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## About This Game

The story takes place in Italy in the époque of the Renaissance. Disastrous outbreak of plague and leprosy is raving, taking thousands of lives. We play-act for Adriano, - brave and daring as hereditary aristocrat Adriano family member of the Duke of Medici, who sent for the pursuit of his daughter, Claudia. Our hunt leads us to the strangest of places – little town called Apothecarium. Just recently Italy's brightest minds were fighting over the search of the vaccine against plague. These scientific pioneering and research so as to win the fight with the dreadful disease is the purpose this “amazing city” was built for.

On arrival we discover that Apothecarium has become abandoned and Claudia's cortege destroyed and the Duchess herself kidnapped. The further deep into the mysterious city we are making our way the more we find it overflowing with the odd inventions imbued with the fleur of the Renaissance and the more horrific details we discover. Unveiling the mystery we learn that the city's inhabitants have fallen the victims of the outrageous and demented Alchemist who in his pursuit for the elixir of youth has taken the path of the evil and wrecking havoc. This virulent and frenetic scientist is taking lives of the innocent so as to gain the immortality. We are to come across the sinister mysteries of Apothecarium, overpass a great deal of considerable tests and face multitude of hardships so as to free the Duchess of Medici from the clutches of the insane and cold-blooded

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lunatic and save the survived.

Key Features:

- Over 40 Location, 20 Hidden Object and 16 Puzzle scenes
- Interactive Map (quest and navigation)
- Over 8 hours of gameplay
- Integrated Match3 Game
- Global Hint System
- Additional Game content (Music, Wallpapers, Screensavers etc.)
- Special Chamber Orchestra Live Records, original soundtrack included
- Built-in Strategy Guide

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Title: Apothecarium: The Renaissance of Evil - Premium Edition

Genre: Adventure, Casual

Developer:

Space Monkey International

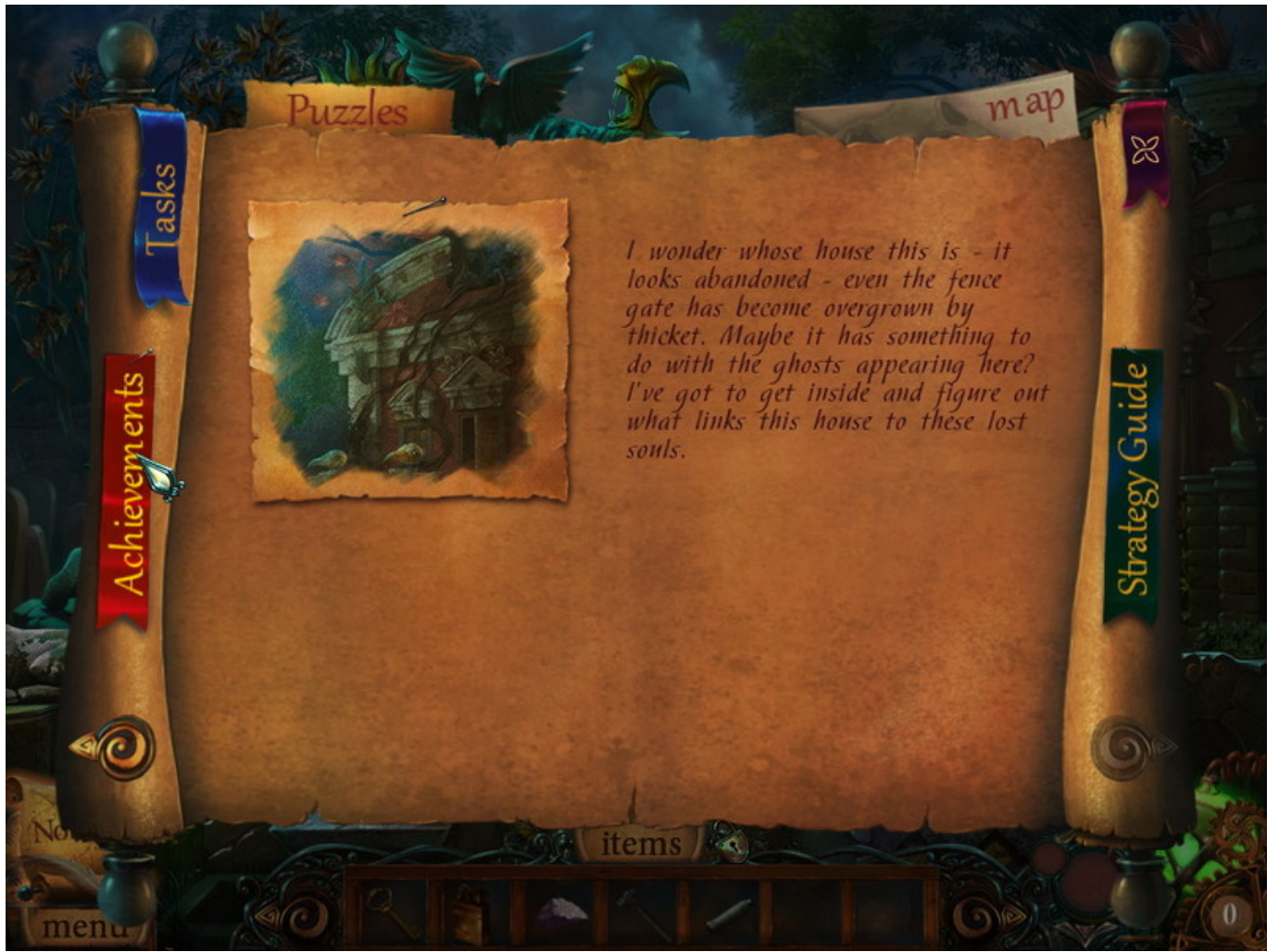
Publisher:

1C Online Games

Release Date: 28 May, 2015

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English,French,Italian,German







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apothecarium the renaissance of evil - premium edition

Brings me back to the time I used to play hidden object games. It's a decent one, and to be honest, I enjoyed it. Although, the story is cliché, the puzzles and locations are pretty swell. 'Tis pretty short, too.

<http://steamcommunity.com/sharedfiles/filedetails/?id=730045785>. Duration: 3 hours

A forgettable HOPA that crashed half a dozen times and had a number of other glitches.

3/10. Generally, I love hidden object/puzzle games and I hate having to give negative reviews, but this one just didn't have what it took to draw me in and make me really enjoy it.

First, there are severe compatibility issues with no indication that there will be a fix. The screen flickers terribly on normal settings and in every variety of compatibility modes I could try. The game does not flicker in windowed mode, but you'll find if you go windowed that the play area is tiny if you have a high-res monitor. In my case, in order to play the game I had to switch to windows and change my 4k res to half that in order to get the game big enough to see and play. It's irritating, but it did the trick to let me play without the screen flicker.

The game itself is standard HO game fare with a combination of HO scenes and minigame puzzles along with the usual inventory-based puzzles to complete. This is a formula that has worked over and over again with this genre of games, but for some reason this game didn't make it work. I found myself intensely bored after a short time, and only my personal obsession with never leaving a game unfinished made me complete it.

Whether it was just lack of a compelling story, nonintuitive puzzles (I was completely at a loss a lot of the time), less-than-helpful hint system, sloppy map system, or a combination of all of these things, I really did not enjoy anything about this game. Even the HO scenes were irritating (example: find a jar. No, not that jar. Not that jar either. There were some scenes that had a good five items in the scene that matched the one you were actually supposed to click.)

So in the end, it's not actually the worst HO game out there, and if you can deal with the compatibility issues you might find it more interesting than I did. However, if you do decide to try it, I would recommend getting it on sale. But I would recommend going through most of the other HO offerings on Steam first as there are many better.. I love HOGs, but I'm not sure if I will finish this game... (For me, that's like saying I'm not sure I'm going to finish a book; it's almost sacrilegious.) It is a cool looking game, but I'm spending as much time b\*tching at it as I am playing it. The HOGs are having some issues such as: not recognizing the correct item (try clicking several times and around the item), bad naming ("clutch" is apparently a C-clamp), and multiples of a named item in a scene, but only one is correct. Some of the puzzles so far are intuitive. Some, I have no idea WTH I'm supposed to do. NO instructions on the puzzles, even in Casual mode with tutorials open (because I thought maybe I missed something). I really dislike having to look at a strategy guide, not to SOLVE a puzzle, but just to figure out what you are supposed to do. Also, the having an appropriate tool in your inventory that will work, but it's not the "right" tool, is irritating. So, I will put it aside for now and play something else. Maybe I'll come back to it. IDK.... Puzzle clicker with beautiful art style, nice music and simple yet enjoyable story where you try to stop an evil man and save unfortunate people on your way. There are many locations for you to explore, many types of items to find, combine, use and different puzzles to challenge your brain with. There are different difficulty options for those who want the game to be more challenging or casual. You can also find gold throughout the environments or do additional mini games and use the gold to buy one time or permanent help items for the game. Some help with mini games others help find hidden items. Took me roughly 4 hours to beat and I'm very new to these types of games. I enjoyed it, if you like puzzle clickers try it out.. A fun game base in the early 1900's if you base yourself on the clothing.

You play the role of a lone traveling man who stumbles on a small village that is in dear need of help. They've been taken hostage by a crazy Alchemist desperately trying to find the cure to longevity, but it doesn't seem to be working.

