
Sacra Terra: Angelic Night Keygen Generator



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About This Game

The demons of the Seven Deadly Sins have broken free of their fiery prison and taken up residence in Sacra Terra! Use your cunning to defeat each demon and rescue humanity from destruction! As you explore a decaying hospital, unlock the secrets of a medieval abbey, and search eerie catacombs, you'll receive help from a pure spirit known only as Angel. Who she is and what happened to her is just one of the shocking truths you will uncover as you find well-hidden clues, gather useful items, and solve cleverly designed puzzles! The Collector's Edition of Sacra Terra: Angelic Night contains a bonus chapter, a step-by-step walkthrough, desktop wallpapers, and concept art.

Title: Sacra Terra: Angelic Night

Genre: Adventure, Casual

Developer:

Alawar Entertainment

Publisher:

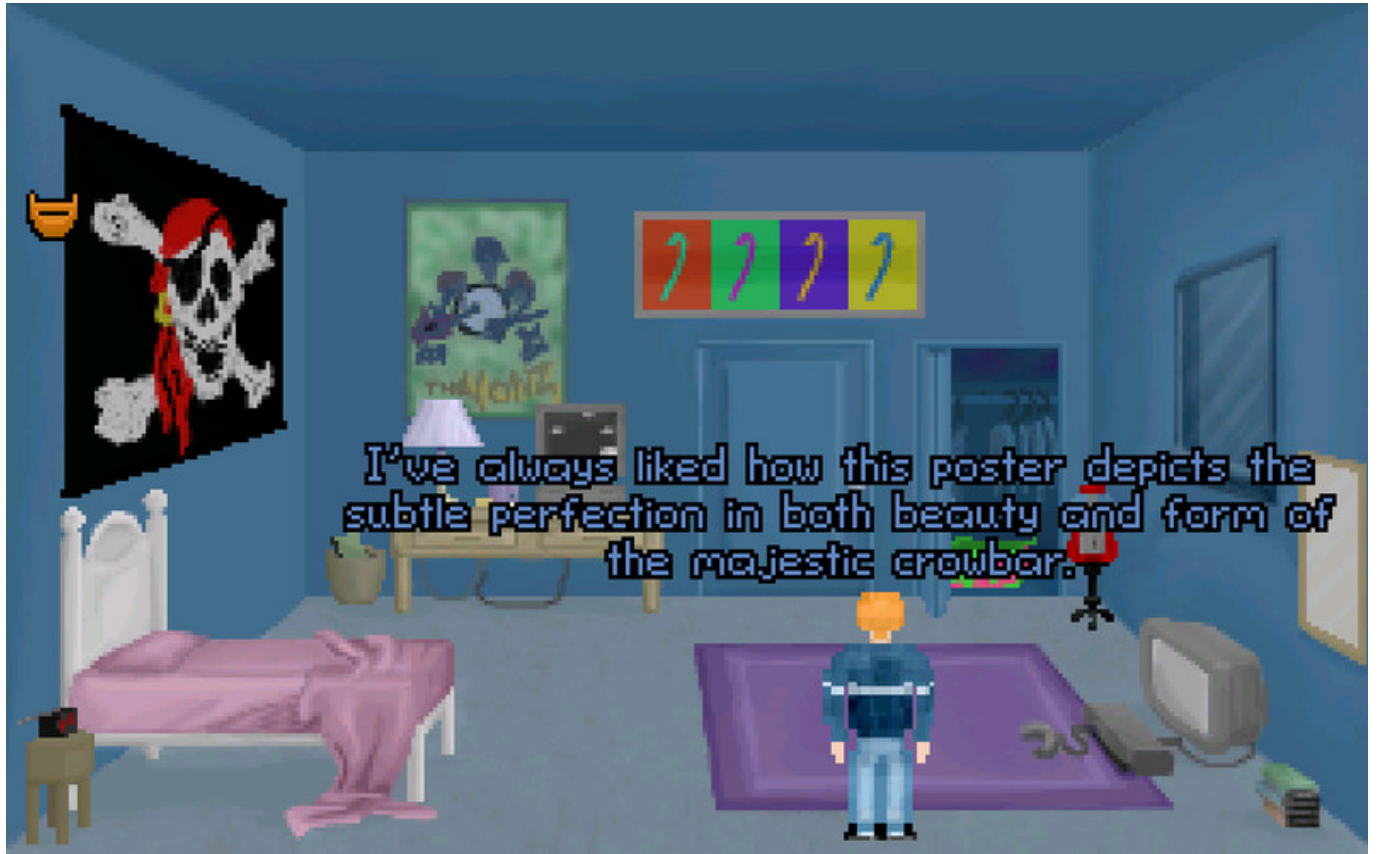
Alawar Entertainment

Release Date: 15 Jun, 2011

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English,French,Italian,German,Korean,Polish,Russian,Japanese,Czech,Dutch,Portuguese,Swedish,Turkish





I've always liked how this poster depicts the subtle perfection in both beauty and form of the majestic crowbar.



