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Escape The Lost Kingdom: The Forgotten Pharaoh Portable

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## About This Game

A young family is invited to visit the newly opened museum in Egypt; while touring the museum they discover a long forgotten tomb of a cursed Pharaoh named Raned. After bei 5d3b920ae0

Title: Escape The Lost Kingdom: The Forgotten Pharaoh

Genre: Adventure

Developer:

Gogii Games

Publisher:

Strategy First

Release Date: 6 Aug, 2010

English

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Fun short game with surprisingly well done voice acting.. This game was fun, kids were a little annoying and it was short, but I really enjoyed it all the same.. Well, this game isn't terrible. It is on the lower side of average overall. The puzzles and HO scenes are fairly decent, though easy, the voice acting isn't terrible and the extra elements of using magic items and tools is a nice touch. It's way too short however. Which might have been fine if the story was completed by the time the game was over, but no. It starts out with a cutscene showing an epic battle between two ancient pharaohs and speaks about how the murdered one waits in his tomb for the right people. The game itself is about a family of four who gets lost in the temple raised for this pharaoh and about how they escape. That's it. No continuation of the starting cutscene, only a 'Game Over' slide ("huh? really, did I just lose the game?") that feels like a 'To Be Continued' that just never continues. There is no sequel. You play a family who gets separated in an ancient temple and have to find a way to get back together and out of the temple. For some strange reason this game has scenes that can be used with red/blue 3d glasses for 3d effect. I did not try this, and I really don't see the point. There is a lot of backtracking and iirc no map that you can use for teleporting. Be aware that quite a few of the puzzles in the video on steam is not in the game, but most probably in the collectors edition that has more playtime which is not available

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on steam. I also felt the game was sexist with giving the dad all the useful tools and the mum a book that's mostly useless and tells about stuff you've already done.. I didn't really give this game much chance, I admit. So take what I say with a huge grain of salt and maybe try it for yourself, if you get it cheap enough. (I.e. somewhere around 1-2 bucks.) The graphics could be nice, but the resolution is too low, and I think it doesn't scale correctly for my monitor. So you might want to play in Window mode. The idea of red/green glasses for 3D is nice, and as far as I can tell, they always ask you if you want to enable the 3D effect beforehand, so that's a plus. It's not much to see, though, but that is more of an inherent problem with anaglyph 3D (and partially my eyes I think). Interestingly, the depicted glasses apparently have the colors switched from what they write and use. Minor issue, but weird. More troubling is the story itself, which at least at the very beginning isn't all that great. Who would complain "All this over a cat" when they're just about to enter a secret tunnel in an Egyptian monument? Why not express wonder or at least fear? Why does one of the characters apparently have glasses that can reveal hidden messages from the pharaohs? Another gets an artifact that shows past times and doesn't express more than merely "wow, this is cool, too bad my cat can't see this" instead of at least telling the rest of the family about it, if only to shut down the obnoxious sibling bickering. What had me stop, however, was that the SKIP button didn't work when I decided I wasn't going to follow the story and try to skip the rather boring cutscene. That was, to use a fitting euphemism, the straw that broke the camels back. With better graphics, and a few tweaks to the story it could be nice, I guess.. I don't know why I often associated this game with another series but deep down, I knew it wasn't related. It was also time for me to play it and to stop letting it rot my backlog. Henry and Laura, with their two children Emily and Francis, are visiting their aunt Amy in Egypt. However, when Jynxie the cat escaped, the family finds itself trapped into a lost tomb, separated from each other and forced to find a way to reunite and bring together their findings to escape a deadly trap set by a Pharaoh that killed his own brother and cursed his memory. Escape The Lost Kingdom: The Forgotten Pharaoh is a casual adventure game, with hidden objects scenes and puzzles. Each member of the family has a special item: Francis has goggles with glyph visions, showing him areas of interests, Emily has the Time Amulet, showing her the previous state of a room, Laura is holding the key to many enigmas thanks to Amy's diary and Henry is carrying with him tools (hammer, shower and crowbar). Each chapter is seen through Francis, Emily and the parents first, before the kids finding themselves and exploring their areas. In the end, the family is reunited for the final push: they're each carrying items needed (staff, torn painting, etc.). Indeed, some parts of the game can't be access unless you have Francis's Goggles for example. Besides, each member is carrying items found in their part that will be useful at the end, when the inventories will fuse together. The puzzles are relatively easy, though you may need Amy's diary to find out clues. I had to resort to a walkthrough twice because I couldn't see what to do. And it wasn't because I didn't read Amy's diary. It was mainly because I couldn't understand well the meaning of the enigma. Escape the Lost Kingdom is clearly set in an early era of the genre, though it was transitioning, as it's not hidden objects scenes set as main gameplay. But when you clear a location, it's shown. The map is also an indication of that and isn't interactive at all. However, while the story is only about escaping and not about the Forgotten Pharaoh (everything is explained in the beginning in other words and while you're expecting the main story to come back to that, apart one or two mentions by Emily, the Pharaoh is really forgotten), I would have expected a longer game. Even if you can choose who you'll play first when the whole family is splitted up (Emily, Henry and Laura, Francis), after that, the game is taking back the control: the kids will have to go through more trials than the parents as they found quickly the reunion point. Besides, it's not the graphics that will reconcile people with hidden objects games as they're kinda giving the feel of being outdated. While I appreciated the drawn cutscenes, Francis seemed really an angry child and Henry very serious, where the girls are smiling. And given the scenario, it's sad that you don't have any change in their expression. I would have appreciated Emily's rolling her eyes when saying that she's a big girl now. The soundtrack is nice, like the voice acting. That's why it's just sad that the emotions aren't matching. The feature that showed me how old the game is (and it's not even so old) is the mention of 3D glasses use. You can play the game with it. As I don't know where my old glasses are (from the middle of the '90, mind you), I couldn't try it. Anyway, should I recommend it? Yeah, even if I feel like the game is missing something: too short, not many use of the tools typical to each character, no real freedom of choice despite the beginning, what about the Forgotten Pharaoh and outdated graphics. But it's still an enjoyable moment to pass. However, buy it during a sale or in a bundle. Five bucks for it seems too much for the content.. Short (around 2h), but very cute game and very enjoyable for people that are fans of both Egyptian culture and indie games. The graphics and the story are nice and the scenes have subtitled dialogues. The game has rather simple puzzles and the few hidden object scenes support 3D vision which adds a nice feature to it. I recommend this game for those that enjoy hidden object games and a feeling of Indiana Jones adventure.. Well, this game isn't terrible. It is on the lower side of average overall. The puzzles and HO scenes are fairly decent, though easy, the voice acting isn't terrible and the extra elements of using magic items and tools is a nice touch. It's way too short however. Which might have been fine if the story was completed by the time the game was over, but no. It starts out with a cutscene showing an epic battle between two ancient pharaohs and speaks about how the murdered one waits in his tomb for the right people. 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