
Prometheus - The Fire Thief Crack Graphics Fix



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About This Game

Prometheus - The Fire Thief is an action adventure game set in ancient Greece. As the player you assume control of the titan Prometheus. After stealing the fire from the Gods of mount Olympus, Prometheus must travel all across Greece and outside its borders, battling hideous mythological monsters to gain access to mount Olympus once again. Once there he seeks revenge on Zeus who has turned him into a mortal. On your journey you gather artifacts and weapons to help you on your quest.

Prometheus - The Fire Thief is a nonlinear game in which you as the player have to determine the best way to progress throughout the different areas. As you gain items your quest will take new twists, in other words, this is a metroidvania style game. Prometheus is made in a retro style, but attention has been made on making the game mechanics welcoming, for example you can save at any point in the game. The main games Prometheus is inspired by are the NES games *Battle of Olympus* and to a lesser degree *Zelda II - The Adventure of Link*.

Features:

- Monstrous bosses to fight
- Wide assortment of enemies from mythology
- Artifacts and weapons to collect

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- Retro gameplay and graphics, all original
 - Save feature
 - Controls configuration
 - Original soundtrack by Dan Butler
 - Genuine areas from Greece and outside its borders
 - Action Adventure gameplay

Title: Prometheus - The Fire Thief

Genre: Action, Adventure, Indie

Developer:

Magical Hackers

Publisher:

Magical Hackers

Release Date: 20 Apr, 2015

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Minimum:

OS: Windows XP

Processor: Dual Core 3.2 Ghz

Memory: 256 MB RAM

Graphics: Integrated graphics card

DirectX: Version 12

Storage: 8 MB available space

Sound Card: Integrated Sound card

Additional Notes: Game will run with very low specs.

English







prometheus the thief of fire. prometheus the fire thief

Giving a review now as I suspect the game may not change a lot other than the music in each region.

Its a fun Match 3 game with useable clearing power mechanics and added row clearing, bombs, multi color match whirlwinds, which are awarded on completion of levels. So far I am on level 40 which i believe is the 2nd or 3rd area, fun little cutscenes between areas to progress the story. Definitely some difficulty in getting 3 stars per instance which is calculated with score and turns left over.

You're basically trying to get across the board and save the spritelings, two characters to select from one male, one female. You can also change their outfits for vanity sake. Also some challenges in higher levels to kill imps or find the correct keys to unlock the cages. The game comes nice little option to hear all the music in the game under the bonus content which has avatars to download and wallpapers to play with.

There also appears to be a level selection of expert levels once you complete the game on normal or easy I believe, I am only at level 40 right now :)

There are a lot of the same match 3 mechanics you find in all the Mobile match 3 products so no real surprises but the game is graphically beautiful with a Fullscreen option. Also the art is very well done and easy on the eyes. For the 3 or 4 hours I have spent playing so far it definitely is enjoyable and will have you replaying levels over and over to get those 3 stars.

It has Steam trading cards but not Steam achievements, seems like something that may get added, but there are plenty of in-game achievements to be collected.

Download the Demo and give it a try, it definitely helped me decide to purchase.

The price may seem a little high to some but unlike its mobile brothers and sisters this is a complete game with no in game transactions, also it seems like I will easily get 10-15 hours of gameplay depending on how many times i replay levels or when i decide to take on the expert levels.. Even on sale, I can't recommend this game. There's just not enough content here. There's 1 hero, 1 boss, and 1 stage. That's it. You can either play against the AI or against another player.

With the boss, the world looks very small. You swing your arms wildly about or grab the hero. You can destroy the platforms the hero can jump on. You slowly but surely dwindle the hero's health doing all the above. However, there's nothing really fun about it. I mean why can't I grab the hero and toss him in the lake? Or grab hero and drown. Or grab hero and keep pounding into the platforms? I mean you can do it in-game, but you won't do any damage. At least let me breathe fire or something. The AI is stupidly bad. I never lost and I wasn't even trying. You can only attack in a frontal cone.

The hero can jump, attack, or lay mines. You use the controller. You avoid getting grabbed or swiped.

After a 3-4 playthroughs, you'll have done and seen everything you can do in this game. That'll be about 7 minutes time.

Rate 4/10 in the current state, this game should cost \$1.99 because that's how much entertainment value there is here.
WARNING: IF YOU DON'T HAVE A VR HEADSET, THIS 'VR FILM EXPERIENCE' WILL NOT WORK!

While this game says it is a VR game, it doesn't specify that it is VR ONLY. This should be made more clear as there is absolutely NO WAY to control this with keyboard, mouse, or a controller. As of the time of this review, the minimum PC requirements to play this do NOT list VR as a required PC component to play this. (I assumed VR was optional since it doesn't specify anywhere that VR is "required, but I assumed wrong). At the moment I can't recommend Xlarn for the money. :(Although it does bring back a lot of nostalgic memories at the moment I think its really only worth \$1.00 max. it should actually be free in my opinion, but credit where credit is due, it IS a reworking of Larn for the modern day devices but sorry it just doesn't take it far enough, no sound, levels don't fill the playing area (height wise).. It is a start but there still a lot more to do. I've contacted the team and made my suggestions and they say they'll take them onboard and see what they can do. This game has a lot of potential. but at the moment, sorry i can't recommend it. We'll see what time brings to the game. Wow, this is incredible. Why did it have to end!

Great game, a few original features that sets it aside from other Battleroyale games.. This DLC alone costs about 1/5 of the full game

10\$ for the loli version a god-killing alien from another galaxy sent to destroy civilization (who also happens to be Attila the Hun), is it worth it?

Hell yeah it is. Very basic for a tower defence and a bit on the expensive side as well. Its definitely a mobile port and should be priced near its mobile counterparts.

There is one main strategy.. once you figure it out it makes the game extremely easy. I beat the game in around 1.5 hours, so that made this as much as going to a movie, however I feel any movie I would haver seen would have been more memorable.

On the plus side the art is pretty nice.. Fun game, but in desperate need of polish and bug fixes.. Guys, I just finished the first two routes and I gotta say, in my opinion, the humor in this game is top tier. don't let the low reviews fool you, this is a hidden gem of a VN. it's also cool how after the first two routes, you switch protagonists and take over as the original's best friend, who is also one of the best bros I've ever seen in a VN. The translation was very very good, I probably only found two or three mistakes so far but they were very minor. in short, if you are a fan of these types of VN's I would definitely recommend this giving it a 9/10.. This game is so nice.

Before I started I wasn't sure how it would work but it's surprisingly great.

I always find servers to play on!

You can drive every vehicle you see ;). Gameplay is just awesome !

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[an excellent tactical game with funny writing, pleasant graphics and music \(don't forget to grab the free soundtrack dlc\), volume sliders, speed settings, zoom in/out, and plenty of challenges in achievement form if simply completing the 4 campaigns \(20 levels each, plus 8 tutorial levels\) on their own isn't enough. it's possible that it will be, as there are a few really difficult levels, but no rng, everything's explained, you can see which unit can move where, how much damage they can take and deal, and what will happen at the end of the turn.](#)

[highly recommended for tactics/puzzle fans, though I wish audio got muted when the game's minimized, and there's an annoying amount of missing apostrophes and other typos all over the place, unfortunately, I haven't been able to complete it yet, I'm stuck on human++ level 19, so 2 levels and the entire monster++ campaign left to do, but since the game's practically unknown, there's not much helpful info around.. So glad they brought this classic to Steam!! I've already spent over two hours playing it. Such sweet memories. I'll be buying it for my mom soon, as this was her favorite PopCap game \(besides Luxor of course\).](#)

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