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This is definitely one of the better Hidden Object games out there! Absolutely fantastic visuals, just enough animation smoothly done to really suit the story, and a well-told and interesting story as well. Also a very odd one, but I quite enjoyed not being able to see all the plot twists ahead of time.

Lovely music, good puzzles, and a great story. Well worth the expense!. This is one of the first HOGs I played, and they nailed it right out of the box. I'm a fan of creepy sanitariums and asylums, so this is right up my alley. Like all HOGs, the length of time that it takes to play only adds up to around 4-5 hours, but the storyline is very gripping. This last time I played, thanks to Steam, I went straight through the main game without stopping, realizing that I was getting close to bedtime :P

I don't tend to listen to the music so much, there's too much background noise going on in the house to worry about it. And there's no voice acting to worry about, which sometimes can be a bad thing if you're looking for more realism. However, the graphics are terrific. Also, the map shows you where to go to do things, but it doesn't have an auto feature to take you where you need to go next.. I really enjoyed this game but the end left me wanting more.. The first two bosses were interesting and challenging but as the game progressed they started being pretty pathetic. The story felt like an excuse for things to happen to you. The game doesn't really tell you what you're supposed to do or in what order so you end up going in circles or just clicking on the hints nonstop. You search through the same item search, it gets extremely repetitive after a while there is not much variety at all. Your character takes notes, but they don't feel like they add anything to the experience, it's just "Oh, he wrote something down... great" The final boss was the easiest, shouldn't the final boss be the hardest part of a game? art direction and soundtrack aren't great, there are honestly better games out there.. The artwork is gorgeous, and the cut scenes are well rendered for such an inexpensive game. It's very cathartic to play even if some of the 'treasure hunt' scenes can leave you a bit frustrated for a moment or two. Also, this game really ages you; if you don't use the hint button you might not know what some of those old objects are. That said, I found the puzzles were very creative and intuitive. It made me feel like a genius.

The ending leaves something to be desired, the build up was great but the ending fell flat like a runner getting a shoe hooked in a tree root.

I will end on a positive note however, I did find the bonus chapter to be charming and quite enjoyed that story tie-in!

Sacra Terra: Angelic Night is a HOG that sticks to the tried and tested supernatural theme that the genre is addicted to. You wake up in a hospital bed to find the complex you are in has been taken over by demons based on the seven deadly sins, and with the help of the murdered daughter of the administrator who now just happens to be an angel, you have to defeat the demons one by one.

The Good.

The story is pretty strong and keeps you interested.

The cutscenes are excellent, and there are lots of them.

The visual style and graphics are high definition and amongst the best for the genre.

The soundtrack and audio are perfect and don't distract.

There's a bonus chapter (although it doesn't add much to the story and feels tacked on)

The bonus chapter is 90% new locations, HO scenes and puzzles. Only the first two rooms are reused.

The game is very cheap and has trading cards.

The map is detailed and there are a lot of locations to visit.

It's not too short or too long.

The Bad.

There's no fast travel. The map will tell you where there are actions that need to be completed, but you need to manually travel there .. and that can mean traveling through up to eight scenes, and then having to travel back.

The story is very good, but a lot of the details aren't revealed through the gameplay, as they only appear in your journal. For example, at the very end of the game, I killed the final demon with an object, but didn't know why that object was fatal to them, checking the journal explained why.

The puzzles are on the easy side.

There are a lot of HO scenes (bordering on too many) and a lot of those scenes are reused multiple times. I really don't like when I'm close to completing a task or puzzle and then the last object or piece magically shows up in a HO scene that has appeared in a location you have been through multiple times, and this game does it a lot.

