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Alchemy Mysteries: Prague Legends Serial Number

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## About This Game

Follow orphan Eva on a trip to mystical Prague in Alchemy Mysteries: Prague Legends. After a relative's mysterious death, Eva inherits an ancient house in Prague. Knowing n 5d3b920ae0

Title: Alchemy Mysteries: Prague Legends  
Genre: Adventure, Casual, Indie  
Developer:  
Jetdogs Studios  
Publisher:  
Jetdogs Studios  
Release Date: 22 Dec, 2014

English,French,Italian,German,Czech,Japanese,Korean,Russian,Traditional Chinese

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Truly a good game i really liked it thank you so much. Truly a good game i really liked it thank you so much. It's better than earlier games by Jetdogs Studios. The graphics are nice and the story is somewhat ok. Only you're in need to use the hint system way to often because the game lets you totally in the dark what to do next. But the one big problem is that I couldn't finish it, because it bugs out right before the end, so i don't get the ending sequence, only a big black screen when I try to leave the labour at the end of the game. I can read about the ending in the ingame cluebook, but i can't see it. Sooo . Thumbs down.. Truly a good game i really liked it thank you so much. It's better than earlier games by Jetdogs Studios. The graphics are nice and the story is somewhat ok. Only you're in need to use the hint system way to often because the game lets you totally in the dark what to do next. But the one big problem is that I couldn't finish it, because it bugs out right before the end, so i don't get the ending sequence, only a big black screen when I try to leave the labour at the end of the game. I can read about the ending in the ingame cluebook, but i can't see it. Sooo . Thumbs down.. It's better than earlier games by Jetdogs Studios. The graphics are nice

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When I say the difficulty decreased, I mean that the puzzles became more intuitive. In Cursed, the puzzles are as easy as "take the star-shaped key to the star-shaped lock", while, in Prague, the player is asked to figure out what non-standard item might fix a problem, where the object and location are not obvious. This is the type of interactions that I think are best suited for point and click adventures, and I was constantly struggling. I admit to using the Hint button quite often here, and I felt disconnected from the gameplay whenever I used it. I can see why Jetdog moved the game series in a different direction, but really, I think they just needed to tune it with more playtest feedback. To give an example of a non-intuitive puzzle, the player needs to find a valve for a pipe. The player needs to go back to an earlier room, use a feather-duster on cobwebs in the ceiling corner (twice) to reveal the item. There is a big logical leap going from pipes&valves to duster&cobwebs. The puzzle designers needed to show the path from the lock to the key, but instead the puzzles designers just made the item puzzles simpler, in future games. I think the Artius Mundi game designers do a good job prodding the player in the right direction. I think the Jetdog graphical effects are at their best here. In Prague, the scene transitions have an animated turn effect, which gives the player a feeling of being in the room with a 360 view. The background scenes are very detailed, such as realistic animated NPCs walking through the streets. The cutscenes also have excellent animation. There is also extensive use of voice-acting. Taking a step back to consider the story narrative, I think this is the best of the series as well. There is a pretty sophisticated storyline, with some interesting characters, who seem to have realistic reactions to the events. I liked the way authentic alchemical mysticism got tied into the story and gameplay. I thought the ending was a bit abrupt, but I had a good five or six hours of gameplay, by that point. After game-end, all the puzzles are available to revisit. There are a couple creepy moments in the gameplay, although the story is there just connecting one puzzle to the next one. At the full-price, this is an excellent bargain. There is a lot of entertainment hours here, and many people are going to get this game in a game bundle or price-discounted. So even while I voice my concerns for the game, I do not think there is anything negative. I think the whole series is worth getting, for gamers who enjoy a laid back experience, with good graphical effects, a few puzzles, a few hidden object screens, and a narrative with good voice-acting. I enjoyed this game on Ubuntu Linux 18.10 with radeon mesa graphical drivers, on a quad-core with 8GB of memory. I could not play this game on my slower desktop, despite the fact that it met the system requirements. I found no technical issues running this game, which entirely used the mouse for controls. The vorbis-encoded music is found in the local directory. Jetdog uses their own game engine, and the install size was 600 MBs.. Third in a series of excellent, horror-themed "Jetdog Hidden Object Games." Having played through Cursed (2016), Frankenstein (2015), and now Prague (2014), in reverse order, I can see the progression of the gameplay development. For my type of enjoyment, I found Cursed to be the best match for me. The level of difficulty of puzzles in Cursed was very low, and while the animations were basic, the narrative was strong. I rarely used the Hint button. As Jetdog moved forward in their games, the difficulty of puzzles decreased. When I say the difficulty decreased, I mean that the puzzles became more intuitive. 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