Lost Cities Download Requirements



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About This Game

Officially licensed version of the award winning Lost Cities by Reiner Knizia.

In Lost Cities, you play the part of an adventurer searching for forgotten cities around the globe. Plan your expeditions wisely to outpace your rival's pursuits! Feeling confident? Place a wager on an expedition that you think you can master. After 3 rounds of adventuring, the player that had the most successful expeditions is the winner!

Features:

- Play locally or online.
- Play against the Computer AI with four unique personas.
- Includes "hot-seat"/"pass-n-play" mode for players with who want to share one mouse/keyboard or gamepad.
- Switch seamlessly between playing with mouse/keyboard and gamepad.
- Dozens of Steam Stats & Achievements.
- Asynchronous play you can play even when your opponent is offline.

Title: Lost Cities

Genre: Casual, Indie, Strategy

Developer: BlueLine Games

Publisher: BlueLine Games

Release Date: 19 May, 2018

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Minimum:

OS: Windows XP or better

Processor: 1 gHz

Memory: 512 MB RAM

Graphics: OpenGL 2.1+ w/ GL_ARB_framebuffer_object

Storage: 400 MB available space

English







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A sheep bleats. "Baaaaa". great game for the price, this is a great game for killing time, and is also very easy to run considering the pixelated graphics that match the arcade feel of it. I AM WRITING THIS REVIEW TO COMPLAIN AGAINST STEAM. THERE IS NO WAY TO CONTACT STEAM AND NOW STEAM WILL NOT RECOGNIZE MY EMAIL. i AM SO CLOSE TO BEING LOCKED OUT OF MY ACCOUNT WHICH I HAVE SPENT OVER 1000\$ ON. GOOD JOB STEAM, IF YOU CAN GET THE MONEY, YOU WILL TAKE IT. GREEDY FU% ERS.. This game is insanely fun. I won't say it's better than SPT because the skill ceiling is so much higher in that game, but in pure fun factor this probably has it beat. First game in a while to just have me full on giggling.

update - my last review was made with the assumption that we'd actually be getting some more levels, ever. don't buy for now until they actually do something more with the game.. Cute for a nice price. 10\/10 Highly recommend! :). I love this game. It looks great and it's in a genre that does not get enough attention. However, you might find yourself frustrated very early on if -- if you use the cockpit view as I do -- because certain commands don't work during the tutorial if you are in cockpit view. So if you find that happening hit "C" to go to the stupid-looking-arcade-like 3rd person view. FYI I think EVERY space sim looks idiotic in 3rd person view which is why I don't buy most of them. Very few these days provide a cockpit view, and I don't just mean 1st person looking at space, I mean an actual cockpit. If I don't have that I just can't get into it. Luckily SpaceBourne has a full robust looking cockpit.

Another problem with this game is that even though I set to reverse the Y axis, it did not reverse. I cut my teeth on space sims using joysticks and find reverse Y axis natural. In this game the switch does not work, except when you are walking, not when you are in flight as you are almost all of the time. Also, the running command when you are on foot does not work so the onfoot portions of the game are a bit too slow. Fortunately they don't occupy very much of the game at all, at least not in what I have experienced so far.

In any event, if you liked Wing Commander, Privateer, or any of the handful of space sims that have come along since, buying this for \$14 is a no-brainer.. Things I like:

- The intro tutorial is fast.
- Somewhat different game structure (how you pick the team, how you level up, how maps are played).
- Easy to learn.
- Item shop with new, random contents every time I check.
- Fits nicely if you only have 10 minutes to play every now and then.
- "Just one more turn..."

Things I don't like:

- Somewhat few "immortals" to pick from to start with.
- Graphics are a bit simple.. this game is awesome... if you dont like it, your not a real D&D enthusiast.... If you are going to do the From the Ashes DLC DO NOT START IT TILL END GAME else the game will fail you for lacking money to make the town profitable, and they dont give you the option to pause until your ready, and they dont tell you its gonna coast over 22K groshen just to break even.

and half the time they dont tell you that a quest is timed, so you go off and do other quests and fail others without understanding why.

