
Artifact Quest 2 Download Bittorrent



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About This Game



Travel together with Jess, the archaeologist, on a fascinating journey to a tropical island decimated by a recent volcanic eruption. You can help the island's locals with the disaster by finding 7 ancient artifacts that will calm the awakened volcano.

Afterwards, you can begin to build a new settlement for the islanders. Play mini-games, go through various levels to find new pieces of artifacts, collect trophies, and earn coins. Spend the coins to rebuild the island and meet new locals. Build a better settlement for the islanders!

- Unique mix of match-3, collapse and puzzle gameplay!
- 150 fun levels
- Play relaxing or timed mode
- Help Jess find ancient artifacts
- Restore the island

Please Note: This game is not a mobile port. It was built exclusively for PC/Mac.

Title: Artifact Quest 2
Genre: Casual, Indie
Developer:
Best Friend Games
Publisher:
Best Friend Games
Release Date: 3 Nov, 2017

b4d347fde0

English,French,German,Russian,Ukrainian,Japanese

- C Camera
- L Lights
- B Raise front Hydraulic
- O Close Plough
- T Toggle cruise control

Level 14

404293 / 406214

Farm \$2,547,354.00

Wednesday, January 5 11:35

Field	
Harvest	0%
Crop type	Pumpkins
Size	0.10 ha
Humidity	100%
Nutritive Value	91%
Insect infestation	No
Fungi	No





ITEM Use Discard

Kou LV 15
HP 1623/1623

Asuka LV 14
HP 1989/1989

Sora LV 15
HP 1513/1513

Item	Equip	Element	Material	Event	DLC
Free Sample Set 3					
Free Sample Set 4					
Uber Potion Set 1					
Uber Potion Set 2					
Uber Potion Set 3					
Wonder-Med Set 1					
Wonder-Med Set 2					
Wonder-Med Set 3					
Soul Food Set 1					
Soul Food Set 2					
Soul Food Set 3					

A sample pack of uber-powerful medicines (three of each)!

X-DRIVE 76%

930

23720

20:04:22

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Looks amazing,

but doesn't have joystick support..

That's a game requirement for me. However, I refuse to give it a negative review.. I mean, you'll probably get your money's worth out of it, but I personally don't like the game.

I don't find myself using logic like most puzzle games have you do, but instead I find myself just moving lines until something works or opens up. It's not really difficult, just more of a tedious process. There are better puzzle games out there that are also relatively cheap.

However, the good things about the game is that it is well made, and there is enough depth to keep you interested in it for a while, but personally, this is just something to pass.. I'm not entirely sure what to make of it, but if you want some slow-paced, self-directed exploration, this may be the thing for you. There isn't really any point to finding/collecting stuff in the game, but it gives you a satisfyingly snarky comment on materialism when you do, which kept me doing it in an enjoyably ironic way for a while. It's kinda fun bouncing around splatting color through the world too and seeing if there really is a point to what you're doing or not.. absolute garbage, completely useless. the object creator and terrain editors are null-if you try to launch them, the application exits by force.

broken software. either remove it or fix it, until then, 0 stars from me bohemia.. SquareCells plus arithmetic, what's not to love?. chill game, workshop implementation for maps would be incredible for this game. make sure you play with collision on for fun times

Great game! Like graphics and tight controls. Like the sexy main character, and the story is top notch, battles are engaging. Obviously is not AAA game, but is excellent for what it is.. Ehhhh, es pretty good. You can have fun and friends and adventure so why not buy?

Don't like it and I'll eat my socks. (While supplies last). Note that this review is for the non-VR experience.

I had high hopes for this game but in the end I came away disappointed. The problem is, it just isn't overly scary. Sure they get the odd decent jumpscare in but a good horror game should have you dreading the next step forward. Not so in this case. I think a lot of it comes down to how overall rough and janky the game is. I'm aware it's done by a relatively small team, but you can't excuse some of the design choices here or the level of polish.

The level design is ponderous and uninspired, and is reused often enough as you revisit some areas more than once. By and large you going down one long corridor after another, punctuated with the odd toilet or two.

Control is horrible. Granted they may have had their focus on VR but it's like they didn't playtest desktop at all. Even on max sensitivity, the mouse aim is the slowest I've ever seen. Coupled with that, sometimes the game will instantaneously adjust your view when you reach a certain spot which is incredibly disorientating, and you spend the entirety of the game battling with the camera. I've never had to take a break in such a short game to rest my arms. The run speed of your character is also unnecessarily slow, and I think they slow it down further to farcical levels towards the end, where it's barely discernible that you're not walking. It just ends up ridiculous, you're in a situation where anyone would have a bit of haste about them and you end up strolling along as if you haven't a care in the world. And early on in the game when you're in a chase situation, they added quicktime events to automatically open doors you encounter, instead of the amnesia-style click-and-drag approach to door opening which you do at other times. I never thought I'd say that QTE actually improved the game, but it really did in this case. But then, for some reason, half way through they go "feck it, you're on your own" and in all chase sequences from then on you have to manually open doors which is an awful handling.

The story is typical asian horror, so off-the-wall bonkers. So I'll say no more there, except that you control 3 characters throughout, with your viewpoints switching between chapters, which only adds to the confusion. And there are times where you will suddenly get objectives like "find and burn all seals" with no indication of how your character got this idea or why they think it would help. It's like they just felt they needed more gamey "find and collect all the doo-dads" elements included.

Graphics are pretty dated, and their animation of characters is pretty average too.

Sound is hit or miss, mainly the later. There are some effective scare noises, but sometimes they just throw out a jump-scare-like sound with nothing coming with it to try and keep you on your toes and it just has the opposite effect and desensitises you. The voice actors are terribly cast. These are supposed to be thai schoolgirls, and one of them sounds like a scottish lassie. The voice acting themselves is competent enough by and large, just woefully out of place and immersion breaking.

It takes about just over 3 hours for a thorough runthrough. And even at half price I felt I didn't get my money's worth.. Great visual novel! Love it. <https://youtu.be/cVdhpp5f8gw>. I installed that game, just for fun - and i had some fun and I think I will keep on playing.

Also looking forward to the next Update, lets see what that will bring with it.

If you want some fun-gameplay, buy it :). I'm really amazed by the state of the game. Now i can say that it gives me RE and Silent Hill vibes! I like the environment and the enemies are pretty creepy tbh. Keep up the good job guys!. Firstly, since my childhood i have played dozens of games, and when im buying this one i thought that it'll be like other games. You'll go somewhere, complete some missions and win. It's NOT. This one not like the other ones. When you first starting you're like "mmm, this game could be good." after playing it you're like "i learned something".

I found myself in this game. I can't explain the game there but you can trust me you have to play this one. Just buy it. Your life will be changed after playing it.. Options are limited to language, some of the achievements don't work, says it has cards but doesn't, no real tutorial, flash level graphics, looping music.

Straight in the trash.. Not too bad for a early release game pretty fun :)

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