
Mystic Saga Full Crack [PC]



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About This Game

Reveal the secrets of the past, find ancient scrolls, and find out about the prophecy ancestors! Decipher ancient spells and find magic keys to mastering the power of all the elements!

Enter the fantasy for

- More than 250 quests!
- Check out over 15 unique characters!
- Defeat an evil empress!
- Explore ancient Asia!

Title: Mystic Saga
Genre: Adventure, Casual
Developer:
FIVE-BN GAMES
Publisher:
8Floor
Release Date: 27 Jan, 2016

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English,Russian







I bought this on sale because I have liked other FIVE-BN GAMES products and I only have to say even on sale it's not worth it. You have to play the same hidden object scenes with a subset of the same objects hundreds of times. If you like achievements, before you buy look at the statistics - around half of the achievements on this game are under 3% and there is a reason for that. Expect to do serious grinding on the same hidden object scenes to get the achievements.

If there is a storyline (which I doubt) it gets lost in the (a) timer-based and (b) ultra-repetitive hidden object scenes. You pay in gems to buy energy boosters to continue and get hints but earn coins which seem only useful to do ultra repetitive actions like scaring off a werewolf. There appears to be no way to change coins to gems so when you're out of them - guess what - no more hints and worse waiting as a timer clicks ever so slowly for you to be able to play the next hidden object scene. Scenes seem to cost between 20 and 70 energy and you earn energy at about 1 per 2 minutes or so - do the math.

If there is a storyline it is totally and completely lost in the mechanics such as timers, gems, coins, and endless waiting of this game.

I *hate* hidden object scenes that kick you out when the timer goes off - and this one does this with a vengeance. Plus you have lost points for doing it and have to earn enough to repeat.

Sooner or later you will find yourself just having to let the stupid thing idle to get enough points to do anything. So if having a game idle for an hour or more to play the next timed HO scene (that you have already played over and over) with no plot whatsoever is your idea of fun then buy this immediately.

The other reviewers who gave a thumbs down were right.. A pretty good game overall, especially for so cheap.

PROS: Beautiful scenery, creative locations and character backgrounds, every location has its own special NPC that offers unique items, and a nice twist in what seems to be a predictable storyline. In the HOPs, you look for items based on name (ie "lamp" or "horseshoe") or by silhouette (an outline or the shape of the object). The silhouettes are hard until you get used to the look of the items you're searching for. Also, every few HOP at the same location results in a "night mode" in which you have limited vision to find the objects, which is a nice challenge.

CONS: Absolutely no cutscenes, no voice-over dialogue, no minigames. I would even say no moving parts but there are NPCs who float around the map when you unlock their location. Purely HOPs with a "world view" type map that I wish only hinted at the next location and didn't actually reveal every location you're going to reach from the first minute you play the game. Also, the game doesn't end when you reach the final level, it just gives you more quests that require money but you can't level up anymore. Overall, a good game though not for everybody.. love this game, but there should really be an update to fix the issue where in-game prizes that you win take FOREVER to disappear from the screen if not hovered over. This is especially annoying when in a puzzle because you have to take time to clear everything off the screen to see the hidden objects. If you're one of those people who, like myself, tries to get everything with the bonus, it messes that up because i have to clear the screen after every few clicks.. I generally like hidden object games, especially if there is a storyline behind it. This game does not focus much on a storyline, rather having missions to accomplish by finding objects in different locations and in various modes. Nonetheless, i like how challenging it can get, as the objects change positions after re-exploring a certain location, so it is not that easy but not that hard either. What i mostly love of the game is the soundtracks playing on the background while finding objects!. It is fun to play this game. Tho it had some troubles on the path, but those got fixed by game team.

The only thing that i do not like, is that there is one quest, that i have no idea where to get one item for. Non of locations of merchants have it. But still. Game is nice, if you are in to puzzle kind of games.. A game where you have to wait for energy to use in order to play,

Completing a game of Hidden Objects within a limited time you will be reward you with random items which are used to complete collections, unlock new areas and complete quests.

It's highly repetitive and the stories are pointless (you really don't need to read a single word in the game.)

The quests are the same things over and over, find certain items, play a certain area or interact with the creatures walking around the world map.

It's the same thing as Lost Lands: A Hidden Object Adventure and all of their other games just with different image screens.

Clicking on objects in a quick chain rewards you with extra items, energy and xp.. they appear on top of the screen and prevents you from seeing where the hidden objects are making it harder and really irritating.

A very uncreative company.

Purely just a cash grab for anyone gullible enough to make the in-game purchases.

If you want free achievements then go for it, that's the only good thing I can say about this game if you like collecting them..

Hidden object game that fails to deliver any sort of excitement.

I shouldn't be surprised, but, I was surprised by how much \$ you could drop on this.

A LOT.

Grab one of the other MILLION Hidden Object games that are not Free To play and save yourself some time, some money and some frustration.

<https://www.youtube.com/watch?v=buQ6EcrWtE>

. Great hidden object game!

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If that wasn't bad enough, the game has some really weird design choices. Like, chaining together finds gives you extra items. Sounds like a great thing, right? Well the bonus items pop up on the screen, obscuring the play area and making it even harder to continue chaining finds.. nice free to play hidden objects game. Gameplay quite repetitive though.. Like other games by this publisher, this game has an energy system.

After lvl 16 the new levels take longer to reach and sometimes the drop rates are really bad.

If you can withstand buying energy, you get to search hidden objects for free and I recommend this game. If you are the type of person to spend money on free games, skip this game and every other game with the same type of energy system.. This isn't a "game" as much as it is a money making device for the developers. It does not attempt to be fun... ever. It is horrifyingly repetitive. It actively screws you over repeatedly. You will feel foolish every time you boot it up. They could've taken their interesting Asian mythological/historical world and crafted a good story-based HOG from it and sold it for \$10 apiece and people would've bought it. Instead it's this "free" game that desperately tries to trick you out of your money rather than earn it.

EDIT: Apparently, this is no longer f2p but now costs \$10. These devs have absolutely no shame. DISGRACEFUL!. I am recommending this game because I did enjoy playing it. Was it my favorite game ever? No but I still had fun. If you like hogs then it works well and has good graphics. The story is pretty good, too. Now if you are impatient and poor this is not the game for you. If you can afford to spend the money then you will be able to get all the achievements faster than I did (58 hours) but I did accomplish that feat without spending anything more than the .49 USD I paid when it was on sale. Now it was originally a free to play game so it does have an energy bar but I got plenty of energizers to replenish that energy bar while playing so that was good. Does it have a lot of grind? Of course, that is the nature of the beast but if you are patient and don't mind sometimes having to wait for the energy bar to replenish (or have money to spend) then this could be a fun game for you, too. Just don't pay full price.

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