
Nostradamus: The Last Prophecy Activation Code [Xforce]



Download ->>>>>> <http://bit.ly/2SHP6A3>

About This Game

The Spiritual. The Supernatural. The Skeptical. All are touched upon in Nostradamus: The Last Prophecy. The player is immortalized as a profiler of sorts in this treasure hunt game - a brilliantly vivid historical rendition of the acclaimed quatrains of Nostradamus.

The adventure begins in the South of France as Salon-de-Provence, and its Royal Family fall prey to unfathomable terrors. You play as Madeleine de Nostradame, the daughter of the famous astrologer, author and apothecary as she hunts down an assassin who uses astrology to disguise his crimes as fearsome prophecies. But when past, present and the uncertain future collide...your more logical nature may turn superstitious.

Title: Nostradamus: The Last Prophecy
Genre: Adventure, Casual
Developer:
Microids
Publisher:
Microids
Release Date: 24 Apr, 2014

a09c17d780

English,French,Italian,German,Russian







The game starts nicely enough, and I must commend the artists who have done an excellent job. The renaissance Italy, full of colors and rich in details, provides an excellent and atmospheric setting for the upcoming adventure. Nostradamus, horoscopes (strangely called "charts" in the game), historical figures, sinister plot threatening the ruling family, all that is very promising and fresh. You can even pose as man or woman according to your wish, and the dialogues play slightly differently, which I found impressive.

However, as the game unveils, its quality starts to deteriorate. The translation is not very good, sometimes you wrestle with an odd expression of unclear meaning. There is absolutely minimal amount of animation in the game - a guard extends his arm, woman throws dice, Nostradamus nods and smiles. At one occasion, you talk to a person over a closed door, which no doubt saved the dev team some time and effort. The late game puzzles become infuriating, especially a particular substitution cipher where you must decipher.. a French text, probably because translating the cipher would take too much effort. The characters are barely legible and sometimes similar, for example the character "-" (hyphen) means three different letters.

The game also suffers from a split personality disorder. One moment you discover a dead body in a room, and are getting ready to open his personal chest to shed light on his murder, but your character refuses - Nah, probably nothing in there. Just another corpse. Without reporting your find, you are suddenly teleported to your home. Nostradamus listens to your report about the murder and then gives you a very important task - to brew a herbal tea, so that you can sleep better. I run back to the castle in the middle of the night, but the drawbridge was closed. Nobody cares. Another dead body? Old news.

The game ends, I imagine, in a moment when the dev team run out of finances, their creditors probably stormed their offices, and started confiscating computer equipment. A duo of artists in the back room decided to quickly conclude the game with a 20 seconds long cutscene that makes absolutely no sense whatsoever, and that's it, end of story.

"You have finished the game with %d points".

"%d" is a symbol for numeric value in formatted print. The programmer was probably dragged away by then, so there was nobody to correct the error.

What a pity.. An absolute gem of a find. Though many may be turned away by the chunky graphics, this is a game that has really captured the true experience of a well made and thoughtful point-and-click adventure game. The voice acting is well done, the graphics (though blocky) are still pleasing to the eye, and the storyline is top notch.

The puzzles range from simple recipes to weight distribution to complex translation of old celtic to french. Though you may find yourself doing many crafting puzzles, they are balanced throughout the game and not used as a crutch, but as a way of transitioning the player from one objective to the next.

The only issue I had with the game was that several timed puzzles and one particular quick-time event left me frustrated. It is important to save and save often.

Other than that, this game was one of the most thought provoking and inviting point-and-click games I have ever played. Being a history buff, I would love to see more games like this, perhaps with characters from William Shakespeare plays. I would recommend anyone who wants a true adventuring experience like Myst to check this out.. Recommended with reservations - this is a decent game, but it didn't capture me, mainly because I'm not into astronomy and the pace is slow since I got stuck a lot.

I've only played the first day, so far, no hidden objects. There's a bit of recipe mashing, collecting ingredients and such, but for the most part, it is point & click.

The graphics are 1024x768, and that looks decent enough (remember, TV and DVD have had worse resolution for decades). The graphic art is actually well done, I've seen a lot cheaper (and the original Myst never looked as good). That said, it is still a game where you stop at fixed positions, and then you can rotate the view and interact with the surroundings, or move to another position.

The game gets full marks for the atmosphere and the storyline so far; for the actual puzzling, there are too few hints, which had

me needlessly stumped because I couldn't figure out what the game wanted me to do.. This was a very enjoyable game. It had a relaxing feel to it all throughout.

The puzzles and objectives were varied and quite fun to solve.. Nostradamus is a point & click adventure where you (or at least your brother) are recruited to investigate a curse that is unfolding based on a quatrain written by Nostradamus himself.

