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Sacred Almanac Traces Of Greed Ativador

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## About This Game

The mysterious disappearance of a chief engineer Jonathan Finch, interrupts the construction of a trunk railway. Construction company forced to freeze works. The head of th 5d3b920ae0

Title: Sacred Almanac Traces of Greed  
Genre: Adventure, Casual  
Developer:  
Far Mills  
Publisher:  
RunServer  
Release Date: 7 Dec, 2016

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

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Sacred Almanac Traces of Greed is a hidden object game, oddly without any hidden object scenes. It looks exactly like a HOG and plays just like a HOG and it has puzzles, and an inventory just like a HOG, it however plays and feels more like an avatarless point and click game built using a hidden object game engine. The story is good, as far as hidden object games go, although I can't help but feel like a few of the key plot points have been lifted directly from a few archaeological themed films / books (or at least inspired by). The graphics are decent enough on a 1080p monitor for a 2016 indie hidden object title, the sound effects do their job and the background music is largely mellow, soothing and inoffensive. The lack of voice acting, however is rather notable and disappointing. Few of the puzzles (the game has 18 puzzles in total) are overly challenging and most are actually very short / quick. As for the achievements, they are for the most part story related with a few dedicated to

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completing all the puzzles without skipping. Overall, I had fun playing the game, although it was rather short (ignore my play time, I was making a guide, the actual game is about 1.5 2 hours long), just be aware you are playing largely in the story, a few puzzles and an easy 100% achievements, perhaps best bought on sale (if it had voice acting, I would have said the full price was worth it). <https://steamcommunity.com/sharedfiles/filedetails/?id=1607375387>. This was a mediocore game up until it broke: at one point, you need to collect some bronze ingots. If you do this in some orders, there is no way of continuing the game without restarting completely. As this is around an hour and half in, this is rather frustrating. I would advise avoiding this game as it has a gamebreaking bug that the developers seem to have no intention of fixing.. Sacred Almanac Traces of Greed is a hidden object game, oddly without any hidden object scenes. It looks exactly like a HOG and plays just like a HOG and it has puzzles, and an inventory just like a HOG, it however plays and feels more like an avatarless point and click game built using a hidden object game engine. The story is good, as far as hidden object games go, although I can't help but feel like a few of the key plot points have been lifted directly from a few archaeological themed films / books (or at least inspired by). The graphics are decent enough on a 1080p monitor for a 2016 indie hidden object title, the sound effects do their job and the background music is largely mellow, soothing and inoffensive. The lack of voice acting, however is rather notable and disappointing. Few of the puzzles (the game has 18 puzzles in total) are overly challenging and most are actually very short / quick. As for the achievements, they are for the most part story related with a few dedicated to completing all the puzzles without skipping. Overall, I had fun playing the game, although it was rather short (ignore my play time, I was making a guide, the actual game is about 1.5 2 hours long), just be aware you are playing largely in the story, a few puzzles and an easy 100% achievements, perhaps best bought on sale (if it had voice acting, I would have said the full price was worth it). <https://steamcommunity.com/sharedfiles/filedetails/?id=1607375387>. Sacred Almanac Traces of Greed is a hidden object game, oddly without any hidden object scenes. It looks exactly like a HOG and plays just like a HOG and it has puzzles, and an inventory just like a HOG, it however plays and feels more like an avatarless point and click game built using a hidden object game engine. The story is good, as far as hidden object games go, although I can't help but feel like a few of the key plot points have been lifted directly from a few archaeological themed films / books (or at least inspired by). The graphics are decent enough on a 1080p monitor for a 2016 indie hidden object title, the sound effects do their job and the background music is largely mellow, soothing and inoffensive. The lack of voice acting, however is rather notable and disappointing. Few of the puzzles (the game has 18 puzzles in total) are overly challenging and most are actually very short / quick. As for the achievements, they are for the most part story related with a few dedicated to completing all the puzzles without skipping. Overall, I had fun playing the game, although it was rather short (ignore my play time, I was making a guide, the actual game is about 1.5 2 hours long), just be aware you are playing largely in the story, a few puzzles and an easy 100% achievements, perhaps best bought on sale (if it had voice acting, I would have said the full price was worth it). <https://steamcommunity.com/sharedfiles/filedetails/?id=1607375387>. Good game, nice art style, I liked it alot. Some puzzles were challenging.. Good game, nice art style, I liked it alot. Some puzzles were challenging.. This was a mediocore game up until it broke: at one point, you need to collect some bronze ingots. If you do this in some orders, there is no way of continuing the game without restarting completely. As this is around an hour and half in, this is rather frustrating. I would advise avoiding this game as it has a gamebreaking bug that the developers seem to have no intention of fixing.. This was a mediocore game up until it broke: at one point, you need to collect some bronze ingots. If you do this in some orders, there is no way of continuing the game without restarting completely. As this is around an hour and half in, this is rather frustrating. I would advise avoiding this game as it has a gamebreaking bug that the developers seem to have no intention of fixing.

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