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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

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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

**MISSION LIST:**

- ACTIVATE S.A.M. SITE 0/3
- RETRIEVE BLACK BOX
- DESTROY BUG NESTS 0/5
- DESTROY BUG NESTS 0/5
- DESTROY BUG NESTS 0/2
- ACTIVATE AND DEFEND LAUNCHPAD
- EXTRACT

**MINI-MAP:** 50 A-Aaronson

**HELLDIVERS**

## RANGER PACK

LHO-63 'CAMPER' High Power Marksman Rifle  
 'HUMBLEBEE' Unmanned Aerial Vehicle reveals Enemies and Hidden Objects at great distances  
 RANGER Helmet, Armor, and Cape



Темп: 0

3/10

Впитать



Предметы

Улучшения



Стёртые ботинки

20\$

Стёртые ботинки дают +1 к темпу



Чужие балетки

85\$

Чужие балетки дают +3 к темпу





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At first I was absolutely sure I'd love the game a lot. Art is literally breathtaking. Visuals are one of the best I've ever seen. This feature alone could be enough for a thumbs up. And the story itself was so gripping at first, I even messed up with my sleeping schedule. I couldn't make myself fall asleep until revealing the truth. But you know, right now when I finished playing it, or it'd be right to say when I gave up trying to unlock more achievements and the remaining ending(s?), I feel so annoyed and frustrated that I can't possibly state I liked the game or would wish my friends to go through all that as well.

Except some big complaints there were so many little issues in this game ruining my initial excitement gradually leading to general displeasure. But I can assume that it's just my personal preferences.

I really hate minigames in visual novels. The only positive experience I can now recollect was in Demonheart where that game was language related and therefore it was a great fun. I'm sorry but I'm in no mood to play any shooters when I start a visual novel. Killing butterflies was utterly unpleasant, especially when soon we learn that they are former people. You need to play that minigames to gather enough points to unlock side stories. At first I was totally fine with it, as you can skip the execution and still get some points BUT you need to get an excellent result to unlock the achievement. It's nice when a game contains many different features attracting different players but could you, please, not force me into it. As a result, I had to ask two my friends to do it for me. Thanks for the comment in the guide about key combinations. Though they are so inconvenient, that I needed the help of three hands. Maybe it sounds hilarious for many of you but come on, I play exceptionally visual novels for a reason xD

I'm still not sure what to think about that flowchart. At first I found it nice to be able to choose any episode. That's one of the reasons I like to read visual novels so much\u2014you get some freedom, can influence how the story flows. But here it's a bit of illusion, as 'routes' are unlocked in some specific way. And it's definitely nice to follow your progress in that chart. I'm all for schemes, graphics and such stuff but I supposed I could use it to continue the story from some specific point. Alas, it's nothing like this. You just read a chosen scene and then appear in that chart again. What is it for really? How does it differ from typical memory section this game has as well?! It was especially disappointing as save files are inconvenient. They look alike with no way to distinguish what is saved where.

I didn't buy the game after the release despite astonishing screenshots in my activity feed because many players reported technical issues. I waited patiently and I can't say there were any big problems but quite often I had to click several times to propel the story. And I don't mean those cases when we are to listen to sounds first or watch some movements, nah, at once I had to click about ten times to get the next sentence appeared.

Settings aren't obvious. I had to ask several times in discussions to figure out what is where and how it works. Maybe I'm slow but I don't think it's right to do a quest out of it. Again maybe it's me but I'm not a fan of fullscreen modes, and I couldn't adjust the screen size here, it was a bit annoying.

I've already said that art is gorgeous and it deserves to be mentioned again but I didn't like how those breathtaking CGs were organized in a gallery. I didn't find it convenient when different characters had the same CGs, maybe general section could be more suitable. I get it that it may be not an issue for the majority but I do pay a lot of attention to art in games. I like to unlock beautiful images, to check how many of them are left. But then you just see the same art...sorry, but kinda disappointing.

