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About This Game

Travel back in time to find the mythical Kingdom of Aeronhart. Prevent the chaotic artifacts from killing your father... and destroying the universe itself!

The Secret Order 3: Ancient Times continues the thrilling, story-driven series with a new, suspenseful narrative that successfully blends the fantasy and detective noir genres.

Players take control of Sarah Pennington, daughter of the Master of the Order of the Griffins, must once more face the dangerous power of the artifacts that she reclaimed during the events of the last game.

The scepter and mask have become unstable, threatening the life of Sarah's father and the safety of the entire world. The only way to prevent the very fabric of reality from unraveling is for Sarah to travel back in time to the mythical realm of Aeronhart, to find one King Amadon, who ordered the creation of the artifacts. Amadon may be the only one who knows how to destroy these chaotic objects. Sarah must once again embark on an epic quest aboard the Royal Griffin, exploring breathtaking locations from ancient times, solving difficult riddles, facing adversaries, and discovering the deepest secrets of the of the Order along the way.

Will the young disciple prove herself up to the task? Will she manage to solve the puzzles, distinguish enemies from allies, and reach the heart of the ancient kingdom?

Can Sarah stop the artifacts before they kill her father?



Features

- Embark on a grand journey against all odds to save your father!
- 60 minigames and hidden object puzzles waiting to be solved!
- Explore 57 stunning locations!
- Unlock all 27 challenging achievements!
- Continue the story in an extra adventure!

Title: The Secret Order 3: Ancient Times

Genre: Adventure, Casual

Developer:

Sunward Games

Publisher:

Artifex Mundi

Release Date: 10 Mar, 2016

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Minimum:

OS: Windows XP, Windows Vista, Windows 7, Windows 8

Processor: 1.5 GHz

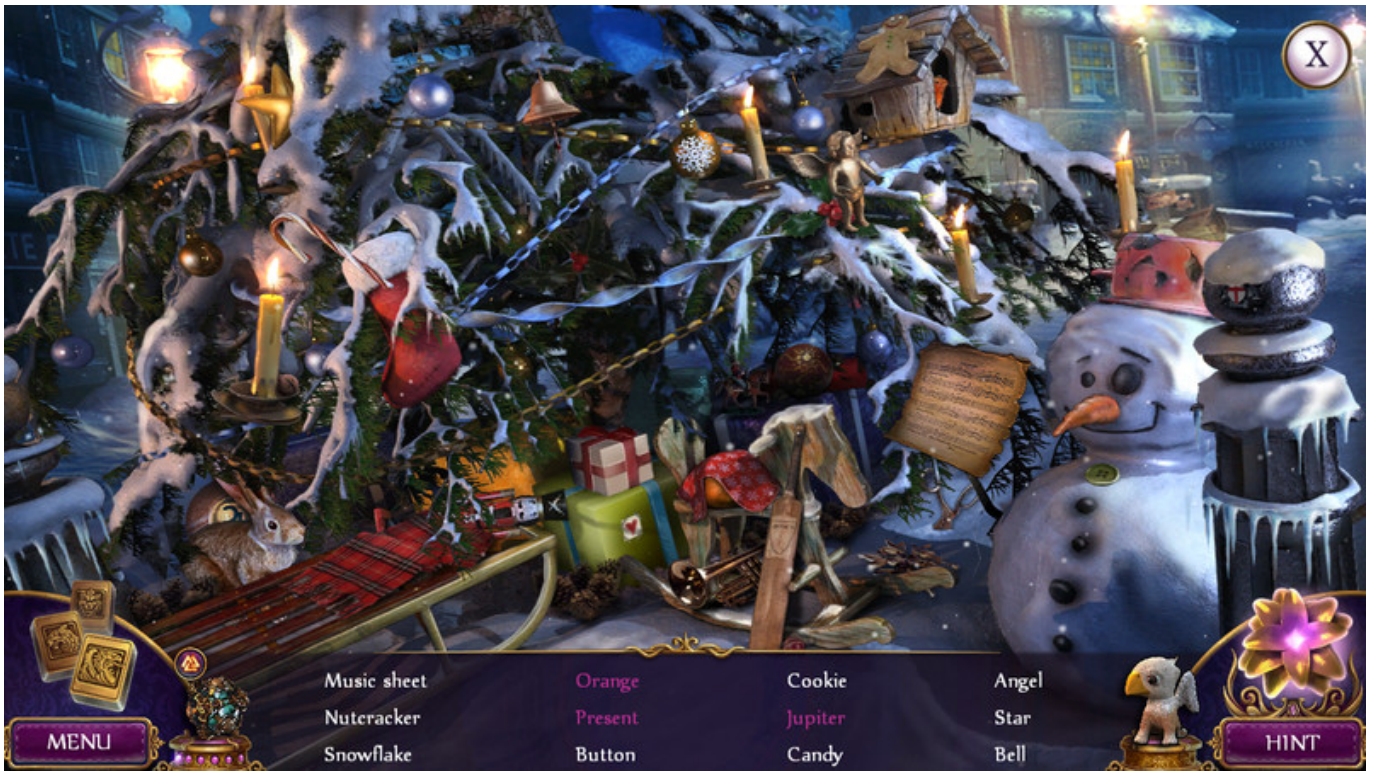
Memory: 512 MB RAM

Graphics: 128 MB VRAM

DirectX: Version 9.0

Storage: 1 GB available space

English, French, Italian, German, Japanese, Korean, Polish, Russian, Simplified Chinese







The puzzles can be quite repetitive sometimes, but I liked this sequel. It's definitely worth getting it if it's on a sale or a bundle. It's a direct sequel to the second game, so if you want to understand things better you should play Masked Intent first.

