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About This Game

The Mystery of a Lost Planet - Space Hidden Objects Game

A game that makes You use your brain.

We tried to break from the standard formula most hidden object games follow these days, which is "Your father/brother/husband/sister/daughter/son has been kidnapped/put under a spell/otherwise crapped on by a witch/sorcerer/mad scientist/evil stepmother/generic evil doer and it's your job to save them."



The crew of a marooned spaceship must uncover the secrets of an unknown planet to survive. After a crash landing on the lost planet, you're left with many unanswered questions. What was the mysterious force that seems to have pulled your ship into the planet and what are its intentions? The journey to answer these questions will be challenging but you cannot give up, because if you fail the crew will never see their home planet again!

Explore beautiful landscapes on your journey - visit the islands that float in the air, underwater worlds and alien jungles. Traverse mysterious caves and damaged spaceships to learn more about this world's amazing inhabitants.

Small Bonus! Play the game on hard to meet a survivor of a previous spaceship crash and learn about his extraordinary survival story.

Features:

- Explore more than 50 bright and colorful locations
- Complete many original quests and puzzles
- Pleasant and atmospheric music
- Interact with a variety of characters

Title: The Mystery of a Lost Planet Genre: Adventure, Casual Developer: AlikArt Studio Publisher: AlikArt Studio Release Date: 17 Dec, 2015

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Minimum:

OS: Windows XP/Windows Vista/Windows 7/Windows 8

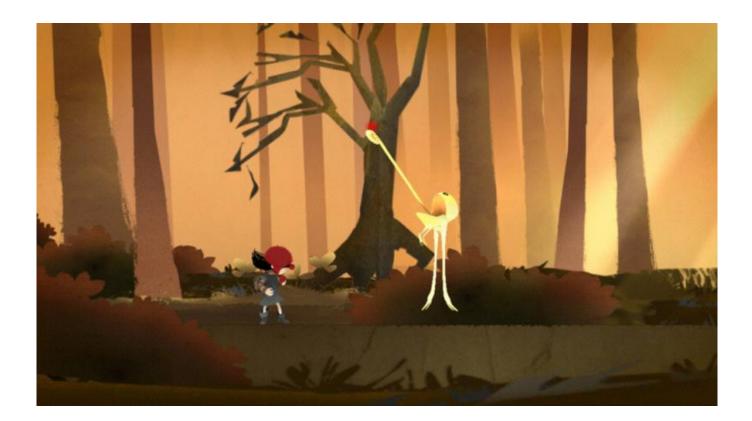
Processor: 1 Ghz

Memory: 512 MB RAM

DirectX: Version 9.0

Storage: 553 MB available space

English,Russian,Czech,Polish







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This game... This game is just horrible, absolutely broken mechanics that are not only counter-intuitive but next to impossible at times to use. If that's not enough there is a total of about 7 people that play this game ever and shockingly they're even worse than me at fumbling around the broken controls this game implements. To summarize, avoid this game no matter what, if you want a team oriented competitive Airship game, head over to Guns of Icarus Online. They do everything this game does wrong, right.. poorly made, annoing and unenjoyable overall.. I have been waiting for this game and it does not dissapoint! There are a bunch of different modes, the choices are interesting, and I get to feel like a baller when I make sick plays. Godd job brain good games, impressed as always ^.^. Don't waste your money on this game... upgrade in graphics so they can market the living S%!t out of it but a complete downgrade in almost every other part. very disappointed. save your money for a different game IMO. Great Masterpiece of a game we need far more gmaes like this in this day and age. top pc game! you can play it!. this game might be good if every step wasnt a load screen like maybe it will get better. But theres really no explaniation what to do and 30 load screens to stumble into combat. As well most messages are at the very button of the head set so it becomes real hard to tell what the vague mission info has to say. with a couple tweeks this could be a very fun game.. UPDATE - 31 August 2018:

Do NOT waste your money on the supporter edition - despite several hours of gameplay, I've not seen my named resident in a single play through. But hey, that was a nice little cash grab the devs were able to pull off.

I've had to change my recommendation for this Early Access title to a resounding NO based on responses from the developer (German) on the discussion boards and their throw a bunch of sh!t at a wall attempts on bug fixes and game development. It does not bode well if the developer loses any concept of customer relations and becomes rule and sarcastic to legitimate questions after only a couple days of releasing the title into Early Access.

