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## About This Game

Enter the mythical portal and search for your missing uncle in the new hidden object adventure game!

A new hidden object adventure game from the creators of Enigmatis!

Emma wakes up from a scary dream: mysterious creature threatens her uncle Alfred. She feels that something bad just happened and it puzzles her...

60 beautiful hand painted locations!

Upon arrival she discovers that Alfred is missing and that the mythical portal, they were both working on, is active. What's the story? Did her uncle enter the portal and embark on an adventure on his own?

Captivating dialogue and immersive soundtrack!

Strange world on the other side of a mysterious artifact can be the answer, so the young woman dares to step into the unknown. An adventure in the worlds of five elements has just begun.

48 puzzles and 21 ho scenes that fit the storyline!

Emma will take on various mini games, puzzles and beautiful, hand drawn scenes with hidden objects to test her skills.

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Immersive gameplay with morphing hidden objects!

Will Emma prevail over mystery creatures and deadly puzzles? Will she put her detective hat on to find her uncle and the secret Philosopher's Stone from her dream?

See the realm of Nether in the Collector's Edition!

The additional content includes a bonus chapter set in a realm of Nether, morphing hidden objects in extra HOs as well as beautifully done immersive soundtrack and hand drawn concept art.



## Features

- 60 locations filled with beautiful hand painted graphics await!
- Captivating dialogues and great soundtrack will keep you immersed in the game!
- Prove yourself against 48 puzzles and 21 ho scenes that fit in well with the storyline!
- Rewarding gameplay with morphing hidden objects and achievements!

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Title: Mythic Wonders: The Philosopher's Stone  
Genre: Adventure, Casual  
Developer:  
Organic 2 Digital Studio  
Publisher:  
Artifex Mundi  
Release Date: 21 Apr, 2016

