll need sharp blades as well as sharp minds to survive.

An exciting hidden-object adventure game which tells the story of an ancient elven tribe forced to survive on a long-lost island. Lost Lands: A Hidden Object Adventure is a free to play game from the creators of the Lost Lands and New York Mysteries series.

The elf place is destroyed. With their kingdom in ruins the elves were forced to set off overseas to search for a new home. By fate's will, a storm crushed their ships on the shores of a lost island. High mountains, fragrant valleys and shimmering rivers - what else might the children of nature need? But their beautiful new world is filled with danger. When attempting to leave, the elves learn that the island is surrounded by an impenetrable magic storm. The survivors recall a legend about the last of the ancient elves, who shall awake from a thousand year's sleep to help them overcome hardship.

Help the elf people survive on a lost island!
Complete quests and puzzles to advance an exciting story!
Examine locations and learn more about the Lost Lands!
Defeat dangerous opponents!
Wield your mind as a weapon!

You're about to see:

- More than 200 interesting quests
- Lots of hidden object scenes

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- Various puzzles and mini-games
 - Many collection and achievements
 - Dangerous creatures and fairy tale characters
 - Regular free updates!

Title: Lost Lands: A Hidden Object Adventure

Genre: Adventure, Casual, Free to Play

Developer:

FIVE-BN GAMES

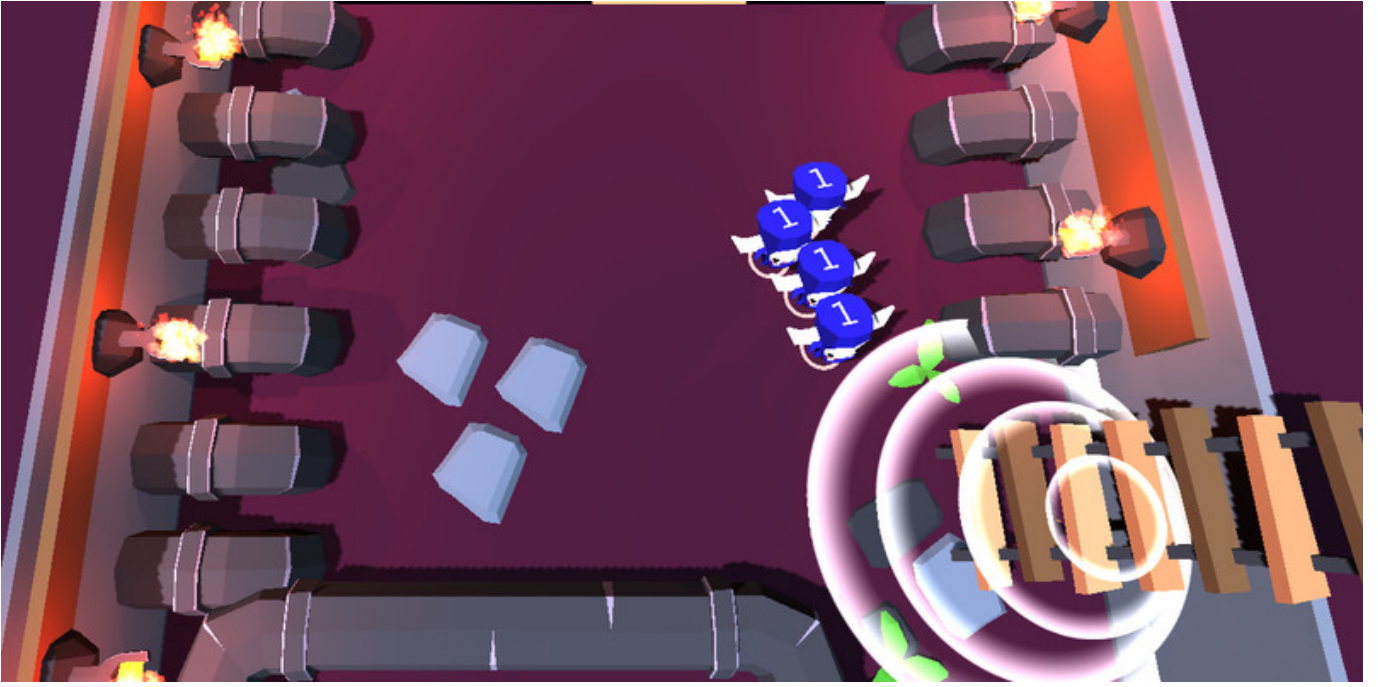
Publisher:

