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## Prehistoric Tales Hacked

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### About This Game



Title: Prehistoric Tales  
Genre: Adventure, Casual, Strategy  
Developer:  
Amegami  
Publisher:  
Alawar Entertainment  
Release Date: 25 May, 2016

English,Russian,French,Italian,German,Dutch,Portuguese

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Just like any other mobile game, cheap and made for killing time, except there are far better ones. The overly simplistic

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HOMAM-like combat is the only additional thing this game has going for it, but it still has that rotten, annoying system where you have to constantly click to gather stuff to progress, and it gets tedious fast. Unlike other games from this genre, nothing gets collected when you're not playing, so it's required that you waste your time clicking a lot. It seems like the game has decent amount of content, but focus of the game is tedious clicking and micro-managing same things again and again, monotonous without any challenge or possibility to automate things. It's just not worth your time, let alone your money. BTW: The game is not a resource management simulator, because there would have to be some resource management to begin with. You just click, and numbers raise, you control everything. If you don't have enough resources, you just click some more. That's all there is to it. It has nothing to do with actual building strategies involving resource management like Anno or Caesar.. Cute and easy to pick up, though a bit short. Could have been made better by the addition of other goals in the village screen rather than mindless clicking. Still, adorable and addicting for the few hours it took to beat.. It's really different game, and I like it! Business game with adventure mix, many different ways to get resources and interesting trading solution.. I wish there were more games like this one!. Not worth the price imo. Tried to stretch it as long as I could and was still only worth about 3 hours of play time.. Very simple colony builder with turn based combat. Pro ----- Cheap Trading cards Simple to learn and play Bug free mobile port Sound and graphics are fit the theme. Con ----- Far too easy. No challenge. Too short. Annoying click to gather resources system functioning as a time sink to extend play time. Ends suddenly. I beat the game thinking I was still in tutorial phase. Story hints at a longer game, but ultimately is pointless. If I were to replay the game to get those last achievements, I'd probably be able to beat it in half the time. Simply grind resources, build up your army and beat everyone. Once the map opened up, I thought the game would expand off the starting beach, but it doesn't. The story started to progress, and again I thought there would be more . but the final quest was "Defeat 5 enemy squads" . which I was doing as a distraction from the resource grind anyhow, gave no indication it was the final mission, and soon as I completed it . game over. If you have to, pick it up in a bundle or sale, and I it did occupy me for 4 hours, which isn't bad for the price, but in the end, it's simply a timesink that isn't particularly challenging or fun.. horrible.. Nice game. Remind me Homm series, but have own relaxing way.. Rare type of casual strategy

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