

Alchemy Of Castle Crack Exe



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About This Game

About [Alchemy of Castle]

After the great war, the Devil was sealed off by the Holy and then disappeared.

He was taken by an alchemist to a ghost castle.

With the power of 30 panacea, the devil can be saved from the seal.

You need to alchemy through the tools, and go out to the field to get gold to support alchemy.

The story begins.

☒Introduction about Alchemy of Castle☒

1. Click on the tools of alchemy to make random objects, and the purpose is to scrape together 30 panacea.
2. Alchemy cost gold , Mana and Spiritual.
3. Physical value, magic value, mental ability any one of 0, game failure.
4. It can be increased by items in the backpacks for physical value, magic value, and spirit.
5. Gold get access: through the door, go to the wild and click to get the little things you can see (wolves, rabbits, spiders, birds' eggs, bones, etc.), but it cost some physical energy.
6. Occasionally, some businessmen will exchange some items with you, and the Devil in the plot will also send messages to you in the form of letters.

Title: Alchemy of Castle
Genre: Adventure, Casual, Indie, RPG
Developer:
tengenstudio
Publisher:
tengenstudio
Release Date: 6 Apr, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: windows 7

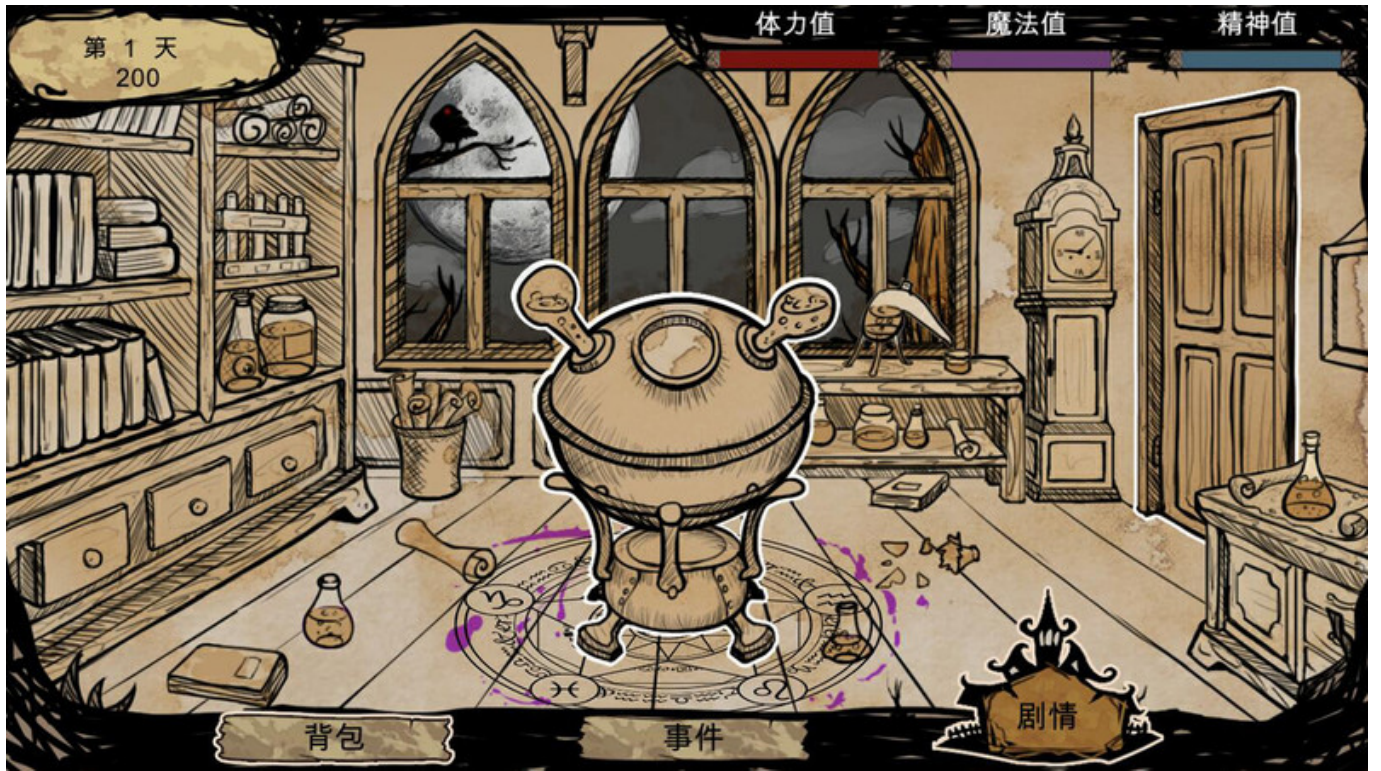
Processor: Intel Core2 Duo or equivalent AMD

Memory: 512 MB RAM

Graphics: nVidia GeForce GTX 280 series or higher

Storage: 512 MB available space

English,Simplified Chinese







I bought Alchemy of Castle despite it's limited grasp of English because the concept sounded interesting enough to try anyway. You play as a witch who wants to release the devil from hell. To do so, you need to craft 30 panacea.

I thought that sounded really cool. To be honest, I'd really like to play some games where the core gameplay involves alchemy. I'm still looking for some good examples, so if you ever find a game like that, hit me up.

Sadly, this didn't turn out to be what I was hoping for. I imagined there'd be lots of gathering herbs and combining elements and mixing potions. Basically you just click on a big pot in the middle of the room and it generates crystals which you use to make health, mana, or soul potions to refill your constantly lowering health, mana, and soul bars. Every now and then the pot coughs up a panacea. And that's it, that's the whole game. Just clicking on a pot. And you don't even get to see nice animations of the crystals coming out of the pot. It just comes up with text saying +1 white crystal.

It's hard to be mad when this game only cost me 70 cents, I just wish it could have been so much more. So yeah, there's nothing really to recommend this game, it's empty. Okay the two single pieces of artwork in the game are nice, that's the one positive. 1/5 stars.

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