Nostradamus, your father, is in his late years now: old, weak, and frail. Since your brother is away, and because of the time period a woman does not seem fit to handle the task, your father sees it best to disguise you as your brother to help the queen's mother solve the mystery of people close to her dying as she is now in fear of her own life.

Being a Microids game, the gameplay is quite good with a lot of similarities to Syberia and Return to Mysterious Island. It involves a lot of detective work with very engaging puzzles. The game also provides a good foundation of early astrology and chemistry. Highly enjoyable.. Good game to work your way through in a day or so and the puzzles were sometimes of the very obvious side.

When the game started there was nothing regarding checking that you were dressed..... wasn't until Nostradamus made a comment about not worrying about catching a cold or something that I when and checked (dunno if that effected the points obtained).

Once you get use to the mouse directional movements it is really easy to navigate.... the way the inventory is meh There were one or two glitches where one item kept on appearing and disappearing from the inventory that I hadn't picked up until the very end of the game.. Motion sickness.... Warning if you're the type of person that gets motions sick over games that where you move your 'eyes' view with your mouse this is not the game for you! I'm not sure if it's just the way this game was designed but the way the game moves when you move your mouse is very nauseating. If you can get passed the nauseating part of this games movement it might be fun to play. I wish I could give this to my sister because I just can't play it without getting physically sick! If I'd know this game was set up like you're looking through the main characters eyes I would not have bought it!. Good game, surely not easy.

Puzzles: Some easy, some hard, some extremely clunky. Potion mix puzzles are fun, the timed multi-one in the end not. EXTREMELY easy to remain stuck for a while on a puzzle. Some are even in your diary (and are story related too).

Music: Okay but a little repetitive, near the end you miss some music variation.

Story: Quite linear with no distraction, good plot.

Graphics: Not excellent but acceptable, little amount of character encountered on the story AND mediocre voice acting.

Bugs and glitch: I haven't encountered anyone, but a lot of people have, some even gamebreaking.

Final vote: 6/10 A decent puzzle game worth the time to play it but you would maybe prefer to buy in on discount..

Nostradamus: The Last Prophecy was made by a group of french developers who were related to Cryo the company that created Atlantis The lost Tales in 1997. This game was made in 2007 ~ so it was a welcome back to some great puzzles and game things that were missing at that time. The game doesn't have high production values and that shows especially today after 10 years, but still what keeps my interest in this game now and kept it long time ago when i played it for the first time was the game mechanics. This game has a story of course (it is not only puzzles) there are many dialogs and there is story development to be found, suspense and murder along the way, but the main thing about this game was its puzzles (most of them, not all) wich are, interestingly @fun@ (who would knew!) something that other adventure games lack some times (many times).

Of course, that depends largely on what you consider fun as a puzzle, but if you are interested in playing as madeleine, daughter of nostradamus, in the XVI century france, making potions , food and weird concotions at the laboratory and then drawing astrological charts, writing predictions based on natal charts and looking at constellations to find hidden clues to a murder(s) then i think you will like it. The game, as a said, gives you in several parts of the game receipts to prepare all sorts of things ranging from making bread (!) preapring tea, to preparing aphrodisiac and then making a mold key or even make up. All is fun and well done and you have many of the ingredients in you lab, but some of them you will have to go and look for them. In other parts of the game you go to Nostradamus observatory and look to the stars or use one of his contraptions to make predictions and birth charts. Some of them are intuitive and some of them are not (there are a few obscure puzzles there) but you always have the option to use a walkthrough if you are stuck) The game has many environmental and action puzzles, meaning doing things related to a scene. Of course you investigate crime scene(s) and you have your hour glass thingy, and you scalpel, and tweezer and all the renaissance detectives tools you could wish for (and you will use them, each one of them)

The third and most interesting thing about this game was the role played by madeleine (the main character in this game) She is a woman from the XVI century and as such she is not given the same allowance to do things as his brother, cesar, so, when a murder is comitted in the royal court and nostradamus is called to investigate but he is not able to go because of his deteriorating health, he sends his daughter dress as man (madeleine's brother) so as to allow her to investigate and do all

necessary things to solve the mystery. And far from being a gender thing (which it is of course) the character uses her disguise as a man to investigate and meet some characters, but also changes to be dressed as a woman (as herself) to take advantage of that in certain situations. So, instead of taking a solemn approach and making it a gender thing only, and showing up as a victim herself, on the contrary the main character, Madeleine, plays around its limitations that society puts on her because of being a woman in the XVI century and instead she takes advantage of that and plays around it and takes advantage of all the characters around her, as a woman and as a man, making it a true androgynous character, which is refreshing in a way, and also takes courage to do so in a game. But, anyway, that's not the main point of the game (although you are crossdressing from beginning to almost the end, when you cover is off) but the main story is the murder of someone in the court of the queen which is related to an old prophecy Nostradamus wrote, and off you go to investigate that and work with Nostradamus across several days.

