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About This Game

An exciting adventure of a brave girl who found herself in a fantasy world. She has to find a way to stop the cursed beasts awakened after sleeping for a thousand years and coming to life for reasons unknown.

Lost Lands: the Golden Curse is an adventurous hidden object game-quest with puzzles and mini-games scattered through the boundless spaces of the fantasy world – from the volcano valleys to the Druid forest, from the deep caves to the floating islands.

One fine day an ordinary good-looking housewife, Susan, while visiting the museum of arts drops by an old looking glass which, for whatever reason, starts to beckon her up. When she touched the looking-glass, Susan was immediately transported into a magical fantasy world of the Lost Lands. She has been known for her heroic deeds as Susan the Warrior there. Susan meets a child named Fiora, and the girl takes Susan to her great-grandfather, Maaron. Susan recognizes the Druid as an old acquaintance. Maaron explains that the village was attacked by a Harpy, the legendary winged beast. The strangest thing is that the demon has been a stone statue in the abandoned old fort for thousands of years.

Along with her friends Susan is ready to set forth into a volcano, go to a dungeon and climb floating islands to find out the reason why the Harpy, Naga, the Minotaur and Solidus, one after another, began coming to life from the stone prison and causing chaos in the Lost Lands. Naturally, the creatures must be stopped...

Game features:

- Explore over 50 stunning locations
- Complete over 40 different mini-games
- Challenge yourself with interactive hidden object scenes
- Assemble collections, gather morphing objects, and gain achievements

Immerse yourself in an amazing adventure in a fantasy world
Meet the peoples of the Lost Lands
Solve dozens of puzzles
Stop the demon troublemakers
Save the world from a danger threatening to annihilate every living thing

Title: Lost Lands: The Golden Curse

Genre: Adventure, Casual

Developer:

FIVE-BN GAMES

Publisher:

FIVE-BN GAMES

Release Date: 24 Mar, 2016

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English,French,German,Russian,Dutch,Japanese,Ukrainian,Italian,Korean







Kind of fun but I need to use the hint too much.. Another good HOPA game. Definite recommendation especially when it's on sale.

Pros:

- * solid 5, 6ish hours of gameplay
- * bonus chapter
- * variety of puzzles
- * lore
- * interactive map
- * collectibles
- * not so easy achievements
- * interesting story
- * beautiful artwork
- * pleasant music

Cons:

Every now and then, a screen to rate up a game pops up. Gods, if I wanted to rate the game I would have done it after I finish it, not during the game. Please don't do that ever again, extremely annoying.

. Preceded by 'Lost Lands: The Four Horsemen'

The Golden Curse again returns to the rather unimaginatively named Lost Lands. Considering this is a third outing we might presume they are now found... Nevertheless, the game sees the return of Protagonist Susan, as well as the returning character of Maaron from the previous game. As before Maaron resumes the role of advisor and sage and assists Susan by guiding her on a variety of quests. This time the evil she confronts is that of a corrupt dwarf who greedily sought power and domination but was thwarted by his brother who cursed his gold to petrify his brother and his henchmen. The scenario then is a simplistic one as the henchmen manage to revert to form and its Susan's job to foil them and return them to passivity.

The game is quite gorgeous to look at. Each screen is exceptionally beautiful and small animations such as wind blowing the leaves or water moving gives life to the world. The character animations are still somewhat awkward though and the lip sync is most definitely off.

The item animations have retained their quality though and give some satisfaction to watching their interactions on the world. The movies and fmv sequences are still somewhat jarring though with a feel that is distinctly different to the game due to differences in texture and lighting but again these are minor issues.

The soundtrack is recycled from previous games and no new music is added which is something of a disappointment as it hints of recycled assets and laziness in development, but then it does keep the price of the games down...