<https://steamcommunity.com/sharedfiles/filedetails/?id=1738204435>

[Aand as usual...MC was annoying. It became slightly better when I turned off her voice. Thanks for this opportunity. I don't want to say anything bad about voice acting. Nope, everyone was amazing, really enjoyable. But in that gray atmosphere her voice felt too soft, gentle, girly, I don't know. And I can't possibly understand writers who in visual novels describe main characters as someone who dislike reading and can't share such hobbies with other characters. WHY? Is it some kind of mocking? Isn't it obvious that if a player has chosen a visual novel and not some shooter it means they like reading more or less. I was a little grumpy after my first bad ending. I mean was it really a choice to take or not to take a book for a VN fan? And to be killed by your hobby urgh It was frustrating but I thought, ok, once in a while self-mocking can be fine but not to such extent. Or is it done specifically to fall more for your love option? xD 'cause it worked.](#)

[The story was captivating at first. I enjoyed the idea. Though, to be honest, it resembled one visual novel I'd already played.](#)

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Nothing bad in it, just couldn't help noticing. Writing felt solid but soon typos and not a very good translation ruined my immersion. Some sentences made me really ponder, don't laugh but, for example, "When I was look... O\_o I even consulted the dictionary to see maybe there's another meaning of this word I'm unaware of, lol, but nah I guess "little" should be instead, though who knows. Especially when later MC seems surprised that Karasuba remembers books he read when HE was little. So it was a bit contradictory and I thought maybe something else was meant. I don't like to be thrown out of that gloomy atmosphere by such decoding. Like in that moment when really sad events were unfolding, I prepared mentally to cry my eyes out when I read how MC tripped while running to her love. Yeah, I get it, she is a clumsy annoying typical MC but...I laughed and that's was all. I couldn't feel anything sad anymore.

<https://steamcommunity.com/sharedfiles/filedetails/?id=1746260935>

And the most disappointing part was sadly about the plot per se. I was so engrossed, couldn't stop reading when suddenly...that plot twist hurt me at first, then I felt annoyed and still being unable to accept that "care" of my "friends" I couldn't feel any emotions I was supposed to feel at the end of the story. It's the second visual novel that made me dislike itself completely after some twisted friendship concept. I'm sorry I guess it's my pet peeve, can't do anything with this. I value true friendship way more than any romance. So, I couldn't enjoy the game afterwards.

<https://steamcommunity.com/sharedfiles/filedetails/?id=1739072078>

Especially with that structure the game has. It's not like a typical otome with different routes. It's more like one supposedly sad story with just slightly different outcomes tied with different love options. All characters are nicely portrayed, I can't possibly complain about anything here. I enjoyed their...epilogues would be more correct to call them and not routes. But I felt unsatisfied, I longed for more. Actually, it could be ideal for general bittersweet atmosphere but as I didn't enjoy the main story too much...

Despite all that fascinating art I feel so annoyed and frustrated I can't recommend the game. Maybe I'll get my answers, unlock all achievements, breathe out and reassess my impressions changing the review to a neutral one with thumbs up. I bought the game with 50% discount. I don't think it was a waste of time or money. Maybe I expected too much, especially when I have some masterpieces I've played to compare. Decide for yourself if you want to give it a try.. Cute and fun indiegame. But very short. Still i would recomend you try it if its on sale or you have to much money.. Found this game on Steam by "accident", added it to my wish list and then bought it during the recent Steam summer sale and since im very interested in "all things" japanese and like puzzle/detective games... I thought why not try it out. I did not have any big expectations but I had a good feeling about the game before I bought it and it turned out to be well spent money for me since I didn't pay much for it and I really enjoyed it.

It's a casual and relaxing hidden-object/puzzle/detective game where you play as a woman who is investigating her husbands death in 1900th century Japan. The rest you can figure out yourself if you buy the game.

The music was pretty nice. Would've been cool with some more stages in the game.

I would like to see more of these kind of games from SQUARE ENIX. Imagine if they did a game like this one but in modern time. Let's say in modern day Tokyo for example or maybe even future Tokyo and that it was all made in beautiful anime, just like an anime show. If it was a point and click game I guess that would be even cooler... hell I'd even want both. Anyways time to stop dreaming.