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**Minimum:**

**OS:** Windows XP, Windows Vista, Windows 7, Windows 8

**Processor:** 1.5 GHz

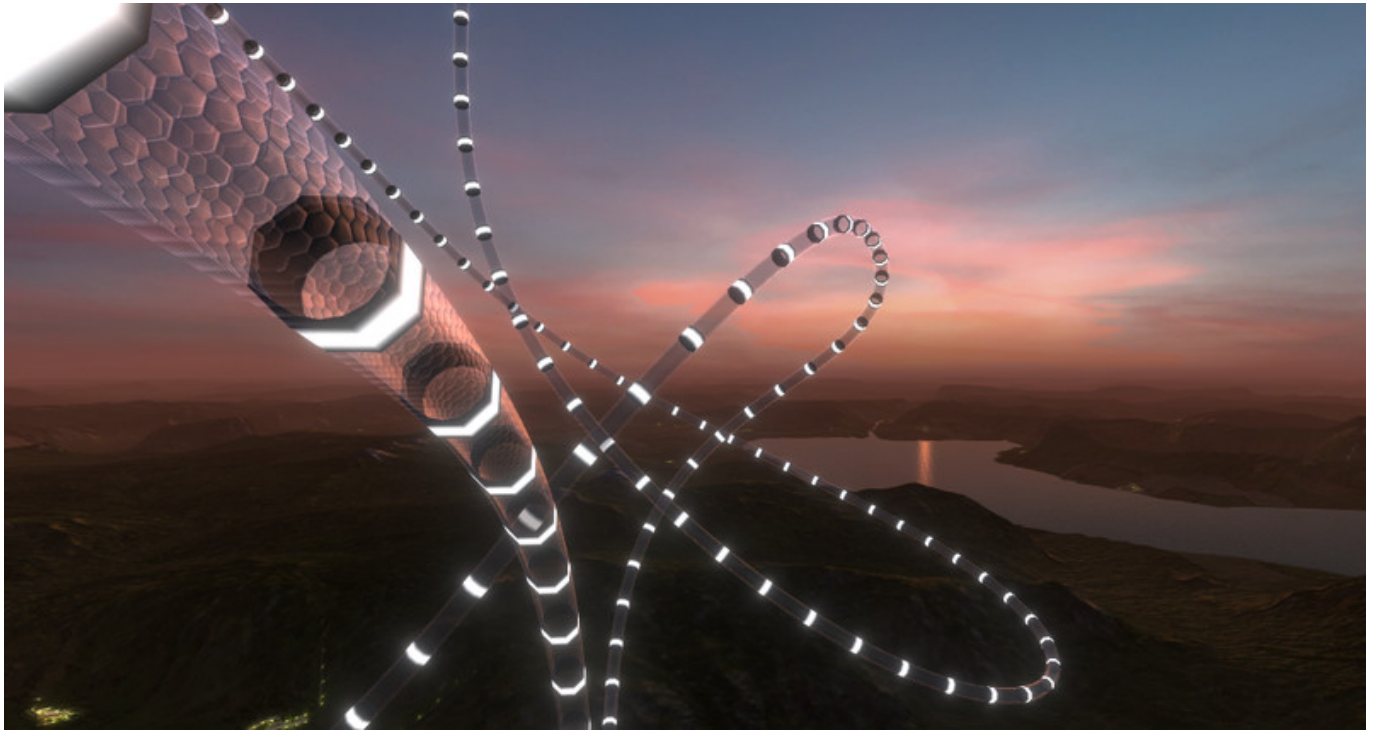
**Memory:** 512 MB RAM

**Graphics:** 128 MB VRAM

**DirectX:** Version 9.0

**Storage:** 1 GB available space

English,French,Italian,German,Simplified Chinese,Japanese,Korean,Polish,Russian









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I recommend watching the tutorial video first. Then read the manual. If that seems like a lot of work, it's worth it, trust me.

This is a very different game than other's like it I own. The galaxy map is far different, splitting sections of space into areas inside little cube sectors. The combat is simple. But, that said, let's talk about the overall playing of the game.

I began and read the tutorial. Flew to the Mother ship to begin. Checked out the inventory. Quests work not by "picking" them up. Instead, you bring the item required back to the station and "turn it in" for a quest. I picked up a new laser pistol with better stats than mine. Then, set off to find a planet system to check out. Settling on a standard star, as the Mother ship recommended, I found 5 planets. 2 had temperatures I could handle using the default space suit. So down I landed on one.

And there in, is the beauty of the game. Instead of having a myriad of stats to worry about, this game rewards exploration. Planets are small on the surface, letting you fully explore each you land on. This was a refreshing change of pace. With the default laser pistol and a small mapping tool in hand, I wandered the oddly lush surface. Weird plants twisted and olive green, set against a pretty blue sky. Purple lakes of dangerous chemicals threatened to eat my suit. And there, I found a cave to enter. And in that cave, were giant bugs that made noises like angry pigs.

After exploring the whole planet, I went back up to the ship feeling something I haven't in many years of sci fi gaming. A sense of wonder. The eagerness to explore the next planet. What would it look like? What would the caves hold?

Is it worth your money? I think so. If you learn how to play it first, and heed the Mother ships advice on the sorts of places to start, it's a bit less punishing. But for the price of a couple burgers, you can explore a neat space game. And surely, that's worth it.

. I'm oddly conflicted about this one. Overall, I'd say go for it if it's on sale for \$5 or less. It's a short experience that you'll want to play at least twice, and for the most part I'd say it's a pretty good entry-level game into the genre.

The good:

Soundtrack is great. It's not intense, but more tavern-like.

Atmosphere is fine. For once you're going up a tower instead of down into peril.

Good with a catch:

Lots of different classes to pick from, but there's no real unique development available except for the few SP you can pick in the beginning.

It does have some replayability to it, but the game is very short. You can practically 100% the game in 5-6 hours. Achievement runs can potentially take one playthrough if you know exactly what to pick.

The not-so-good:

Mages run out of mana far too quickly, and potions are finite. You really need to conserve your potions. Elementalists/black mages don't even get ranged spells until about halfway through the game so if you want to do any sort of ranged damage early on, You need to first find the bow in floor 2. . That said, priests/white mages can hold their ground with a hammer if they run out of mana.

The flee damage penalty is stupid. Sometimes I won't even know an enemy is near me and I'll take a step and "oh you fled you lose 25 hp and your priest dies". It becomes a bit more manageable late-game, but when you need to escape in early-game with no supplies you really need to use the environment around you to sleep. I guess it helps you be more 'strategic' but still, in a genre like this it's no longer a good idea.

What would make the game better:

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Quick swap on hand selections. Less time needed to waste on opening your inventory to swap spells/weapons.  
Better ranged ability.  
Lessening/removing the flee damage.