The gameplay is essentially the same as previous games with a variety of mini games interspersing the hidden object scenes and point n click'ery. The issues are very much the same as previous games... Lack of difficulty increase when progressing, returning to previous locations to unlock more content. And the positives remain the same as well, collectible items to make backtracking less tedious and puzzles that are inherently logical and not just plain outter bizarre (as other classic games in the point n click genre are notorious for). A welcome addition was the item system that allows you to modify items to adapt them to the item you need. The game hand holds you through this by clearly indicating which items can be changed but still it was welcome to see this capacity added since its a feature in most point n click games. The menu system and HuD are nicely arranged in this game with the option to hide the HuD if necessary. (Very useful as sometimes the game registers a click in the lower region of the screen as the same as a return to previous area command).

The story has improved but is still relatively immature and doesn't truly explore some of the archetypes it uses. So once again the game fails to have any depth, however rather than just good vs evil the additional theme of hubris and greed in this game gives a more moralistic view of evil that was lacking in previous games so definitely shows more maturity in writing even though it has a long way to progress.

The characters have also improved in this game, not in the sense of their characterization (they're still defined by their stereotypes rather than their uniqueness) but have increased in number. From the return of Maaron who gives the game a sense

of continuity, to his granddaughter/niece who acts as a maiden in distress who needs to be saved on multiple occasions to the few other characters who act as assistants providing tools and advice on how to proceed with the overall quest. It's well integrated, and makes the progression of the game flow more smoothly. They still suffer from some poor voice-acting though but are generally adequately portrayed despite the cheesiness of some of the dialogue.

'The Golden Curse' is a solid game that shows significant development over its predecessors and is well worth a play through, if you can stomach the lazy narrative and plethora of clichés it will throw at you.. Excellent game. There was a lot more back-and-forth travel than the first two games, but I never transport using the map, so this may only interest people who don't use the map for quick transport. I LOVE the ratio of puzzles to hidden object scenes. I like hidden object puzzles, but not every other scene, like in Stolen Runes Portal of Evil. The plot was not predictable or boring, and the puzzles were challenging but doable. The graphics are incredible, as they have been in the last two games, and there are no missing sound bits nor misspelled subtitles/captions. I also really enjoy the change of scenery; I know this may sound obvious but some games have the entire map open to you from the beginning of the game, but in this trilogy, you have to discover each place, which I prefer. Overall a great game, you should definitely get it if you're a fan of the series (and if you're not!).. great strategy game.. Well worth the money- Recommend it to my friends. It's not too straight forward so you have some searching to do. What I personally appreciate is that you keep some things (like a knife) and use them more often instead of throwing it away after one use and trying to find one again just two minutes later. I had fun playing the game.. Third in the series, you, the Chosen One are called to the Lost Lands once more. This time to figure out how a harpy broke free of her petrified form. Oh, and you are also told to not touch the gold as it is cursed... maybe the two are related?

An exciting plot, fun HO scenes, and challenging minigames await. Get in the bundle.. really good game enjoyed it really like the reality of the game and very good plot thanks going to buy more like it am a advent player am 70 years young thanks

Not a bad hidden-object game as far as that goes. Slightly better than their average, but a good chunk of the puzzles are ones you'll see in the previous two Lost Lands games. I like the interaction with the items in your inventory, but that's about it for new features over the last one. The scenery is pretty though, so there's that.

However, the main thing that makes me not recommend the game is the obnoxious advertising splash image at the beginning of the game *and* the points during the game where a popup asks you to rate them. Your options are "rate me" and "maybe later", so I'm not sure why they expected anything other than negative ratings and reviews.. Great program & fun to play. However I would prefer alternate markings on the "color" puzzles to accomodate those who are color challenged. Excellent from the Lost Lands collection. Great graphics, straightforward puzzles and amusing story. The only downside is the continual trekking backwards and forwards but the map helps with this.. Mini games are fun. I have played all the Lost Lands games and again...I am disappointed that the clues are so wide spread and hard to follow. I do enjoy the games but am disappointed that they are so disjointed.. great interaction with story ,makes me think

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