Overall, I think this is a very strong HOG. It's nothing you haven't seen before, but it does it well. Considering the price, I have no hesitation in recommending it for the four or more hours it will take to complete.. I liked it its like 3 or 4 hours if you play it straight.

only buy it on sale and if u are fan of this kinda game

its good to pass time while u are smoking ure hookah and want to relax

. This is one of the better P&C/HOG's of it's type I've played in a while. Although the cutscenes were slightly blurry for me, all the other graphics were crisp. The art, gameplay, storyline, and voice acting were all pretty good. The one exception for me was whenever the Angel character would appear, they would literally say, "Aaaaannnngeeeelllll..." in a whispered reverb that almost seemed as if they meant it to be comical - except that it was clear that was not their intent. Although there was some noticeable repetition, the hidden object puzzles were decent w/ about average difficulty. I can only remember a single misnamed object (i.e., "Whistle" that should have been "Scroll"). The mini games were standard issue. There's plenty of gameplay (i.e., duration) and for once the bonus level wasn't a complete waste of time. All in all, I give this game a straightforward recommend.

Once I set the desired graphics options via game's menu, it ran well for me on Linux Mint 18 (Wine/PlayOnLinux). I also had to set the Mint panel to autohide or otherwise it would show even when game was set to fullscreen. The only other noticeable technical issue I experienced was that the game would sometimes take up to 2 minutes to shut down completely after exiting the game via its menu. But it always successfully shut down on it's own without me having to xkill Steam. Other than those things, it played as expected without issue.

PS I almost exclusively play offline. I typically only play online long enough for Steam to allow me to write a review. So Steam only shows that I played 0.1 hrs although I've played at least 5 hrs and have completed both games.. This is a very nice HO game and the puzzles aren't overly difficult, like in some HO games I've played, but still challenging.. This one took longer to complete than other HOs I've played. Content was nice. Puzzles were challenging. The bonus story was a bit confusing, but I think I got the general gist of it.. Wow what a fun game. Brilliant graphics and sound. A interesting story. Its very creepy and intense. I really liked that the main character is a guy instead of a women. Makes for a nice change of pace. Its also a very long game for a HOG. One of the reasons its long is because their is no fast travel to scenes. Their is a map but you cant just click on the location. You need to walk to every location.

The only downside is it doesn't support hi resolution screen size. So you have put up with black bars on either side of the screen. The game does have a strategy guide. Thanks goodness because the Hint button sometimes just gets dumb and confused. I had to consult with the guide many times. The game does have extra stuff like wallpaper and concept art. Although the resolution is again very low. 1024 by 768.

The other con is that some of the hidden object scenes the objects you need to find are hard to see because they blend in with the background color or they are very small. That was annoying.

However the pros outweighs the cons by far. A great game if you like a good story and great graphics and again the sound is just wonderful. A big thumbs up from me..

- The graphic is really awesome compare to any HOG games I played.
- Almost every items in the room such as painting and furniture can be clicked to see the text, the devs are really paying attention to details. The later part of the game lacks of this text though. Maybe the devs ran out of idea or they forgot about it.
- The minigames are also fun.
- The BGM is perfectly fit to the game scene.
- The gameplay is long and there is an addition of bonus game after the main game is finished.
- There is also strategy guide, which is the walkthrough to finish the game + hidden collectible. I didn't use it because it would spoil the fun, but if you run out of idea, you can take a look at it :)
- The game is not limiting fps so in my case, it goes beyond 300 fps, makes my laptop getting heated up quickly even with cooling pad. I have to install RadeonPro to limit the fps up to 60 to prevent my laptop getting overheat.

9/10 for this awesome HOG games. If only there is a feature to limit fps or turn on V-sync, I'll give it 10/10.

Discount is broken:

Hi everybody,

Apologizes for the broken discount. We are working on fixing it, just Black Friday discount was doubled.

Thanks for understanding.. **House of Snark 6-in-1 bundle released!:**

Hey everybody,

We have just released House of Snark 6-in-1 bundle on Steam! 20% discount and a number of achievements are waiting for you there!

We included 2 big HOG series into the bundle - House of 1000 Doors and Snark Busters! Enjoy this 20-hour HOG maddness!

<http://store.steampowered.com/app/486810>. **New title released! - Hidden Object 6-in-1 bundle!:**

We are happy to announce new release on Steam - Hidden Obejct 6-in-1 bundle:

<http://store.steampowered.com/app/448400>

Enjoy this Hidden Object maddness with 20% off at launch!. **New title placed on Greenlight!:**

Hi everybody,

We have started adding new titles to the store and really need your help with you votes. The first title has been added to Greenlight:

<http://steamcommunity.com/sharedfiles/filedetails/?id=487199694>

This game is called Meridian: Age of Invention.

Please, upvote for this game if you like it and would like to see it at the store!

Thanks for your help!. **Finally - a GROUP!:**

Hi everybody,

We have finally created a group for everyone that like our titles.

<http://steamcommunity.com/groups/alawargames>

Please, go on and join it! We plan to have contests, free giveaways and definitely are happy to answer any questions you have!

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