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Sonya: The Great Adventure Activation Code [serial Number]



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## About This Game

### Sonya: The Great Adventure

Dive into the super colorful fantastic world of adventure hidden object quest.



**Sonya: The Great Adventure** is a fantastic and colorful hidden object adventure game with animated cut scenes that are professionally voiced over. This is a touching story of the eternal struggle between the light and the dark. We offer three

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difficulty modes to suit gamers of the different experience.

The quiet morning of two sisters Sonya and Lily was destroyed by the barbaric attack on their home. Unidentified robbers took away the most precious thing they had - not money and jewels, but Lily's vitality. Sonya was locked in her room and was not able to save her sister. She will solve a lot of puzzles to get out of the house and find the vitality of Lily. She can't cope alone.

Help Sonya find the right way and get allies on the difficult path to the victory over an unknown evil.

Especially for Steam players **BONUS CONTENT** is added to the main gameplay, to make the maximum diving into the storyline.

- 100 incredibly colorful locations
- over 20 unique mini-games
- Steam trading cards
- combination of hidden object levels with fragmented object scenes
- Steam achievements to unlock
- detailed guide
- animated cut scenes with professional voice acting

No internet connection required for this offline game.

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Title: Sonya: The Great Adventure

Genre: Adventure, Casual, Indie

Developer:

Specialbit Studio

Publisher:

