
ARK -the Lost Fairytale- Activation Code [serial Number]



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About This Game



Narrator launches its 2014 exploration game [ARK - The Lost Fairytale](#) on Steam!
Different from other exploration games where you solve puzzles through 'logical reasoning', this game focuses on using association and story connection to solve puzzles.

Features:

- ☑ Puzzles are based mainly on fairytales. Hints are given through reading the many fairytales scattered throughout the game.
 - ☑ Several original fairytales.
- ☑ Tested by many players, it is considered moderately difficult with mild horror elements; not overly difficult, but not too easy.
 - ☑ Many small and surprising easter-eggs.

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- ☑ Steam achievements and trading cards. (trading cards will be enabled by Steam once enough copies of the game are sold)
 - ☑ The True End does not explicitly end the story. The final challenge is to guess what will happen next!



STORY

After a long stay in the hospital, Nui was finally able to return to school. However, on her way home from school, her beloved rabbit doll Caroline suddenly jumped out of her hands. Chasing after her doll, she wandered into a dark alley leading to a forgotten garden...



Character

Nui



A young, fairytale-loving protagonist. Being hospitalized for a long time made her silent and shy, but she's very understanding and considerate. When she returned to school, she didn't know anyone, so she got in the habit of bringing her black rabbit doll with her wherever she went. The doll's name is Caroline.

Noozu



A little boy found in the Twilight Garden. Younger than even Nui, he's very timid and physically weak. With the help of Nui, he's able to move forward.

Lin



As Nui walked home from school, this girl appeared across the road. Lured by her, Nui left the safety of the sidewalk to venture into the long, narrow alley...

Title: ARK -the lost fairytale-
Genre: Adventure, Indie, RPG
Developer:
Narrator, STORIA
Publisher:
Narrator
Release Date: 10 Aug, 2014

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Minimum:

OS: Xp

Processor: Intel Pentium4 2.0 GHz

Memory: 512 MB RAM

DirectX: Version 9.0

Storage: 300 MB available space

Additional Notes: Screen resolution over 640*480

English, Traditional Chinese



It's Killing Time

by Eric Bonholtzer

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Reasoning the risk is worth the reward, you decide to plant a bomb. Your choice seems like a good one as you spot a trashcan near the leg of the Eiffel Tower where you see your target, Andre, and his entourage, descending.

You mosey over to a small coffee stand in the shadow of the massive, metal landmark where Marie is waiting. Ordering a cup of French roast, you wait for the target to get in range.

Your heart skips a beat, though, when you see two teenage boys smoking cigarettes stop just beside the trash receptacle. Judging from the ashtray attached to it, they aren't going anywhere soon. You...

- Change nothing. They are collateral damage. Besides, smoking would have killed them, anyway...eventually.
- Pretend I'm a cop, march over to the boys, and tell them I'm going bust them for smoking unless they leave.
- Change tactics. You don't want to kill innocent people if it can be helped, and thankfully, you have your trusty, steel blade with you.
- Go to the hotel I have a reservation for and take the sniper shot.

Next



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