

Treasure Masters, Inc.: The Lost City Ativador Download [Xforce]



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About This Game

Join a pair of treasure hunters as they race around the world to be the first to find a lost city! Even seasoned adventurers like Gordon and Dick couldn't resist an invitation from the Royal Treasure Masters Club to join a contest to find the fabled Golden City. To outsmart their rivals and claim the prize, they'll have to use their powers of observation to spot hidden objects, their wits to solve brain-bending puzzles and their charm to win over colorful characters. Designed for fans of classic hidden object games and offering one thrill after another, Treasure Masters, Inc.: The Lost City will leave you breathless!

Key features:

- 28 locations
- 14 mini-games
- Ability to time travel
- Ability to age and restore objects
- Learn-as-you-play tutorial

Title: Treasure Masters, Inc.: The Lost City

Genre: Adventure, Casual, Indie

Developer:

Casa Games

Publisher:

Alawar Entertainment

Release Date: 11 Sep, 2013

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Minimum:

OS: Windows XP or later

Processor: 1.5 GHz

Memory: 1 GB RAM

Graphics: 256 MB 3D video card

DirectX: Version 8.1

Storage: 700 MB available space

English,French,Italian,German,Dutch,Polish,Russian







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Sorry, can't recommend it. A very basic Unity build, would be acceptable as the product of a hobby at home for yourself, but not marketed as a fit for purpose game.. Hijacks entire computer on first load, doesn't load, very difficult to get out of loading screen without reboot. 0/10, can't even disable fullscreen. Tried to load in twice, never loaded either time. Completely unacceptable for any game to disable entire computer while loading.. Really fun, I enjoyed the game. Shoul add more to do . A good but glitchy P&C.

Its specifics:

- Fully voice-acted, high quality
- Gamepad-friendly
- Unusual inventory; no descriptions, no combinations... everything is used through dialogue
- Cut-scenes in the form of comics pages
- Music-themed
- Interchangeable bodies with different abilities, dialogues and voices

Today is list-day, so here are the flaws:

- The art is cool, but some animations are weak, notably the depth movements.
- Imprecise hit-boxes require precise movement adjustments (minor annoyance.)
- Protagonist sometimes blocked by an object or character, with fidgeting required to unblock.
- The sound is good but sometimes marred by post-production issues, notably uneven volumes.
- One obscure dialogue option changes its result after a specific event occurs, in an unfair progression roadblock.
- A few minor glitches, not worth detailing, add to the impression of lack of polish.

Still enjoyable and worth playing thanks to the art, humour and game mechanics. Progress is intuitive (with a couple of exceptions.) The voicing and music bring all the life and atmosphere of this title. Expect a lot of back and forth in a well designed small world.

. Great super-addictive time killer. Would be better if it had consistent speeds on the arrows it made it feel more like a reaction time game rather than a rhythmic game

<https://www.youtube.com/watch?v=5fOogbEgdbY>

[Cartesian is definitely not what I expected from a free game. With poor graphics, no resolution options to speak of, and also lacking volume sliders, this game did everything to get off on a bad footing with me. It then took that negative expectation I had built up and then smacked me square in the face with the fact that it is in fact a solid title!](#)

[With varied and unique puzzle designs and ranging levels of difficulty and options, this game was far more than one could ever hope to expect from a free title. As stated in my first Impressions video, my only regret is that I was not able to compensate the Developers for this little gem. If you are a fan of puzzle games, this game is absolutely worth your time.](#)

[And a note to the Devs, if you produce a 2nd game of this level of quality gameplay, please do charge some money for it. You will have earned it if it is anything like Cartesian.](#)

[9/10. Great game!. This game katana controls so perfect but \u0131 dont know where \u0131 must go, and enemy npcs so dumb and they have really bad animations if this game fix that problems that's really fun experience but now i don't recommend](#)

[+katana controls perfect](#)

[+katana abilities \(lightning strikes\)](#)

[+unsheath the sword really satisfying but have some bug sometimes](#)

[+music and sounds](#)

[+run and jump controls really fun](#)

[-dumb npcs](#)

[-bad enemy animations](#)

[-does not know where to go \(player\) really need map this game. I really like it, but it's not for everyone.](#)

[+Breasts](#)

[♥♥♥♥♥♥♥♥>+Mammaries](#)

[+Jiggle](#)

[+Action](#)

[+Really tight controls](#)

[+The dialogue is pretty good. Not as english as the publisher side.](#)

[+The Developer actually put the launcher in, which is nice.](#)

[-Don't expect to run it on high without framedrops](#)

[-It's repetitive, and some people hate that. I don't mind, because points 1, 2, 3, and 4. I was greatly disappointed by this vn. Since everyone was praising it for narrative perfection \(and it started out as a narrative perfection\), ended up being shallow, underdeveloped and overall mediocre experience.](#)

[The premise of the story starts strong and interesting enough. Throw a man on an uncharted island, give him just a couple days to live and make him uncover its secrets, and spend his remaining time with the max efficiently along the way.](#)

[The path with the first characters \(Lauro/Colette\) gave me a lot of high hopes even. It was filled with a lot of emotional moments, and it was actually interesting to see how the man who is one foot in the grave already sharing his experience with youngsters, who in addition, know almost nothing about the life on a mainland \(the game is happening on a desolate island\). I actually liked how my choices can alter the story drastically in this path.](#)

[By completing the next path with Ignis, however, I was already bored. First of all, his character is boring and unlikable as hell \(worse than Enviro and Tai, but we will get to that\). Second of all, most of his endings turned out to be a filler. As I can guess his path needed to be here in order to clarify stuff about the world, forest and the disease, but here is another problem comes in a play: we know very little about the world, and we know very little if magic is common here or not and by what laws it actually works, and, as a result, I had a little desire to be invested in the mystery.](#)

[The Enviro's path is the worst. It's pretty much a filler as a whole. First off, her character is terrible. She is a doll. She wants your color. That's the kind of well-thought-out character you can expect from her.](#)

[Second of all, by the time you get there, the novel itself feels overused not only on assets but also on plot events \(chatting with Genius/Lyona, debriefing of Ignis/Greta/ Colette goes mad etc\), it's clear that the author is running out of ideas by this point, ...and what marks this fact once again is the ending. I want to spoil it here, but I will say that it's very, very rushed. Tons of](#)

[questions left unanswered \(How El died faster then Chester if Chester was the first one who got infected, what actually Enigma Is, how come player is the hero, etc. \), characters arcs are chopping off in cheapest way possible \(Envyrio goes to nowhere, Lyona goes to nowhere, Tai was a turd and remained as turd, Genius turns out to be a ghost \), and the most frustrating factor that it lacks any of final confrontation/moral dilemma/recollection.](#)

[Overall... is this worth it's money? Yeah, no, maybe, depends on your preference. I feel myself kinda not in the right to critique this novel \(i mean it's author's first work after all\), but at the same time I will feel wrong if I will praise it with other players either. I believe you will like it with the rather high chance, but for me, it was too little all around.](#)

[. Super fun clicker game, with an interesting story going for it. 13/10. Ech... so it's not strictly bad or anything, but it's very... simple. As in, the puzzles feel a little braindead, less think-it-out and more trial-and-error. It's really close to being a good puzzle system, but it just misses the mark.. Dumb game.](#)

[WHY IS THERE NEVER AN INVERT MOUSE FOR UNITY GAMES!?](#)

[Please invert the mouse... please?. It's fun for what it is. It's a cheap game that gave me 10+ hours of entertainment.](#)

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