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About This Game

"The Legacy: Forgotten Gates" is a hidden-object adventure game packed with mini-games and puzzles, telling a story of a journey to another world, where danger and unexpected turns of events await around every corner!

It was late evening and the museum was almost empty. At the Maya artifact exhibition, one of the exhibits suddenly started to move. The sound drew the attention of a young woman named Diana, a museum employee and an expert in Mayan culture. When she came closer to the artifact she realized it looked like a portal... and suddenly some unknown power lifted her up and teleported her to an ancient temple! Now Diana has to figure out where she is, how she got there and how she's going to return home. The young woman encounters a civilization similar to the Mayan culture, but this is neither the past nor a parallel reality.

It's another planet, connected to Earth centuries ago by some special gates. And now the gates have been activated again...

Only Shaash, the local shaman and gate keeper, can help Diana return home. But that will not be easy. Diana will have to face numerous tests, travel far through the Endless River Valley, encountering the strange people and wondrous animals of the other world, while trying to hide from all dangers and solving dozens of different challenges on her way.

- Multiple wonderful locations and stunning graphics
 - Unexpected plot turns
 - Unforgettable characters
- Fascinating mini-games and puzzles

Title: The Legacy: Forgotten Gates

Genre: Adventure, Casual

Developer:

FIVE-BN GAMES

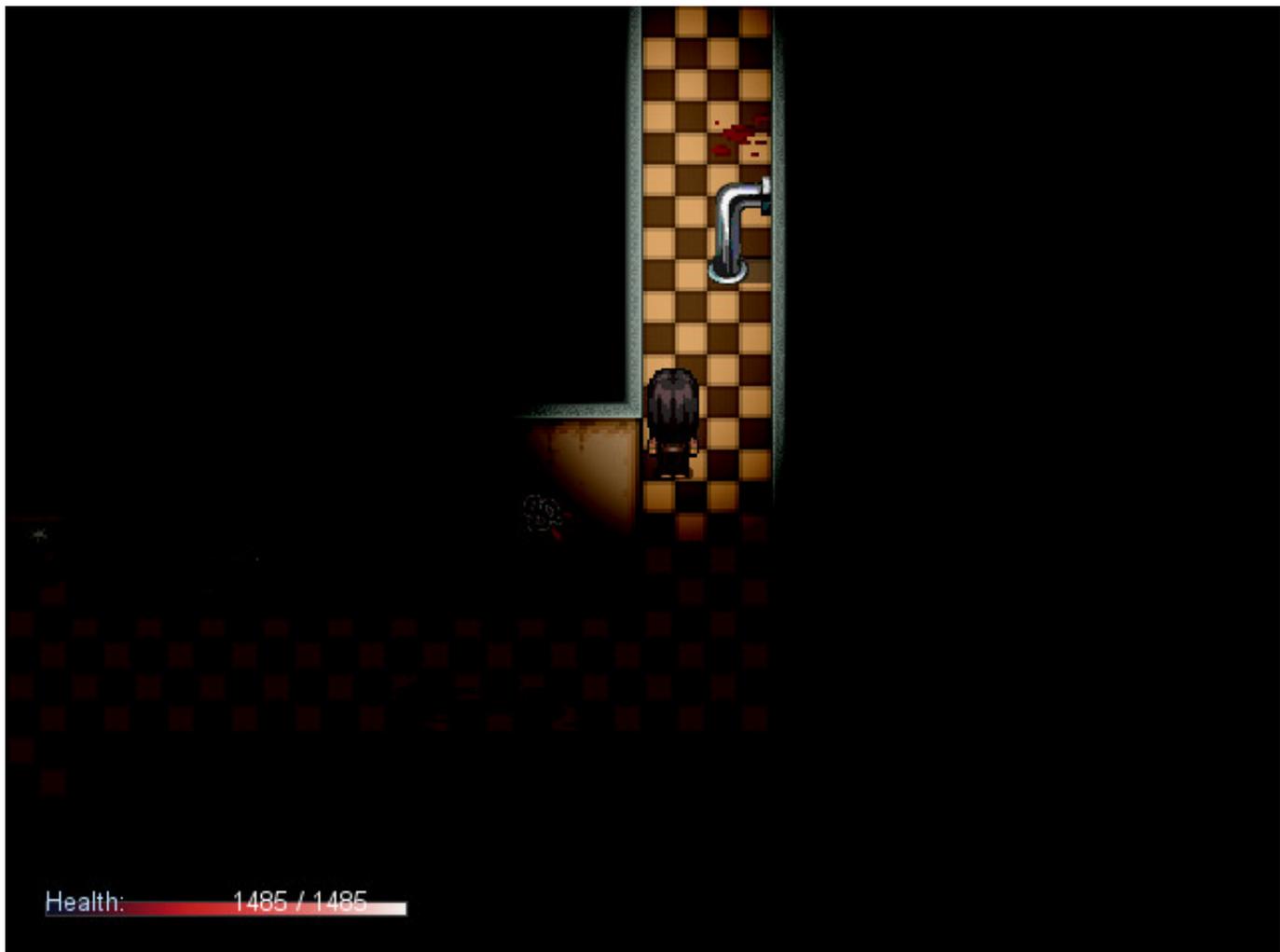
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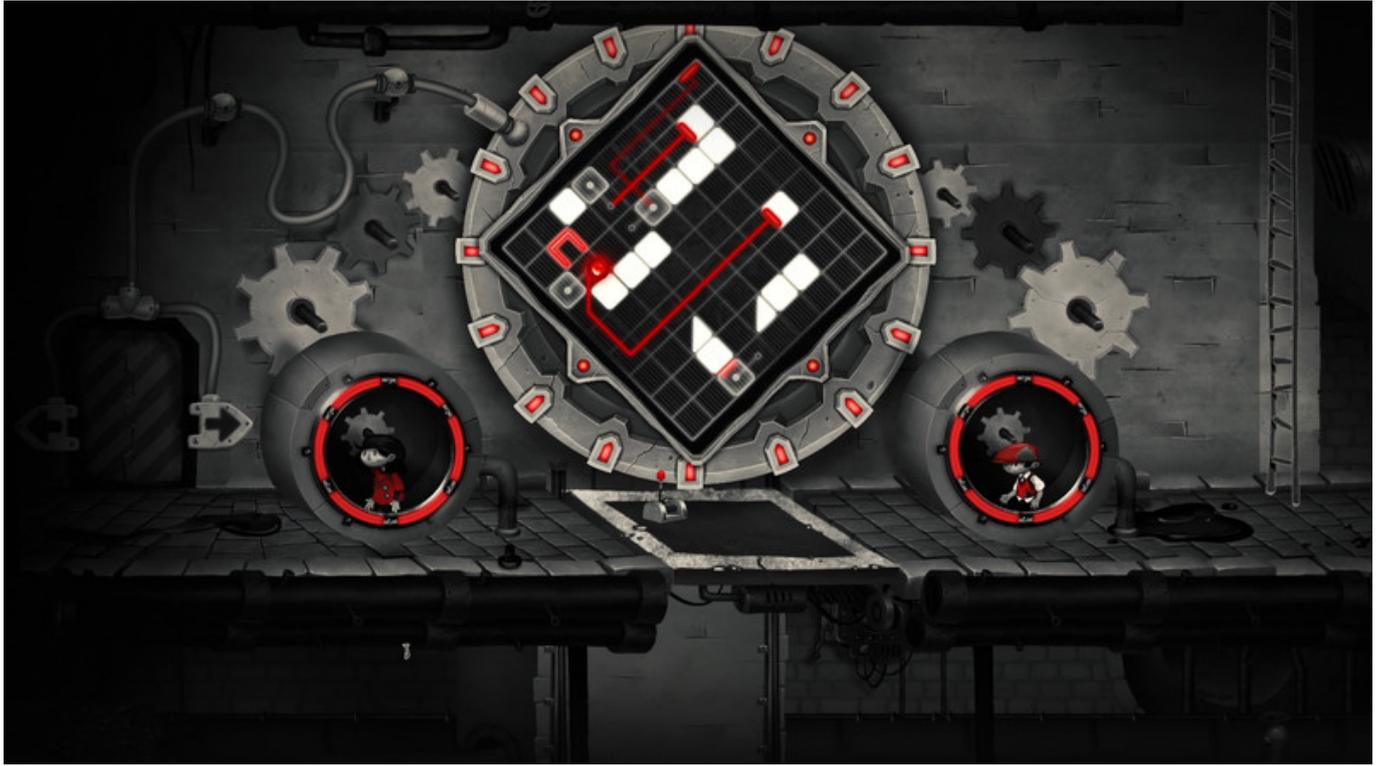
Release Date: 4 Aug, 2017

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English,French,German,Russian,Czech,Dutch,Polish,Italian,Japanese,Korean,Ukrainian







This game sold me in the trailer. Not too many games earn their place in my library from a good trailer but--- This game is just so well designed. I can't wait to see where this title goes when it's complete!. Good indie game. I like the Japanese theme, and the water setting really suits the puzzle style of game. The music is atmospheric and enhances the whole experience. The mechanics are fun and intuitive, and interact in interesting ways. The difficulty increases smoothly from puzzle to puzzle so you don't ever feel like you're a fish out of water (or a firefly IN water!). I shall definitely recommend this game to all my friends..

hmmmmm. i need co-op. 10/10

Better than Nuclear throne. - Tons of bugs, even after leaving it for half a year

- You feel empty and lonely, didn't have that feeling in X3

- Less features, capabilities, ships, content etc. than X3

TL;DR

Egosoft \u2665\u2665\u2665ed up once more after Rebirth. This is just a worse X3. Stick to playing X3. I wouldn't pay for this, came bundled with the game.. very very very very uncomplete. im shocked its on the steam market. i still bought it even with its reviews but i regret i did.. Even after 19 years its initial release, it still entertains me.

