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12 Labours Of Hercules VI: Race For Olympus (Platinum Edition) Ativador

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## About This Game



This time, Hercules and Megara are involved in the detective story. Alarm a 5d3b920ae0

Title: 12 Labours of Hercules VI: Race for Olympus (Platinum Edition)

Genre: Casual, Indie, Strategy

Developer:

Jetdogs Studios, Zoom Out Games

Publisher:

Jetdogs Studios

Release

English,Russian,French,Italian,German,Polish,Swedish,Portuguese,Dutch

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## 12 labours of hercules vi - race for olympus platinum edition

Sadly, I think this series goes the wrong way. The first ones were fun, I abandoned the last one. Complicated levels, lack of overview, heck I even had to make a forum post being stuck since there was a "hidden" path that you were forced to go on. I waved it off as maybe being fatigue of the series, so after a large pause this game was released and I picked it up for 50 cents. Sadly, it seems that it wasn't fatigue. While the earlier games kept down to the ground, the rather insanely complicated level designs totally put me off here. Roads you can barely see (one level on a iceplate for example), a flasket in the middle that seems decoration but is actually travable, a map consisting of 15 portals. No, no thanks. I prefer to come here for time-trials. Not how the heck does THIS map work and then having to re-do it after being bronze since I missed a gazillion roads because these maps construction are not easy on the eye at all. Less gimmick please. I want to fight time, not the map's layout.. As other said, this is most challenging in the series. 9/10 for this time-management niche They put more effort in the handdrawing. An example . Thankfully, they finally didn't bother much with the corny poems, lol. I'm prolly not the target audience, but I still enjoyed it. I could play it while sitting back & working out equations of the universe in my mind.. Hercules goes brute force. I'll keep this short. As a casual game, it's the same 12LoH fare as in the past games. Nice visuals, good music, lots of gametime. Unless you want all the achievements, in which case you're scr\*\*ed :) As a challenge game , it. changed. While I liked the 5th game for it's more creative challenges, the 6th installment goes in the other direction - long levels with focus on mostly one resource and speedy clicking. It's not bad, but it does feel like grinding way too often - redoing 8-9 min levels multiple times are a massive pain in the backside. Games 2-4 were too easy - this one certainly isn't. Not bad, altogether, but I liked Kids of Hellas better.. The 6th entry on the 12 Labours of Hercules series, which are a bunch of neat resource and time management clicker games. Unsurprisingly, this game is basically more of the same, with 56 levels that are a bit repetitive, for this game and the series. Its just another standalone expansion. Theres a few gameplay additions, but this time theres new environment art and music. While the gameplay is the same, the visuals are fresh, something that this series needed. If you enjoy the series, youll definitely enjoy this one too. And it isnt expensive. However, theres something that I must address. Theres an achievement that requires you to beat the developer records on all levels. In previous games that was a bit hard but doable because you only needed to beat them on 10 levels at most. But this time you need to do it on all of them. And while its doable, its very frustrating. If they wanted to increase the difficulty of this achievement, they could increase it to 20-30 levels. But doing it on all of them feels unfair and a bit lazy. If youre hardcore, youll enjoy it. But the vast majority, myself included, dont agree with this design choice. It may be a deal breaker for some, and something to consider first.. Another fantastic installation to the 12 Labours of Hercules series, by now we're used to the excellent content Jetdogs studios provides. In this one, you'll be investigating the vanishing of Zeus! If you're new to the series I totally recommend checking the earlier games in the series so you can catch up, it'll be absolutely worth it, there's a ton of amazing and funny puzzles to solve.. Game Information 12 Labours of Hercules: Race for Olympus Platinum Edition is a Strategy game that was developed by JetDogs Studios & Zoomout Games and published by JetDogs Studios. The sixth chapter of the game's series. Previous installments as follows: "12 Labours of Hercules;" "Cretan Bull;" "Girl Power;" "Mother Nature" and "Kids of Hellas." There is a storyline for this game, but is not much to the story line, and nor it is memorable just like story lines from the previous games from the series. The gameplay formula is pretty much the same as its' predecessors. Unlike, the other game from this series. This is the third game to be labeled as a platinum edition. Game Visuals I want to mentioned that the visuals in the game is well done. The visuals can be adjusted in the game's option menu. Game Audio I want to mentioned that audio for the game is well done. Even though the audio is somewhat simplistic and repetitive. The audio can be adjusted in the game's option menu as well. Gameplay This is an strategy game, where careful planning is required, due to limited amount of resources that are available. The game has five episodes with ten levels each. Plus a bonus level for each episodes. All together there are fifty-five levels. There are three game difficulty modes: Relaxed; Casual and Expert. The difference between these game difficulty modes: timer speed and scoring. In relaxed mode there is no timer and scoring. In casual mode there is a timer and scoring, but the timer is slow to drain and scoring is low. In expert mode there is a timer and scoring, but the timer drains rather quickly and scoring is much higher. The star rating depends on couple of factors: How fast the level was completed. How much resources are leftover. This only applies to the casual and expert mode. The star rating system: Three Stars (Gold); Two Stars (Silver) and One Star (Bronze.) There is an opportunity to replay all the levels for better score and star rating. There are a few special bonuses: Freeze Time; Worker Movement; Worker Speed; Additional Worker and Additional Resources. All of these special bonuses has a time limit. But they can be used once the bar has been filled up. These bonuses are extremely useful when the game is being played on expert mode. There are twenty-three different achievements that can be unlocked from playing the game. Each of these achievements does come with some requirements that needed to be completed before they can be unlocked. Miscellaneous There are twelve

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different wallpapers. They can be access through the game's main menu screen. There are seven different trading cards to collect. The game only drop four of those trading cards. There are several ways to get the rest of the trading cards: Purchased from the Steam's Community Market; Trade with friends; Booster Packs and its' Booster Pack Creator. Final thoughts: I have found the game enjoyable to a certain extent. The replay value for the game is low. I would recommend this game, but not at the game's full price value.. review in contruction during playthrough) +Added new music tracks to the soundtrack. -/+ Beginer levels spoon-feed game mechanics. +Added daytime cycle to some levels. +Level design much more of a variety than any of the previous games in the series. +More levels in this game vs the previous in the series. +Game feels, looks and plays better than any entries prior in the series, with new mechanics & themes which are much more enjoyable, making this game one of the best in the series, and worth the playthrough if you want to experience the series genre. - Game started off strong but didnt continue to evolve the levels, poorer boring level design mid to end game.. It's 12 Labours, itf you've folowed or enoyed the series, this latest installment does ot fail to continue the line. Certainy worth having and continues the traditional gameplay. very satisfying if you like this series.. Dire news from Hermes; it's kidnapping and potential Regicide on Mount Olympus. Zeus is missing! A deranged demigod has been sending dismembered body parts as clues to Hercules in a Hansel and Gretel style breadcrumb adventure. Will the mighty Hercules find Zeus before he runs out of digits?. Find out next time on episode 6 of 'Twelve Labours'. This is a time trial point-and-click, pathway finding, semi puzzler. And this time the devs have ramped up the difficulty. Good, compulsive fun for the price.. This is another great buy for people who like casual point and click games. There are plenty of levels, a nice little story, and the game runs smooth. I would say that this game is worth full price, and is an awsome deal when on sale. 9 out of 10.

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