FIVE-BN GAMES

Release Date: 24 Sep, 2015

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English,Russian,German,Dutch,French,Italian,Ukrainian



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if it looks like♥♥♥♥♥♥and plays like♥♥♥♥♥♥(wich it does) its♥♥♥♥♥♥. Lake Ridden was a lovely surprise while it lasted. The story was engaging and a nice mix of voiceover and eerie journals and other things to read. It has a very distinct Myst feel even though the world is a bit more comprehensible. The puzzles are mostly challenging and rewarding, although I found it was easy to guess on a couple toward the end that took away from that a little.

The music is deceptively light at times, but it introduces this great dynamic of making you feel comfortable as if you're wrapped in its familiarity and then shattering that when you hear some wild animal screeching out in the woods. Maybe it's not for everyone, but it worked for me and was a nice change of pace from the "this is a spooky game, and you're going to know it" motif and was a pleasant surprise that it was.

That's the other thing; this game has a horror element to it. There are a few jump scares, but mostly it comes from a scary and ominous atmosphere. Mainly, this is thanks to the storyline and the loneliness of walking around this once inhabited desolate world.

Now, minor spoilers here, so if you plan to play this to experience it yourself (and you should), then stop reading and give it a go. This is also where pretty much my only gripe is. The game starts pretty linearly, go here, figure out how to open this door, rinse and repeat. Then the game opens up and lets you walk around this abandoned town, in some of the buildings, and a mansion on the hill (which you revisit from time to time). I felt like after the second or third time backtracking between the two and spending 30 or so minutes to solve a puzzle, the pace slowed too much, especially in the later game. At a certain point I just wanted to figure things out or have another major plot point introduced, but instead, I felt like I was spinning my wheels and hoping for the end instead of enjoying it. And that's the other thing; the game is kind of short. It took me 7 hours to complete in two sittings. It's not that it needed to be longer and again, it would have called for a new plot point to make it worthwhile, but I would love to have seen another new area and have different puzzle variety to tackle. Perhaps this could be solved with DLC, where you can play a different storyline in the same world. I'm not sure of the dev's plans for the games, but one could only hope.

I also had a glitch where I stopped playing after the basement area, and when I came back the game wouldn't trigger the next objective, so I had to replay the previous chapter to fix it. I'm sure not everyone will encounter this, but worth mentioning. Also, don't look at the chapter selection if you don't want to know where you go next. For some reason it lists all the areas of the game even if you haven't gotten that far yet.

In summary and gripes aside, this game is absolutely worth playing if you like atmosphere puzzlers with an engaging story. The price may be high for some but at the very least add it to your wishlist and buy it on sale and prepare to immerse yourself in its bleak and gorgeous world.. GREAT STUFFing keeper goin. Once you've downloaded it, it seems like there is no way to disable it.. This is annoying as \u2665\u2665\u2665\u2665, Im by this point tired of cheating and want a save with som difficulty but this \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665editor seems to be permanent. Damn.. The campaign of this game is easy. I have to remember this is an arcade like game so campaign has no story. Just shutting down forcefields. The co op part is when u can play with up to 8 people I think. Basically your just playing campaign, with other people. numbers of players are very low. Only 10 online I saw. It was probably 0 before the humble indie bundle 3. Then we got the typical multiplayer which no one is playing. Capture the flag and team deathmatch. I guess that should be the most fun part of the game. So I don't know, its \$5. I guess its a game to kill time.. this game drives me nuts.

so nuts i would probably be locked up forever in a psych ward if i kept playing it for more than an hour a day. Pretty good maze game. Good, challenging puzzles. If mazes are your thing, this is the game for you. 10/10.. Before I get going, I'll say that Book 2 is much improved and although I'm only a few hours in, I can probably recommend Book 2. Writing is more polished,

graphics feel fresher, and controls feel more responsive. Book 1 isn't necessary to play or understand the story of Book 2.)