Even with these points in mind, I still found I enjoyed my adventure and will play through again to get the rest of the achievements. Hope to see more in the future.. What a fun quirky little RPG-Adventure. This is a light-hearted, fun to play, coherent little RPG that stands the test of time by it's narrative. Recommended.. Immortal Empire is a hidden gem that should be played by any fan of turn based strategy. The balance of combat in general is good. It isn't perfect, however the developer being more than happy to listen to the community feedback has only improved these issues with every patch. Whether we had classes needed some attention, or bugs in the gauntlet, he has always stayed in contact with the players in the forums as well as email to make sure the game still holds up. Highly under rated Dev! Player population is fairly low, due to lack of advertisting and the game having some age, but i definatly recommend giving this a go. You will start out having some characters to choose from, and others that will be locked and you will need to use radiance (the games main currency) to play them. This adds to a good amount of replay value. The loot system is a lot of fun and kind of reminds me of games like Ultima or Diablo. This is the kind of game i think will continue aging like a fine wine. I am close to 2.5k hours on the game at this point and still growing.. Apart from the story and new weapons, it's pretty much the same as the previous two games. "A nice casual top down shooter if you are into those. If you're not, you won't probably find anything enjoyable here, the game is basicly "Go there and activate this switch!", "Power down, go to the generator room and activate power" and the storyline is nothing more than the "usual alien infestation on your ship". It's a very simple game you might enjoy it or you might not. I personally don't recomend it." On the other hand I think the developers managed to get some sections where the camera is pretty weird and you can barely aim, if I said that that any of the previous two games were abit fun, this one certainly isn't although if you are into the story, like myself, this one provides an interesting ending. It might be worth the shot if you enjoyed the story on Impact and Assault, otherwise just skip it.



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Finished all at 5\*, Normal to Master

Things that were good:

1. Awesome song choices, not just because they're great tracks from 1000DaysWasted, but they fit the game well and the beatmaps that MadFellows have synched to them are awesome too.
2. The new tracks also include some new mechanics, little ribbon bumps, repeated loops and some slow drops that require a little finesse show they've done more than just bolt a couple of new levels together.
3. They're FUN! you can tell that they built this stuff with a smile on their faces, knowing guys like iTheli and Strider would be reacting with a "woah" as soon as things started
4. Some nice bits of storytelling, showing some new "invaders" and throwbacks to some old scenes.
5. Slight increase in difficulty from the previous stuff.

Things that were not so good:

1. Seemingly no secrets in the levels?
2. No boss battle - was kinda expecting the third one to be a boss to close off the pack
3. No Foxache in the master rankings! show yourself! - Appreciate that you play too and do well at the game, going the extra mile!
4. Had minor download issues on both PS4 and Steam version to do with repurchasing and re-downloading respectively. (note: Madfellows stepped in on the PSN issue via Twitter, which was really awesome of them. Never known devs that engage so well with their playerbase, can't be said enough.)

Things that could be improved:

1. Add Secrets
2. Close DLC chapters off with bosses
3. Honestly, I'd pay more for this, especially if it included either/both of the above improvements
4. Possibly bundles that include the soundtracks/licenses for the tracks on itunes etc?. = graphics = 6 cars

- movement is weird

- music is couple seconds loop. This is THE WoW killer.. The promotion didn't do it justice, graphics are better, gameplay is better.

I love the new physics, this is what the tt game should have been!!

Ignore the people saying the mechanics are awful, as long as you have a controller the game is faaaar better than 17

9/10. WTF my pc can run Gta V, Apex Legends, PUBG and Crew 3 smoothly and can't run this piece of♥♥♥♥♥♥♥♥ while i was playing this game my pc was burning no ♥♥♥♥♥♥ing joke if you have a bad computer never buy it if your computer is at normal specs buy it it might lag but worth it i only could finish the first chapter but you can tell that this is a good game the music is so good like jazzy music while you are slaughtering people just amazing. OMG SOOOOOOOOOOOO ADDICTING LOOT AND KILLING AND AWESOME SAUCE. Just **PUSH the "buy" button. You will not regret it.. A puzzle game - nothing more to say here**

**100% achievements - just takes a bit of time. Awesome game! The rope swinging is so satisfying, and it feels great to land those difficult jumps. If you liked cavestory you will love the art style, music and mood. Really enjoyable so far, cant wait to finish it.**

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