Specialbit Studio

Release Date: 14 Apr, 2017

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**Minimum:**

**OS:** Windows® 7, Windows® 8, Windows® 10

**Processor:** 1.5Ghz

**Memory:** 1024 MB RAM

**Graphics:** Intel HD Graphics 3000 with 384 MB of RAM

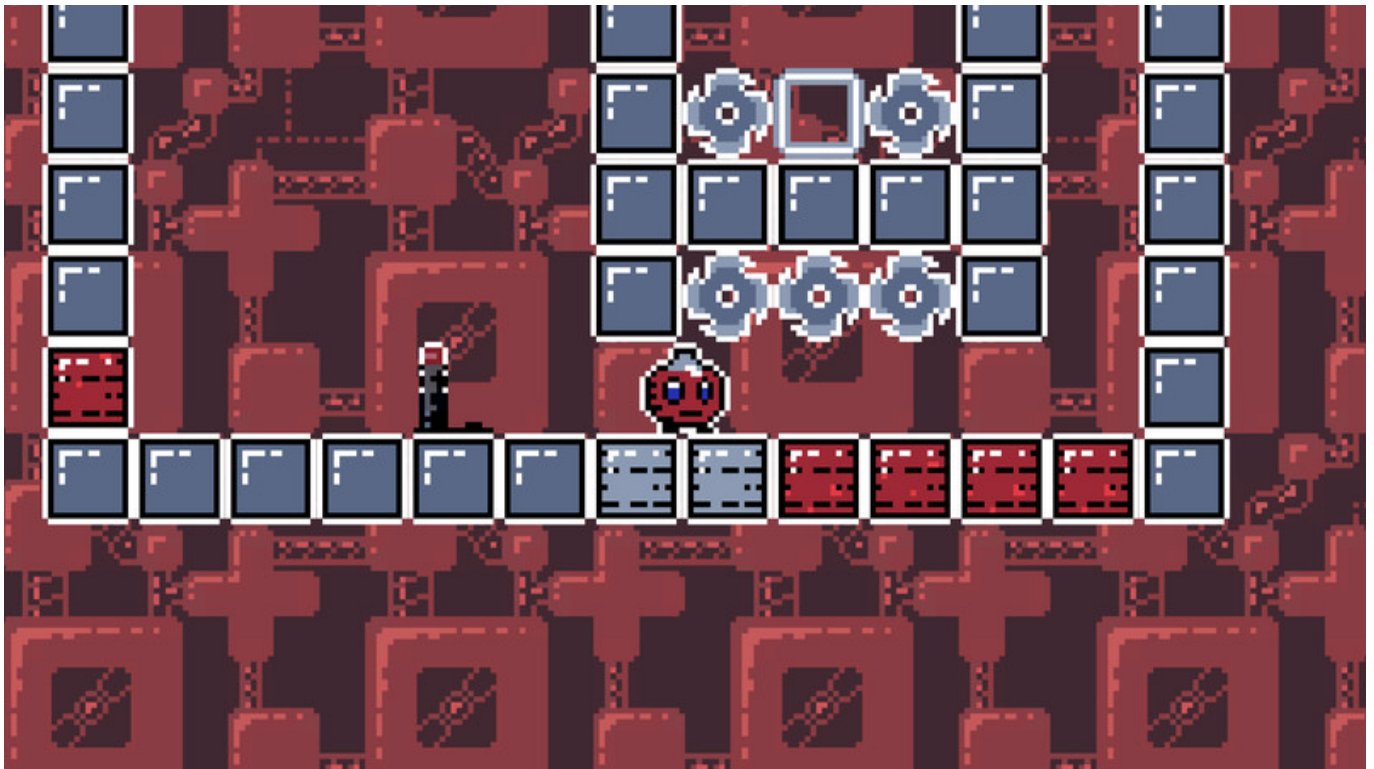
**DirectX:** Version 9.0

**Storage:** 750 MB available space

**Sound Card:** Is not essential

English,French,German,Russian,Japanese









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No update in almost 5 months. Appears dead.. Developer helped me with issue after emailing. I had to hold down alt (or ctrl) when launching game from the file explorer to get the Graphics options to come up. Then I switched to lower settings and disabled supersampling. After that I could put graphics back on max and play with no issue.

I actually had quite a lot of fun playing this game and I regret that I forgot about my negative review for so long.. This is not a typical horror game, it's more of a creepy haunted house simulator. And it's very interesting. A lot of bad horror games have come out recently and this is a step in the right direction. It's not perfect, but it's got it's own vibe, and it works well. and it's 6 bucks.

So ask yourself: Do I like the idea of a house that does what it pleases? Would I find it fascinating to roam around a building where the tension is based more on shifting geometry rather than lurking monsters? Am I tired of paying money for a "horror" "game" that is 'predictable' and 'broken'?

If you want a new freak out experience please check out Monstrum, it's fantastic. If you have a few bucks and want a weird little head trip that's fine being its own thing, pick this up and support a talented developer.

And, PS, a note to the developer. I would be happy to send you a few corrections grammar-wise to the notes lying around. I love your game and I think the slightly broken english is the one thing that needs a fix pronto.. i love this game. This is to Super Mario 3D Land as the Giana Sisters was to, well, the original Super Mario Bros.- an obvious clone but for the PC. For a clone, however, this is far better than most other efforts I've seen at the 3D platforming genre in recent years. It's no A Hat in Time, but certainly no Yooka Laylee either. Its technical performance is excellent, the fixed-camera perspective assures that there won't be much difficulty seeing what you need to 99 percent of the time, and the level design is interesting and varied enough despite borrowing a TON from 3D Land. Unlike a lot of indie platformers being churned out after the success of Celeste, this one isn't teeth-gnashingly difficult and is a reminder that games of this genre don't have to be an exercise in frustration to be enjoyable.

At the end of the day, if you were fond of 3D Land/World and simply want more of it then you can't go wrong with Suzy Cube at its \$8 price tag. It plays it safe and is by no means groundbreaking, but given just how worn out 2D platformers with an 8-bit aesthetic are at this point, the simple polygonal look and solid 3D hop-and-bop gameplay is a breath of fresh air.. This game is a mess.

The bulk of the game is spent running around a huge, empty campground stuffed full of cabins you can't enter -- outside of this main map, there are only four locations in the whole chapter, and as near as I can tell one of those is optional. But don't worry, you'll find a whopping two puzzles in the whole game to help pass the time!

The whole time you're outside, you're constantly being assaulted by some sort of ghost thing who runs after you, and since the whole place is linear corridors, the only way to escape is backwards. The only way to get rid of her is to either outrun her until she gets bored or you reach one of a handful of hiding spots which get rid of her 100% of the time (a heavily oversimplified take on the system from Clock Tower). You can get this down to a science after a couple of attempts and every time she shows up -- about once every 45 seconds by the end -- it's just an annoying detour.