If this game was free you would still be paying too much. The last thing done on this game was in January so this game has most likely been abandoned.. Thanks humble sale for letting me notice this great game.

So sad it has just 13 reviews

I'll add one right now and update it later. I already love it

You definitely need to put some effort into advertising.

doing the "local coop" stuff in singleplayer [cause no friends] is kinda painful.. This game deserves to be hyped! I'm really not exaggerating when I say - and I said it before when I was playing Radium - that this game is more than a worthy 'replacement' for Super Meat Boy! I went for 3 points (A+ in SMB :) on all levels and can say that the overall difficulty level is at least close to the same as in Super Meat Boy. Patience & carefulness is needed a lot of the time, but the tractor beams are capable of accelerating the ball very quickly, so be extra careful and focused and use your tapping skills; spikes & saws are all at the place! I think that the Pareto principle maybe goes up here (nice progression in difficulty): the 20% hardest levels = 80% of the amount of deaths and vice versa.

What also made this game more challenging than the predecessor Radium, is the fact that many levels are lengthy and require repetition.

Repetition or not, the game never bored me, not even 1 level did. If you feel, while you're at it, this game might get repetitive, play more! To me it looks, but more, feels like Super Meat Boy, but it's still very original and nicely inspired and I sensed the passion; most of the levels are unique, well-designed and nice to look at. The difficulty level is what I'm looking for, as it takes care you're really being tested; how are your nerves today? How's your breathing? How well can you concentrate? How patient are you? Can you stand the pressure? No kidding when I say, applicants should play this game, so that companies can determine at least some weaknesses and strengths, be it the moment though.

Anyway, a game should be rewarding, and this one definitely is! Adding to that, some nice leaderboards (TBF) in which the one and only developer jaekkl is ranked as well, I can only recommend this game, that has a nice soundtrack to it!

9.5/10 Would like to see how many times Radium Boy died ;-). The flat rides like the Octopus work really well, they really give you that feeling you want. The coaster and haunted house are truly awfu but there are a lot of good flatrides. But all simulations like this need to use feedback or you don't really feel like you're part of the ride, you just feel like you're floating. Either the haptic feedback of the Vive Controllers can be used or the experience can be made compatible with XInput controllers. Have you ever tried No Limits 2 : Coaster Simulator. It works with the XInput Controller feedback and really brings the rides to life with heavy rumble when you're going fast through a turn and lightens when on a hill and such. It really makes you feel you're attached to the ride. All coaster and ride experiences need this but of all I've bought only No Limits 2 has it. Buy No Limits 2 : Roller Coaster Simulator and download a few hundred coasters from the workshop and try them with XInput Feedback, you'll love it. Oh yeah, in this the background photo isn't of high enough quality and it's way too close, needs to be set way farther back.. Lots of map and race options that change each playthrough substantially and determine how to develop your win condition. The pre-built races have race-specific research tech and colony improvements, sharing common ones between but with additional bonus tiers and buildings to give each race flavor beyond racial traits.

I haven't played the other games in the series and nothing else in the genre in general since the days of Master of Orion but it shares the feel of those games.

Some cons: the early game leaves you only a few options for getting ahead and establishing an economy, in the higher difficulty settings it can be impossible to come from behind depending on the map settings so you're locked into a more or less strict tech path to get started.

A lot of technical details with regard to military, colony management, and diplomacy are not explained in-game and can be frustrating to tease out on your own especially when they're influenced by multiple factors that you are not given visibility to. Especially in diplomacy you have few tools to manage it and fewer ways to measure what you can manage. The wiki does explain a lot but it would be good to have in-game and is still not complete.

Some features left in the game from previous versions/DLCs have gone through a number of changes and are almost vestigial, either very low value or just plain don't work as intended at all.

Overall I feel the game is worth it, getting a number of playthroughs under your belt with some help from the more experienced

players in the discord can get you set up to explore on your own how you like to play and tweak it to the exact challenge level you're looking for.. Well it is buggy, but in the developers defense they are actively working on fixing the issues. The game seems interesting enough (thus far), but in its current state I wouldn't recommend buying it unless it's seriously discounted. Game breaking bugs are becoming less frequent, but they still render the game virtually unplayable(it still crashes every ten minutes or so). I will keep trying as new updates become available, and will consider changing this to a positive review when the game actually works long enough for me to give it a proper chance (I say consider because I can't tell whether it's any fun or not, not because I'm a stubborn\u2665\u2665\u2665\u2665\u2665).

P.S. At the time of this review, I only have an hour or two total invested into the game. I have windows 8.1, and games don't always close properly, hence why it shows so many hours invested.. Had quite a bit fun playing this game, really like the take on theme and the relative ease you pick it up and put it down. Music and visuals compliment each other well and all round is enjoyable. Very glad that there are so many different takes on levels that make each experience customisable and unique. Would like a community leader board.. This is a rather decent story. It is filled with twists and misdirections. A little girl loses her parents in an accident, and has to go live with her uncle Steve. However, Steve may not be what he appears. And because of that, danger swirls about.

Fully recommend.

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