Im glad I bought and played this game. Not everyone will like this game but it's just a matter of personal taste. Was a nice little experience.. This is the greatest rhythm game on PC I've ever played since DJMax Trilogy. Hats off!. sand box pay to play. This game had so much promise, but unfixed bugs and a severe lack of support from the developers and designers left it to rot very early on. ::extra large sad face:: my pc could not run this with a gtx965 even thoe the graphics look there from a ps2 i was so looking forward to playing this but cant cos my frames are so bad. so if you have anything higher then a gtx965 dont bother buying it you will just end up refunding.

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Hard to recommend, sadly. Even if you have a sizable audio library to work around the issue of having no YouTube music integration, like I do, it's hard to take this as a rhythm game. The auto-generated charts, which borrows its magic from the audiosurf games, regularly feel like they are mismatched to the song when playing. While that was excusable in the surf games due to the plethora of modes and having to make as many songs as possible work in as many modes as possible, in shield, you only have a regular mode and an exercise mode, and the chart generation engine seems to have not been modified to take this into account. That's before we get into the unfortunate difficulty spikes in elite mode that make it very difficult to hit notes (who thought that having two reds so close together timewise and far enough spacewise one is always off the HMD's FOV was a good idea to have in the generator?)

It is a great way to exercise, I will give the game that, and it is very fun when it comes to letting loose and going for artistic points rather than technical points, but unfortunately there really isn't too much to like if you're a serious rhythm game fan, even less so if you have very few albums or songs downloaded.. The graphics look nice, game runs smooth, is fun.

I don't really have a sound issue, though more sound comes from right side of my headphones.

Specs:

Windows 7 x64

intel I3 4160

nvidia geforce gtx960.

12gb ram.. Nice slasher to kill a plenty of time.. cost me 20€ and still overpaid... mario cart physics and ps1 graphics.

overall could be fun game for a (very)small period but only if you pay 10€ or under.. I'm very impressed with how well this works- it completely eliminated the VR sickness I was getting in Skyrim (both joystick and teleport movement for some reason). So far I don't think I've had a single time where the movement felt glitchy.

Lots of VR games have me feeling like I'm fighting with the movement methods, this app makes movement so intuitive that I don't have to pay any attention to it at all.. Not a good game. Takes like 25 odd minutes to complete. But length really isn't an issue for me personally - everything else is.

Controls are way too heavy, the graphics are blurry as hell, and the game is just plain pointless (mind you, I'm one of those who does see value in games as a form of art). There are four scenes if I recount correctly - apartment, club, office and rooftop/bar. And when moving through each scene, I was hoping for something substantial...it never came.

I have played Gone Home. I have played Stanley Parable. I have played a few more of the "walking simulators" recently. I didn't like those all that much, and neither do I like this (it's really worse than all the rest). Much promise and anticipation, but alas, I say don't waste your time and money on this travesty of a game/art.. Nice game with good graphics and calm japanese music. Some levels are quite difficult.. Absolutely brilliant! It is very entertaining. A 2D crazy golf course with Worms classic physics game. Kill bystanders with a golf ball to the end, careful to sheep they don't eat it or smack them 3 times to explode the ball away. It is a lot fun.. Jesus Christ this game has it all. It starts off fast-paced, and gets even crazier. Instead of going 0-60 really fast it goes 200-2000 in seconds. IGN needs to get it together and publish their review of this game.. I thought it was fighting a single boss, as in one boss at a time. But no. There really is only one boss in the game. I saw everything this game has to offer in 2 minutes of gameplay.

**"Dark Strokes: The Legend of the Snow Kingdom Collector's Edition" news.:**

A Czech version of the game has been added.

[https://store.steampowered.com/app/765690/Dark Strokes The Legend of the Snow Kingdom Collectors Edition/](https://store.steampowered.com/app/765690/Dark_Strokes_The_Legend_of_the_Snow_Kingdom_Collectors_Edition/). **House of 1000 Doors: Serpent Flame released!:**

Hurry up to get additional discount on House of 1000 Doors: Serpent Flame!

[https://store.steampowered.com/app/1090390/House of 1000 Doors Serpent Flame/](https://store.steampowered.com/app/1090390/House_of_1000_Doors_Serpent_Flame/). **Check out our HOG games!:**

We are happy to announce that we released several new Hidden Object games on Steam:

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