The story makes absolutely no sense, and the giant walls of text that make up the notes do little to give a sense that any more thought was put into what happens than Weird Things Are Afoot. The closest it ever comes to a coherent narrative is in that one area that I'm pretty sure you can skip entirely.

The final area is kind of cool visually, but it's an absolute dog to play and starts and ends abruptly with no real attempt at coherency. Near as I could tell it had NOTHING to do with ANY of the other ~spooky stuff~ in the rest of the game. Finally, after about fifty deaths or so, I reached the end, it played a cryptic cutscene that wrapped up nothing and dumped me unceremoniously back to the main menu.

Graphically it's sort of OK and the controls are decent when you're not wrestling with the camera (camera-relative controls and

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dramatic camera angles clash once again) but outside of that there's really nothing that gets me itching to play episode 2.. Fun game, challenges you to think a few steps ahead and get your laser to your opponents side before they get to yours! Simple yet challenging just like checkers/chess.. This plataform game is not the most complex one, but is fun, very good looking and has an amazing soundtrack. And it's full of Brazilian culture. A must have game, And if you want, you can use an XBOX controller. Much better than the K+M controls in my opinion. This game must be free for more play.

No one will pay for this.

How can be a game bad like this with Unreal Engine 4?. A little game that will throw up feelings of nostalgia for the tiniest of prices.

Played it for 3 and a half hours straight. Loved every second.

Tonnes of levels.

Old skool sights

Old skool sounds

If you liked bubble bobble back in the day. You will feel right at home here.

Deserves to be in your steam collection.



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Good casual game. Easy to understand. Could be expanded upon a lot. Gets a little boring after a while though. Overall 7/10. I have played many puzzle games, along with many other games and if not wright off the bat, some time in you understand the puzzle or game in that you become aware of the type of logic the creators of the game are using but this game wright from the start was very confusing but i gave it a try i played for another 14 minutes and the logic process was barely there and the rest was just guess work, i do not recommend this game they need to go back and rework the logic indicators for the game. I have uninstalled this game.. 20!8 нэвэльных из 10 митингов. A lot of my friends raved about this game and I thought I'd give it a go when it was on sale. I honestly thought the game was an alpha release with all the crashes, glitches and game-breaking issues. I mean, I could handle having to wade through the floor meshes or the game simply refusing to run if it was an alpha or beta... Hopping on the game site I realised that not only was it a full release but there'd been no development since 2017. This game reeks of a side project that was rushed to full release and then dumped by the developers in the hopes the community would take the reins and turn it into something not... terrible. Thankfully they have and the community has brought some fantastic mods. Unfortunately, they have to run those beautiful mods on a terrible platform - somewhat like building a mansion on a volcano.. This is the first game I ever asked for a refund on. :(

When I saw it on sale, it immediately took me back to fond memories of playing this game on my friend's NES, back when we were kids. I happily bought it, and enjoyed the silly opening sequence. I loved the odd colors, the blocky graphics, and everything else about it that screams "it's the 80's!" I was really looking forward to replaying through this odd little game, and hopefully, finally, getting to the end of it! (Never finished it, back in the day.)

But there was that mouse cursor. And that's when everything went downhill.

I played for about half an hour, getting more and more frustrated. The cursor is super-sensitive. If you don't nudge it perfectly, it jumps off to to some edge of the screen. You have to click on the commands in the list, and having a cursor that misbehaves like that is an exercise in frustration. Normally if controls are funky I can get the hang of it after playing around with it for a few minutes, getting used to the control quirks. Not this game. After half an hour I couldn't take it anymore. I requested a refund, and got my \$4.01 back.. Serious Sam Double D XXL

fast game with modern day graphics with easy controls that moves from location A to B to C and so on,  
good amount of action and special effects,

good game.

Personal Suggested Purchase Price: \$1.49 Or Less During Sale. An all time classic and still amazingly playable. If you like turn based games like warlords and the older entries into the HOMM series, this game easily bests anything else in the genre. There are also some amazing community patches and people still play this online today. Look for Age Of Wonders III soon, and it too should be an instant classic.

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