You walk around the town solving puzzle and finding items to help you free the captured villagers and save the contaminated ones from death. You have small missions to accomplish and a little girl and her family to save at the end.

Good storyline, good balance between puzzles, hidden objects and cut-scenes.

You want to know more, play the game!. I guess I'm one of the lucky ones that doesn't have stability problems with "Apothecarium: The Renaissance of Evil - Premium Edition." But, I've got enough gameplay issues to stop playing it after 1.6 hours and not recommend it. First, the voice acting is a bit off-putting. It's not bad, but the actors sound like people trying to read random strings of words as fast as possible. Odd, but livable. Unfortunately, the gameplay issues hit me right at the start. In the very first HOG in the first scene, I was supposed to find a chest key and some dice. The chest key wasn't a key. Instead it

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was a shield that is used to unlock a chest (which I hadn't seen yet) in the first scene. The dice didn't exist AT ALL in the HOG. Apparently, they're supposed to be a morphing object that changes places with a snail. But, the animation was broken. All I could see was the snail. The first time I tried it, I ended up solving the HOG by using the Match 3 option. The second time, I did it by clicking on the snail in various places and times until it took it. In another HOG, I had to find a bush and a bulb. The bush turned out to be a couple of leaves and the bulb was an Erlenmeyer flask. That's where I stopped. There are just too many issues with this game to recommend it.. Game flickers and flash's in full screen mode, can only be played in small windowed mode, makes everything hard to see and spot. Save your money, dont bother with this one, plenty of others out there that dont have issue's, if your bad with flickerings, stay well clear of this game.

#### WARNING

Epilepsy sufferers should definatatly stay well clear of this game because of its fast flickering issue. Even non sufferers get sick after a few mins.. I have a real problem with flickering screen. How do I stop it? I try to find 'SETTING', and can't find it on properties or else.

I love this game.

Thank you for your time with me.

Vicki



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Ok, I really thought about what to write about it. When I first saw the game, I just thought, how amazing it looked like. This old scenes and the town called apothecarium. But I was so screwed up. The scene is the only thing that looks good and only in the beginning. Later the story becomes so weird, that it destroys the scene. Moving is just... well... even I made once a game with java script in which moving looked like this. And my teacher gave me a 5 or an E, depends on in which country you are. For people, who want to sell a game, it is worse. I don't expect much moving in a HOG but this little bit should work. So, unfortunately, I have to say, I can't recommend this game.. I didn't care for this game. The puzzles scenes are very annoying. A Object for whatever reason morph into another object. Never explained. The hint button is vague in the Hidden object scenes. I had to click it 4 times to find one object. That's a bad design. In one battle scene the game freaked out and I had to reset the battle by leaving. I was doing it the right way the game just freaked out. There is another way to complete the Hidden Object puzzles by playing a match 3 game. It took me forever to get just one piece. I played the match 3 game for a good 5 minutes and only got one object found. So times that 15 objects and that's a lot of time. On just one puzzle scene.

The game was made in 2015 so why is it stuck at a terrible resolution? 1024 by 768 with black bars on either side for the correct resolution. The way you activate stuff is terrible. Instead of a drag and drop you have to click on the thing that you need and then click on the object you want to interact with. So click on shovel and then click on ground. It's awkward.

It does have a strategy guide. That's a good thing because the hint button is terrible. Also the game has an in-game shop where you can spend coins you earn in game. For stuff like speed up the hint button and other things. It's not a good idea in my opinion. The game does look good. It's just backwards in a lot of annoying ways compared to modern hidden object games.. The hidden-object scenes were pretty nice, with the extra difficulty of items switching between several shapes. I also enjoyed most of the mini games - once I'd checked a strategy guide for what exactly it was I was supposed to do in it.

Which brings me to my next, and fatal, point: The adventure is kind of illogical; it's hard to understand what to do next. I don't like having to rely on the hint button just to understand where to go next.

I also had to quit the game and start it again once because a room didn't unlock when it was supposed to. Once I loaded my save everything worked properly, but I didn't get the (in-game) trophy.

Final verdict: No.. Nice story and not too boring. Box puzzles could be more challenging, but I enjoyed the game.. This game is not bad. What is pulling it to negative with a lot of people is the technical issues. My main pc with Windows 10 had the display flicker issue on full screen. I have to play in a window which is not too bad on a 27" monitor.

On my old laptop, which has Windows Vista and NVIDIA GeForce 9600M GT graphics, the game ran perfect on full screen. I've enjoyed playing the game on it just fine. I did experience one crash to the desktop though.

Technical issues aside I give it Thumbs Up. I like the game.  
If you like Hidden Object games you will like this game.

Just Beware of the Technical Issues you might have running this game.. It's a standard HOG. It's not that bad but I wouldn't buy it at full price. Pick it up on sale.

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