The end of the story, it's a little rushed and could have been a little more developed, but it serves the story right and all is completed, one way or the other. The expression of all the characters in this game, it's a little lacking...especially for that few moments where important things happen, but again, it's a game from 2007, and a low budget one at that, so you can't ask for a fully developed graphical experience here. What you will get instead it's a game full of things to do, objects and ingredients to get, many potions to prepare, a lot of crossdressing to take advantage of and a good amount of astrological drawings and birth charts to make along the way.

Seems that there's a bug on the mac version, there's no way to exit the dialogue when Nostradamus should apply the coloring cream.. so mac players: dont buy. If you are a mac user, don't buy it! There is a bug in the very beginning of the game, where is impossible to exit the dialog with Nostradamus when you show him the coloring cream.. Here is another "old" game that I was very happy to be able to play after so long. I didn't remember most of it anyway.

What I truly love about this game is that most of the puzzles are very logical (and rather simple), unlike the new tendency of adventure games, which are usually based on gathering a lot random items without apparent reason, which you will have to combine (I positively hate pixel hunting), and where you don't always understand what you are supposed to do or, more important, why. In this game, everything you do has a purpose in the story. Furthermore, some of your choices have an impact on your progress (and score).

I liked the story and the artwork so much, that I didn't care that the quality of the graphics was not the last of the last. Oh, and I found a little bug that made me have to restart the game (the importance of saving).

Now, the truth is that it is a short game and the only interest of playing it again would be to try to get a higher score. But I am a sucker for this exact kind of game, so I loved it (and replayed it!).. The parts of the game that I was able to play weren't bad. I hit the cosmic return puzzle, and am unable to progress further due to a bug. (Some people have had luck manually changing their window size to correct this, but I'm uninspired enough to bother at this point.)

The atmosphere is well done, and the story is pretty good. The puzzles are fairly easy to solve if you've seen all your clues and understand how your tools work. While I can't recommend this game, picking it up on sale might be worth giving it a try.. An adventure placed in an interesting historical setting, with an entertaining story and puzzles that make sense.

What I like most about this game (and other games of the same developers) is the combination of a 360-degree view with point&click gameplay. This makes for a very nice experience, and it's a pity that there aren't many games like this.. Good game, some puzzles take a long time (too long in my opinion) to collect all items and mix etc. Did not like having to replay the crumbling cave scene over 25 times just to get through. Otherwise a decent game with a fun plot line.. Recently, I've been on a point-and-click spree. While most games disappointed, Nostradamus: The Last Prophecy actually won me over, and over, and over again.

What is so good about this game?

First of all, it's the graphics - they are old, sure. But they are accordingly old. It's not like you're supposedly playing a game set in 2044 while it looks like it's actually 1999. Then, you have an immersive OST and a lovely background music choice in most locations.

The puzzles are something that I would like to compliment extensively. You have puzzles that are actually involved in the story line. This, you won't see often even in puzzle-based quests. They are different; you cannot solve two in the same way or even with the same type of analogy. You have different types of puzzles: from reflectory to balancing to runes. On top of this, they really do seem important.

Something else I love about it is that they never really killed the good old guy, although many characters did meet their end.

I particularly enjoyed the cross-dressing part. A nice twist on the old gender definitions. And yet, even this was realised through puzzles. You need to arrange voice mannequins in order to achieve complete consistency.

If anyone is wondering if they want to try this game, I wholeheartedly recommend it to them. If you think the puzzles are too hard, it just means you need more experience - they are one of the most pleasurable parts of point-and-click adventure games.. From all the forum posts AND the problems I have with this game... if you buy it, buy it as cheap as possible because you have like a 50/50 chance of it working properly.

The gameplay is awesome though, just what I like about point and seek puzzle games! It reminds me of old classics like Monkey Island and The Dig from LucasArts but...

The bugs in this game are not worth the aggravation!
I DO NOT Recommend this game.

[King's Bounty: Dark Side Premium Edition Upgrade \[portable edition\]](#)
[Space Viking Raiders \[Xforce\]](#)
[Love ritual Activation Code \[portable edition\]](#)
[Talisman: Digital Edition Ativador download \[key serial\]](#)
[Katamari Damacy REROLL download unblocked](#)
[Realm of the Mad God: Super Adventurer Pack activation code and serial number](#)
[The Earth Dies Screaming \[full version\]](#)
[Save the Furrries Torrent Download \[serial number\]](#)
[Strike Solitaire .exe Free Download](#)
[Fantasy Grounds - C amp:C: A9 The Helm of Night Activation Code \[portable\]](#)