I also found this sequel slightly better than Masked Intent. It also shares the same 'problem' too: the 'cin game' art is amazing, but the cutscenes are in a terrible quality.

5/10.. Really enjoyed the game, love this series.. This game is relaxing and quite beautiful. It was a bit short, but can be replayed on different levels very well.. I'll have to say "meh" to this one. The main game is basically OK, though the story is not very interesting. The voice acting is borderline and sounds like most of them were just reading deadpan from a script. The music is decent. The bonus content is bleh. Puzzles run from trivial to easy. Expect 4.5 hours of gameplay. Buy it only on a deep discount.. Another beautiful game from artifex mundi! i really like this sequel, and the theme of this serie is really good. The voiceover is lovely as well as the story! The secret order 2 - might be a little better, but i did enjoy this one as well!! im really looking forward to another game in this serie!

Keep up the great work !. lots of puzzles makes the brain work hard. excellent. I just want to advise that the game was constantly failling. Although this was anoying, I kept playing... But it's better to know.. some challenging puzzles, ok story line, graphics could of been better.. This was another disappointing hidden object game. The story is over in just 4 hours and that includes the bonus round. Not worth more than 0.99 cents. Looks good, but the story was not that interesting.. Average hidden-object game.

Not bad, not good.

Story is so-so.

Long enough but a tad boring.

wow the hint bottom is sooooo beautiful, I like the idea about the recharge is soo pretty. In the secret order3 sara has travel back to destory the mask. But the boat that use to travel to difference time was broken I am expecting to see how she fixed the boat and go back home in order 4. Another very solid casual adventure game published by Artifex Mundi.

It helps for the start of the story to know the previous game, but you can easily get into the game without having played the prequel. The story is pretty straight forward and most of it is set in a fantasy world.

The presentation is well done. Just the quality of the videos and the voice acting is sub par. Both don't affect the game much though and the graphics are just beautiful. The music suits the setting and doesn't get annoying.

Some of the puzzles\minigames are way too easy and only consist of matching shapes and\or colors. The achievements in this game are also aimed at a *very* casual audience. The inventory based puzzles are much better though and they easily outweigh the weaker aspects of the game.

The bonus chapter seems a bit rushed though with a lot of 'find x similar items to use in the next minigame' puzzles. Still the artwork and also the story make it worth at least one playthrough.

Overall another fun casual adventure game that you can sink a couple of hours in.. I've played a lot of Hidden Object games and Artifex Mundi are normally some of the best. This, however, is a really sloppy example of the genre. The backgrounds are nice, the ideas for locations are good too, and thank goodness for once they haven't done the stupid swapping the two rings of beads puzzle which seems to be ubiquitous in so many of their games.

My praise for this game ends there, however. The animations are sloppy - characters stand as stone while their mouths flap open and closed like recently hooked kippers. The story is so boring and derivative that I couldn't even tell you what it was. Blah blah save the land blah blah restore order blah blah destroy some artefacts... The hidden object scenes are dull, and many of the items you find are nonsensical. Some of the puzzles aren't puzzles either - anyone having fun while clicking on a piece to move it from one coloured square using the 'clues' which give you the colour of the next square you click on?

A disappointing addition to the genre.. This was an excellent game. Most but not all the puzzles could be done without cheating. The story is great and we need a sequel that let's me get home again.. Game Information

The Secret Order: Ancient Times Collector's Edition is an *Hidden Object Puzzle Adventure game that was developed by Sunward Games and published by Artifex Mundi.*

The third chapter of the game's series. Previous installments as follows: "New Horizon" and "Masked Intent."

Since this is a collector's edition game, it comes with extra features, that are not available in its' counterpart; the standard edition.

Game Visuals

I want to mentioned that the visuals in the game is well done. The visuals can be adjusted in the game's option menu.

Game Audio

I want to mentioned that audio for the game is well done. Even though the audio is somewhat simplistic and repetitive. The audio can be adjusted in the game's option menu as well.

Gameplay

There are three different difficulty game modes to choose from: Casual; Advanced and Expert.

The notebook keeps tracks of progression in the game. Such as story events and clues.

There is an interactive map in the game. It allows the player to fast travel between each locations quickly without having the need to constantly backtracking. It also indicates that there are variety of tasks that can be completed at various locations within the game.

The interactive map is automatically given at the start of the game.

There is no padlock feature that is available lock the inventory panel in place. The inventory panel is already stationary.

