
The Legacy: Forgotten Gates Download For Pc [crack]



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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

Publisher:

FIVE-BN GAMES

Release Date: 4 Aug, 2017

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



Raising rents can increase your profit, but at the expense of your renown.

Lowering your renown too much will lead to fewer guests, and less important ones!

Change Human Rents

Change Downworlder Rents

Change Fae Rents

Exit!

Raise Rent

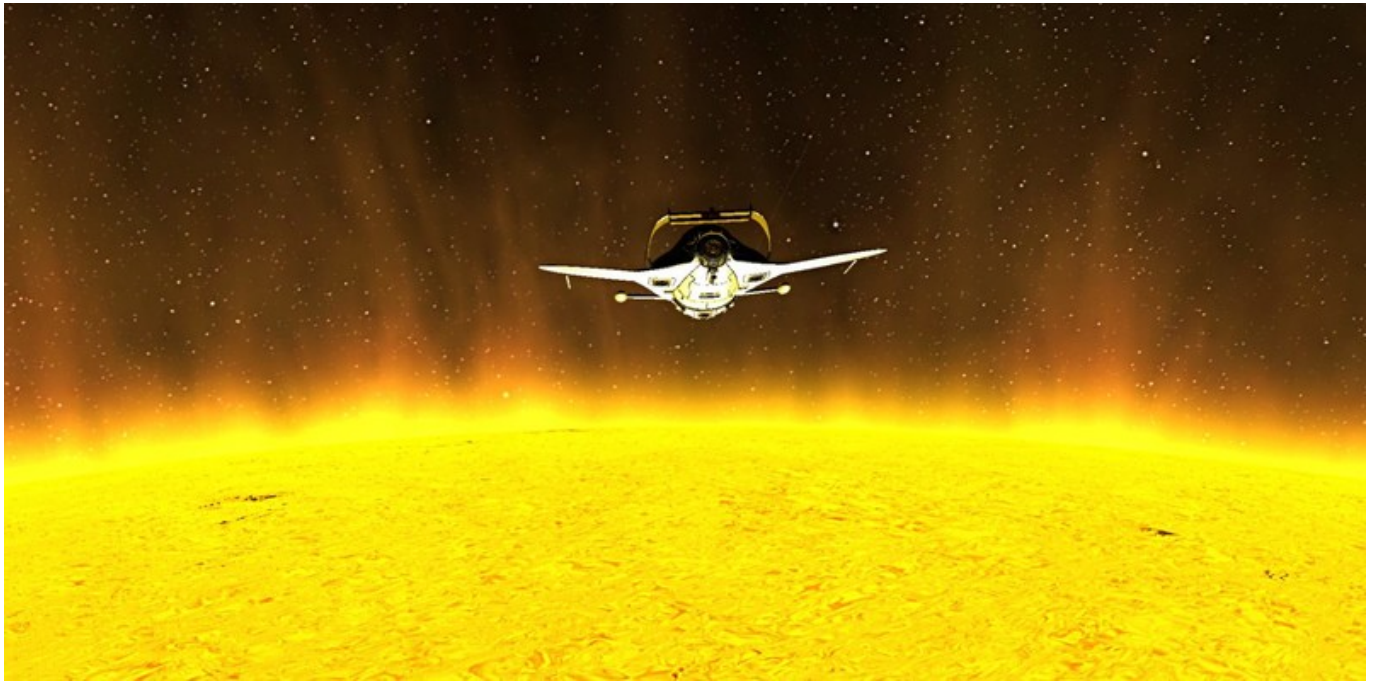
Lower Rent

Back to Rents!

Exit!

HUMAN RENT : 0
UNDER RENT : 0
ELVEN RENT : 0

HUMAN RENOWN : 0
UNDER RENOWN : 0
ELVEN RENOWN : 0



it's a great mod but can you please fix the launch error. Vostok Inc. is the combination of a mediocre SHMUP and a mediocre idle/incremental game.

Edit to add detail:

A lot of my play time was spent idling to gain cash since you don't gain cash when the game is off and it would take a lot of grinding to advance. If the grind is fun, then I'm OK with grinding. It is not fun in this game.

Travelling is tedious, and you have to do it constantly to upgrade buildings on different planets. I'd like for either a) travelling to be more fun or b) to be able to upgrade without travelling.

The camera is awful. Most of the time my ship would be at the leading edge of the screen while travelling so I couldn't see what was coming. Often times I'd be surprised by colliding with an enemy and dying instantly.

So many times my view would be obscured by text or a results window (after a challenge) while enemies are attacking. If you're going to force an unskippable results window in front of the view then at least make it so enemies don't spawn while it's being shown.

The weapon variety was good, but I found most of them to be useless. If there's a variety of weapons to choose from then I'd prefer to be able to pick the weapon that fits any given situation rather than just select the most powerful (which is a gun that fires unicorns in this game).

There are a lot of upgrades for buildings that are expensive yet completely useless because if you can afford them then you can afford better buildings/upgrades that produce way more. So I think that the idle portion of the game needs to be re-balanced.. it wont let me play. This is like, the only good Skin DLC.. Pretty fun class, although it can get way too OP in late game, thus ruining the fun.. Excellent idea but I think the implementation is lacking a little. Unless you don't have any extremely weak nerves or deep fear of at least one appearing creature this game is going to be only holding the two control keys down for ten minutes. What is as funny as it sounds.

Nice little fair priced casual game with good support.

I first gave a negative review because of a "feature" that turned out to be an assumed bug.
(see below)

This game could be funny if bagging wasn't so stupid. Heavy products have to be packed under lighter products, but as soon as an item is dragged to one of the 5 possible places inside the bag it's stuck there and cannot be moved.
You put two medium weights in the middle of the bag (to leave place for lighter ones) and then you get three heavy products. Well, too bad! Your products will be crushed.
It doesn't help that I can switch products AFTER they've been crushed. The customer is complaining anyway.

It could have been coded better very easily:

- stick products to their place not before releasing the mouse button
- let me switch them inside the bag BEFORE I have to put in a heavy one
- show the cart with all products, so bagging can be planned
- let me leave products on the desk so I can pack them at the end

*edit

Thank you for answering my review.

I think it is a bug that happens only with seasonal products. In addition to that the customer says: "It's ok. I'm not in a rush.", but I'm playing on easy so time should not be a reason.

I'm hoping that this will be fixed soon. Or maybe disappears after christmas season?

Anyway... alone for the quick and pleasant reply I changed my review to positiv.. Not even worth now. At \$17 for the complete edition. Honestly w/o co-op this game isn't worth being free.. any space fan will love this game lots of minigames and lots of upgrades all this game eneds is an online leaderboard very well do reccomend this game tutorial is thorough. The absolute best brick breaker game ever made, hands down. Get this game! Rockin' soundtrack too.. I wouldn't get this game at first because you would be able to complete it very quick.

Wait for it to add more content to it and especially post game content so you would have go grind for days to get a satisfying reward at the end of it. Maybe add like more things to explore and especially dungeons and probably a bit more challenging because it's a bit too easy. It's a good game overall but just needs more content to keep its replayability

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