
Zork Nemesis: The Forbidden Lands Download Setup



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About This Game

In a desolate corner of the Underground Empire, an evil demon torments the Land. Evil rules the Forbidden Lands. Here, the souls of the Empire's Great Alchemists lie in perpetual hell...at the hands of the Nemesis. Now the forces of the Underground beckon you to uncover the mystery behind the Nemesis' curse...Travel through five mind-bending worlds to discover the ancient secret of Alchemy that will free the trapped souls from evil's grip...Before the Nemesis imprisons you with the others...For eternity. Do you dare enter the Forbidden Lands?

- Five highly detailed worlds entice you with over 65 innovative puzzles
- Spectacular production value - Hollywood actors, dramatic live-action video, hypnotic ambient music and dazzling special effects
- Directed by live action director, Joe Napolitano of X-Files and Murder One fame

Title: Zork Nemesis: The Forbidden Lands
Genre: Adventure
Developer:
Zombie Studios
Publisher:
Activision
Release Date: 29 Feb, 1996

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Minimum:

OS: Windows XP / Vista

Processor: 1.0 GHz

Memory: 256 MB RAM

Graphics: DirectX 7 Compatible 3D Card

DirectX: Version 7.0

Storage: 1400 MB available space

English



RELIK

Level 25



ShakeR
Onyx League

1010	140	2	427



ATTACK

BUILD

Magenta Nebula - Weekly League

< It's best to use all three faces when building your Maze. >



This game is perfect, thanks to Ricardo!XD. I like it, I'm having a hard time recording games on full screen, but recording from desktop and browser games its perfect, and telling you the statistics of the computer includeing temperture.. Ripped off. Windows 7 32bit. This game refuses to load.

You need to play a game for 5 minutes before you can leave a review... is that perverted joke?

The Edosoft patch will not work with the Steam version, so what is the point of Steam.

There appears to be no help available from Steam.

Game requirements are misleading. They just rip off you money then you can go take a jump....

This does appear to work with 64bit architecture.. I enjoy this game, as a time killer and something to do between tasks or to take my mind off of something else.. Zen Bound is a great game to relax with - the puzzles are never so frustrating as to lose the sense of serenity the game engenders. Its worth a look, at least. I, for one, really enjoy it (even though Syeam reset my achievements and play time on it for some reason).. so um how do I get my special gear? otherwise fantastic gameplay and great graphics, still glad i got it. I have one word about this game: HARD.

At first I thought this game was a little boring at the beginning, because whenever I found a mate another male ruins it or my character gets killed.

But I soon learned how to play it easily, and its fun now. I never beat the full game, but its still kinda fun.

I got it during the winter sale so I didn't pay the full price, but the devs derserve the money of the full price....

. needs some work as low content, until this has further updates I would avoid. Given no updates since feb i'm not happy..

\uc74c.. \ud37c\uc990\uc774 \ucc38 \uc7ac\ubc0c\ub354\ud70\uc694. \ub098\uba38\uc9c0\ub294 \uc911\uc694\ud558\uc9c0 \uc54a\uc2b5\ub2c8\ub2e4!. Sadly, this is a rather mediocre hidden object game that was developed by "SpinTop" rather than PopCap (who only published it) - wish I'd noticed that before purchasing as PopCap themselves make excellent games.

There is a simple story-framing piece of text at the start, then it's the same New York-themed screens (with like 10 objects to find in each) over and over and over, with each grouping of 2-8 (of the 25) screens separated by simple match 3, word find, jigsaw or rotation puzzle, with no actual story (unlike, say, Pirateville from MumboJumbo, where you have story setups for every screen you play). Got about 12 "clues" (levels, out of 25) in before giving up in boredom, so I don't know if they bothered with anything other than a simple text outro once you find the will...

In short, not worth the effort or the price - and *always* check to make sure PopCap's the developer as well as the publisher before buying. :V

EDIT: Oh, and worst of all, if you leave your mouse on an object while you're searching for others (to remind yourself where it is so you can get multiple in a row for a speed bonus), it will pop up a big panel, that you have to click away, once per scene telling you that you can use the hint button (no matter how many times you may have used that button in the past). So incredibly annoying.

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