So many things i wish i knew BEFORE playing this game!. The premise to this game is to create your own agency (guild) of adventurers and become the best in the realm. You start off small with enough resources to recruit a couple of heroes, forming your first party, and sending them off to do quests. As you complete quests, you gain more resources and your fame increases, which allows you to expand your agency. Soon you'll have more options for recruiting more experienced adventurers and creating more parties to send out on quests. Your adventurers will grow in strength, have the ability to unlock multiple classes, and take on even more difficult challenges resulting in more fame, more gold, and bragging rights to the best agency ever!

The challenge is that you're competing against other agencies. Every 12 weeks the lowest ranked agencies within the league will be eliminated. You have to make sure you're not one of those agencies in order to continue. This adds some urgency to the game in that you need to keep pushing ahead and completing quests to keep building fame.

So what is this game? After having played it for a few hours, I feel that the store description is pretty much spot on. Everything it states is what the game is. The one exception is that it doesn't really mention the fact that you're competing against other guild within the league and that you need to accumulate enough fame to keep from being cut. If you're cut, it's game over.

Don't let the graphics fool you, there's a lot going on in this game. I will be honest, there are things that aren't intuitive at first and I did struggle with a few things and made mistakes. It wasn't until my second game where it really started to click and the depth of the game became evident. Initially with the single party, it starts off a little slow. However once the second party is unlocked, it becomes fun and challenging. Choices as to how to use scout points, research points, what skills to unlock, whether to renew a contract or hire a different adventurer, which quests to take, etc.

Last thing I'd like to say is that the development team has been very active in the forums and have shown that they are accepting to feedback. It's wonderful to see that the really care about their game.

I already love this game. To develop your small settlement in the beginning, to cleverly expand and to plan ahead, is a lot of fun. I also like the cute kind of people and animals in the game, the game invites you to simply zoom in and watch the everyday life of the workers. I think this game has a lot of potential, keep it up devs!

. For those who enjoy games like Touhou project and are familiar with bullet hells, I would recommend this game. It's overall a fun game, with challenging difficulty. Charaters are bit bland, the backgrounds should have some touch ups, and the English translation isn't perfect. However, the music is wonderful, and I love how barrages go to the beat of the music; especially in the 2nd stage where the music speeds up and down which is very fun to play. Another intresting thing is when it would change from a vertial shooter to a top down shooter.

Overall, I think the game needs some polishing along with some more characters to play as. I think the game could probably be a bit cheaper since it's a rather short game, but \$10 isn't bad.

Hope to see more games like this in the future!. This Will Halp Me Alot. The controls are just sad. Using spacebar got my finger tired after about 15 minutes. Since it's a platformer I don't see any reason to use spacebar as a jump button, but you can't change it here. The game seems pretty easy, that's why developers decided to make this game an ice level, so it would be challenging. Great fun. I enjoy playing this game with my family, or at family events. Easy for everyone to pick up, and the fun is only limited by the players' own creativity.. amazing graphics,good playability really a good game from Senran Kagura Series. I enjoy this game ALOT, it's a big thumbs up from me and i wish the developers all the best with the games development.

Love the Music, SFX and Art Style!. This game tells the story of a little girl named Sofi who is coming to terms with the death of her grandmother. Sofi constantly walks forward through levels of her dreams and you have to place objects in front of her to make sure she gets to the end of each dream level safely. Along the way you need to collect fireflies by shaping her path towards them. Each level will take multple tries to cover all the possible paths to collect all the fireflies, but it's very rewarding to get every last elusive firefly as they will reveal additional levels. This is such a simple game, but it's very nicely designed and quite addictive once you get the hang of it.. If you have played Trails in the Sky trilogy, then you know the type of game this will be. The series prides itself on taking it's time with the storytelling, character development, relationships and throws good battle system/music to wrap the package. It doesn't lose any of these in the transition to 3D perspective and much more voice acting than Sky had. While it certainly helps and is recommended to have played Sky beforehand, it isn't absolutely necessary. It goes without saying though that the references and characters from the previous trilogy are a nice treat for fans of it.

The only people I wouldn't recommend it to is those with a short attention span or disdain for reading.

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