
Alchemy Mysteries: Prague Legends Download]

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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

alchemy mysteries prague legends solution. alchemy mysteries prague legends walkthrough big fish. alchemy mysteries prague legends. alchemy mysteries prague legends. alchemy mysteries prague legends prism puzzle. alchemy mysteries prague legends walkthrough. alchemy mysteries prague legends badge. soluce alchemy mysteries prague legends. alchemy mysteries prague legends lsung

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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. 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