The Chronicles Of Emerland, Solitaire, Activation Code

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About This Game

When deciding to learn card magic in a school of an old wizard you could not imagine that you would be chosen by fate as a savior of an entire world. Emerland is an ancient 5d3b920ae0

Title: The chronicles of Emerland. Solitaire.

Genre: Casual Developer: Rainbow Games Publisher: Rainbow Games

Release Date: 4 Oct, 2013

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

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This game has all the potential to be a great little time passer, but is let down by the save system. If you have to stop playing due to life, you must finish up with a perfect if you are trying to complete all levels as perfect. If you finish your last level of a session with less than perfect and exit, the game will save that score and you will start your next session on the following level.

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This is really frustrating if you also happen to have hit one of the harder ones to complete. I just gave up trying to get the perfect after 30 minutes of continuous attempts, while also needing to stop playing. If this is ported from the mobile version rather than vice-versa, I would guess that the F2P microtransaction mechanics have not been rebalanced due to the low rate of bonus card drops and slightly grindy nature. If I was simply able to restart where I left off, it would be a recommend, but this irritant is a game breaker for me.. Surprisingly good game with a crazy mix of solitaire with hidden object. I would have never believe such combination would work if I had not try. But I gave this game a chance and regret nothing. The main gameplay is a simple solitaire - you have to remove all, or almost all cards from a board. By completing levels player gets gold, exp, unlocks some goodies and helping characters. There are 240 levels in total! They are not getting boring due to unique patterns for every of them and some interesting mechanics different for every part of the world one travels. Yes, one has to travel a magic world, because the game has a simple story. It goes forward every 10 levels and is mostly made by short hidden object minigames. Do not expect anything serious or plot twists - you just have one important mission to do and go straight forward to complete it. Still, the story is a very nice addition. Person or people responsible for graphics for 'The chronicles of Emerland. Solitaire.' did an awesome job. Backgrounds are wonderful and very detailed. It was a pure joy to look for objects hidden in them. Animations are simple, however they look very good - especially the last boss which looks like being made in 3D, but it is actually 2D. As for me, the game looks just perfect. Same goes to soundtrack, calm and toned, simultaneously giving a feeling of adventure and being in some magic place. Well.. Perfect Relaxing Game to wind down late in the evening .. A fun solitaire game with a great story and fantastic artwork! The theme makes this game stand out from other solitaire games, especially if you like the fantasy genre. Power ups and card styles fit the theme perfectly. There are also hidden object levels scattered throughout that play into the overall story. The level selection map is a great feature and makes it seem like you are on a expedition straight out of Lord of the Rings. If you are looking for a solitaire game on Steam to play, I highly recommend The Chronicles of Emerald.. This game has all the potential to be a great little time passer, but is let down by the save system. If you have to stop playing due to life, you must finish up with a perfect if you are trying to complete all levels as perfect. If you finish your last level of a session with less than perfect and exit, the game will save that score and you will start your next session on the following level. This is really frustrating if you also happen to have hit one of the harder ones to complete. I just gave up trying to get the perfect after 30 minutes of continuous attempts, while also needing to stop playing. If this is ported from the mobile version rather than viceversa, I would guess that the F2P microtransaction mechanics have not been rebalanced due to the low rate of bonus card drops and slightly grindy nature. If I was simply able to restart where I left off, it would be a recommend, but this irritant is a game breaker for me.. This card game is quite good. Important thing is that there are no glitches, bugs, crashes, or needing to pay more to proceed. Everything needed is included in the game. You can play timed or relaxed, and works very well with a mouse... The additional side activities and features do enough to make the base solitaire experience compelling enough to draw players through game to game. Chronicles of Emerland Solitaire is a great high-low solitaire game. The graphics are beautiful. The card play is smooth and engaging. The power-ups are in the form of companions you recruit as you advance the plot of the story. You can also buy wild cards. The last level is actually a bit challenging with the Golem periodically setting your cards on fire. You can replay any hand just after you finish it, in case you think that you can (or need to) do better. People complain about the game counting their incomplete chapters as failed. The devs have tried to fix this and been unable to, so just roll with it. I simply played in 10 hand segments (takes about 20 minutes) and then exited when the following section's first hand was dealt. No issues at all. Took 13 hours to finish the whole game with all achievements. The nice thing about the achievements is that they reward you for half-measures. What I mean is, you need to complete half the chapters with top rating. You get top-rating by getting perfect on 5 out of the 10 hands. You get an achievement for getting half the amulets from the store. In this way, there is nothing compelling players to grind hands to get everything perfect, except their OCD perhaps.. Almost Same as faerie solitaire, cheating in my opinion. Also its very luck based not skill.

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