Slow paced and feels more like a shallow copy of old school CRPGs (hey, that *looks old-fashioned*, or, nobody does *that* in RPGs anymore, let's put that into Eschalon) rather than capturing the deep magic that made old school CRPGs worth reviving (as in "why did they do that, and does it still make sense? If so, let's put it in and modernize it just a bit"). Don't get me wrong, I like turn-based (Western) CRPGs, love Spiderweb Games (Exile through Avadon even), and I even fire up one of the top roguelikes now and then (Nethack, ADOM, dwarf fortress, Cataclysm DDA, etc.), and Eschalon Book 1 falls flat by comparison. I've played Ultima 4-8, Wasteland, Fallout 1-2, Baldur's Gate, Arcanum, and I've probably played other awesome turn-based overhead CRPGs that I can't remember. I'm sure I've played some clunkers too, but I felt I had to put up this negative review if only b/c I cannot figure out why so many people seem to like this game enough to recommend others play it--the hype for this game, from "pro" reviews and players, makes me wonder how many of those even played a quarter of the games I listed up top.

Eschalon Book 1 is a passable timesink, but do yourself a favor and fire up an actual classic or one of the better old-school-style titles this side of 1999. Even if it's cheap, there's still your time to consider--a playthrough takes about 20-40 hours depending on how OCD you get on doing quests and leveling up, and much of that will be spent slowly walking your single toon around obstacles since there's no click-move.

As for the plot, it's pretty straightforward w/o any real interesting twists, the writing is passable, but there's no real drama, tension, or even humor. There's *some* sure, but most of it is rather flat and just something to check the box.

Now, nobody ever came out and said this was a "love letter" to old-school CRPGs, but much of the marketing kept hyping up it's old-school-ness. To that I respond: 1) actual old CRPGs did it better, 2) some of those old CRPGs are still playable now, 3) newer CRPGs in old-school-style have also done it better.

If you read this and still played the game, no problem, even if you found you liked it enough to at least *want* to play it *a second time* (how many Yes-recommenders honestly think they'd *want* to play a second time? That's not even *actually* playing it twice, but just *thinking* about it?). I'm not saying I know all for everybody. If you played it and didn't like it, then at least know you've not gone crazy considering how many reviews recommend it. If you have yet to play it, seriously, track down and play the other names I've dropped first, then maybe you can at least be so busy putting in the hours into those that you won't even have to think about Eschalon.

After putting in more than 24 hours into this game, and giving it a fair shake, I can give an updated review over what I had before.

Some of the pros of the game is still the artwork, concept and music. At it's core, Killers and Thieves is a great game. It gives you the ability to manage a thieves guild. And there is a lot to manage. From running heists, to recruiting, to making sure morale stays high, there's a lot to keep up.

Some of the cons are there are still some bugs being worked out in the game. Key remapping wasn't inherently part of the game at release, but will be added. There is a STEEP learning curve when first starting this game.

All that said, the biggest upside is the Development team listens to fair criticism and responds. Something that seems to be going away in games today.

I originally couldn't recommend this game, but I can now.. Don't buy this game.

Ever.

The graphics are those from the PS2 or the original Xbox, or a 2005 PC game, the gameplay is boring, too restrained and total ♥♥♥♥♥♥♥♥t, the typos are so obvious it's incredible these devs didn't look like they did know what a dictionary was, loading screens between every single screen that last forever, and a plethora of annoying framerate drops.

If this game was made in mobile platforms, it would be OK, because nobody would give a ♥♥♥♥♥♥♥♥ but it's not worth of Steam. Did people actually let this game pass through the Greenlight process and let it sell around? No sir, not in my town. If you want Tower Defense games, try Warcraft III instead.

Not to mention this game looked like it was overusing assets from the Unity asset store.. This is not what you are looking for when searching for Magic Carpet, it does not exist. This will never be it. We wait for someone serious to realise the gaping chasm in the gaming universe that is noone has remade Magic Carpet yet.. An enjoyable game for fans of the series but considerably shorter and easier than the previous two efforts. Also that ending was...it felt like they forgot to make an ending and tagged it on 5 minutes before the final deadline.

I recommend the game but only if you can get it on sale for a couple of dollars.. So I was hopeful for this little game but very quickly let down.

There just doesn't seem to be much point to the player being on the battlefield. Tactics just really aren't there. Terrain does not offer cover...so there isn't much in the way of strategy. You pick up ammo and repair like some sort of old racing game. Unless your opponent has really terrible aim you essentially are just trading blows....

If the player vehicle had a drone mode I doubt you could ever perform better than it....

I do not recommend this game.

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