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

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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

12 labours of hercules vi - race for olympus platinum edition

Best Game i have ever played as top down view. Awesome had great time playing it.. 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 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.. Like many of its counterparts, 12 Labours of Hercules is a great little game with some fun, RTS like elements, an interesting story, beautiful graphics, and is all ages friendly. There is, however, an achievement that's quite challenging to get, beating all devs scores, so if you are looking for a quick achievement hunt, this might not be the game for you. Pros: +Beautiful graphics +Simple, yet intriguing +All audiences friendly +Mythos and RTS Cons: -Beating all devs scores is quite grindy and diminishes the good parts of the game. In previous games, you only had to beat 10 and that was enough for satisfaction without feeling ill will toward the game. Overall: 9.5/10. Same of the other 12 Labours of Hercules games. Can get you a day of fun. Fits its price.. Identical to the previous games, but you get about 40 levels to work through. I do enjoy the little story thats always interwoven between the levels. Gameplay is cute and easy to pick up.

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