And further - the developer (German company) has a habit of banning people from the discussion boards when they (the developer) are asked and fail to properly answer legitimate questions.

Developers are also engaging in extremely suspect censorship tactics on the discussion board - deleting pertinent threads, and even taking over posted threads and claiming ownership of such threads.

Developer (German) is very touchy, sarcastic, and dismissive of community input. Some of the game design and gameplay problems go back as far as April 2018 in closed Alpha, and have not yet been resolved. So, now the question is, did the developers release this now to raise more capital to continue development, or is this a final cash grab before they disappear?

As for the game development, well, this title was in a closed early access for quite some time before the public early access release. Since the release on Steam, the developer has provided a very frequent pace with updates and attempts to fix the bugs and develop the game further, but there are some problems. Why weren't some of these bugs identified and fixed prior to public early access release? Why wasn't a game road map developed before public early access release? Many of the "updates" really seem to be throw a bunch of sh!t at the wall and see what sticks approach to game development.

Give this title and a wait and see approach, but I would NOT recommend anyone purchase the title at this point.

Great game.. I guess I should have known, but this game basically turned out to be too buggy to run properly, and this after an unusually long and tedious intallation process. Can't recommend it.. Pay to win sadly. While I really enjoyed playing this game, it is a quick one. I did not experience the problem with the corrupted save file. I liked the sound effects, the graphics were fine. The only thing I am sitting here trying to figure out, is why I was searching for carousel pieces that I never used....buy it on sale.. Each color has to go into it's specific place. If you have a blue and a red you need to divide your water into two parts and make half red, and half blue then take it to its designated spot. The catch is though it has to be very close to 50/50, if the two waters blend it's an automatic fail, the water can roll off the edge, and it's only possible to control both piles at the same time. If you move one section of water left, the other goes with it. You have to do all of these things all the while dodging black holes, razer blades, and obsticles that simply want to push the water around. It's really really hard. I only played the first 20 levels or so out of 60 and I doubt I'll ever finish it up, but for 50 cents it was a solid thirty minutes of fun, and I can't ask for much more.. This is more like a neutral review, but steam doesn't allow this so I am nice and give a thumbs up. it's also pretty cheap.

The first thing you will notice in the game is that you can't use your mouse to look around, you have to use the arrow keys. Yes, this sucks, but after some time you don't even notice. The game itself is fun. Just two things: the game has 20 levels, level 15 is bugged, you can't complete it. But you can complete all the other levels. (Even levels 17-20) I found most of them ok or even good, but two levels are just a huge maze and it takes a lot of time and luck to find the key and the exit. . I played VERY briefly but I just want to leave a positive review at the moment for being ambitous enough to be the first VR city builder. I will update my review tomorrow after I've played more.

Edit: I have since requested a refund as there are multiple game breaking technical issues. The left menu button to switch to first person view consistently stops working, 9 times out of 10 there will be no simulation or progression whatsoever, throwing buildings away does not demolish them or stop them from costing money, and there seems to be no way to turn off the tutorial. If all of these issues are fixed I will repurchase this game, as I had very high hopes for it.. This game contains some instances of good artwork, decent music, tolerable voice acting, and a unique game mechanic. Everything else? Well, let's just say that it's not worth the \$9.99 full price and that I'm glad I got this off Humble store for SUPER cheap!

The graphics look dated, the camera and movement controls are frustrating, the intro is brief, but uninformative; the story is vague and unengaging, the dialogue: atrocious.

Actual battle game play seems better suited to tablets and touch devices. Though I had no problem using it, I can see how some people may have had problems drawing spells with speed and accuracy. This game should be made into an iOS and Android app that supports multi-touch.

In general, this feels more like an unfinished idea that needs fleshing out and a graphics overhaul. Great Idea, but not engaging enough, not polished enough, and costs too much.. this game is cool

. quot; Teнь у воды", получилось одной из самых пугающих и жутких игр про НД. От каждого треска можно пугаться, а от саундтреков и подавно. Сюжет держит в напряжение до самого конца, а разнообразие головоломок и ребусов, не заставит скучать юных сыщиков. К тому же, это ведь Япония, как там можно соскучиться? Безусловно 10/10. Я осталась с хорошими и положительными эмоциями от этой части.

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