There is a baby griffin helper in the game. The baby griffin helper can complete various tasks that the player is unable to complete by themselves.

The hidden object scenes consists of the following: Fragmented items; Find "x" amount and Traditional word lists. Some of these hidden object scenes may require little or no interaction. Most of the hidden object scenes can be replayed in the game's extra feature section.

There is an optional mini-game: Mahjong. It is only available during hidden object scenes.

The puzzles are fairly easy to solve without having the need to skip any of them. Most of the puzzles can be replayed in the game's extra feature section.

There are three sets of collectibles in the game: Golden Dragon; Amethyst Griffins and Turquoise Unicorn. They are scattered throughout the game for the player to find,

There are twenty-six different achievements that can be unlocked from playing the game. Each of these achievements does come with some requirements that needs to be completed before they can be unlocked.

Since this is a collector's edition game, there is a bonus chapter, but it can be access only after the main story is completed.

Miscellaneous

There are extra features in the game: Bonus Chapter; Bonus Hidden Object Scenes; Bonus Puzzles; Wallpapers and Concept Art. Most of these extra features can be access only after the entire game is completed.

There are five different trading cards to collect. The game only drop three of those trading cards. There are several ways to get the rest of the trading cards: Purchased from the Steam's Community Market; Trade with friends; Booster Packs and its' Booster Pack Creator.

Final thoughts: I have found the game enjoyable to a certain extent. The replay value for the game is low. I would recommend this game, but not at the game's full price value.. A meh "HOG adventure" which continues a storyline that has already been played out in the first two games. It really feels like the developers phoned this one in.

Nice graphics and sound.

Way way way too many minigames. If you really like sliding-tile minigames, this is your game right here. So many.

Far too few hidden object puzzles. All were astonishingly trivial to solve.

I don't really bother trying to find all of the collectibles in this sort of game, but still managed to get all of them without any effort. They were pretty obvious. Painfully obvious in some scenes, like, hey, there's the collectible sitting right next to an object you need, big and bright as anything. (EDIT: Whoops, I apparently missed one golden dragon. So I got almost all of them without trying.)

There are some major logic and sequencing holes in the run-around-collecting-and-using-stuff part of the game.

The little helper-griffin was cute. And mostly integrated, though he could have been replaced by a pole with a hook on the end (which the protagonist has at one point).. I liked both the time travel and nature aspects.. In our last episode, Sarah recovered an ancient scepter to negate the power of an ancient mask. In this game, Sarah must figure out how to contain the power of both artifacts, as they become unstable and threaten her father, her friends, and basically the entire world.

Travel with Sarah as she goes back in time to learn more about these artifacts in her quest to figure out what to do. Solve hidden

object puzzles, solve basic family squabbles, and save ancient kingdoms all while looking styling and showing your vocabulary skills.

I recommend "The Secret Order 3: Ancient Times" to everyone who likes hidden object puzzles.. Sara Pennington thought she could breathe a little after defeating the traitor in the Order of Griffins. However, the artefacts she retrieved are unstable and cause damage, eventually killing her father. In order to prevent that fate, she has to go back in time and find the kingdom of King Amedon, Aeronheart...

While you didn't really need to play the first game, which isn't on Steam, to understand The Secret Order 2: Masked Intent, I think that it's better to play the sequel before Ancient Times. But even without the previous knowledge, the game in itself is very understandable. The storyline is also well-done, as many twists are also present and given how the game ended, you know that there will be a fourth game (already released elsewhere). I just hope that Artifex Mundi got also the rights to publish New Horizon (the first game) and Beyond Time (the fourth) so that we will have the whole saga on Steam.

The gameplay hasn't really changed from the last game: you're still picking items, solving puzzles, clearing list of hidden objects (whether it's a written list or a pictured one). You have also a little helper, a little baby Griffin that can fly and take things for you when you can't access them (unless the game is requiring you to use a ladder...).

The game is now more oriented towards fantasy, as the famous kindgom, existing towards 3500 ACN, is based on a medeval society with champions and on fantasy as you have dragons and griffins in it. Anyway, you don't know if you're in another world or if you're really in the past. Besides, Cyrus and Zerina, the brother and sister turned evil, are also two sides of a coin: one is living in a palace in the desert and the other was more attracted to an icy landscape. King Amedon was somewhat in the middle...

The graphics were nice: I loved the mythical realm but you didn't get in it immediately, as you begin first at the HQ of the secret order before visiting London in the 19th century. After that, you're stuck in Aeronheart and the bonus chapter is telling you a tale set directly after your adventure, where, again, the fantasy is the main theme: dwarves, elves and fairies will be in the center of it.

I loved the soundtrack too, even if it was always the same tune whether you were in the desert or in the ice land.

In other words, The Secret Order 3 is a nice sequel, very well constructed and leaving you with a cliffhanger of some sorts. As usual, Artifex Mundi chose well and I'll be happy if I see in the Upcoming List the fourth game. I don't know if it's an hint from Artifex or if it was already inside when the game was released before Artifex but there is a banner with Beyond Time inside the game. So, yeah, I do hope that it will arrive in 2016 on Steam.

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