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## About This Game

The story of Adelantado continues in Book Three – get ready for an epic conclusion of this amazing trilogy!

The sequel starts where the previous part left off. Don Diego finds himself on top of the high cliff. There he comes across a stone that tells the story of these ancient and mysterious lands and its beautiful but dangerous inhabitants. Despite the risks that lay ahead the brave explorer has to push forward and finish his quest to find the lost expedition.

On his way to a gigantic volcano visible afar our brave hero will be accompanied by his fellow crew members. Together they will build forts, discover ancient ruins and never-before-seen creatures of the forest, defend against the Neanderthals and help the locals.

Awesome new features, mesmerizing locations and quests, improved graphics and the last chapter of Don Diego's epic travel await you in Adelantado Trilogy: Book Three!

- New story about noble Adelantado;
- 10 challenging levels;

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- Improved graphics;
  - Mesmerizing locations and quests;
  - Proven formula of its predecessors.

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Title: Adelantado Trilogy. Book Three  
Genre: Adventure, Casual, Simulation, Strategy  
Developer:  
Whiterra  
Publisher:  
Qumaron  
Release Date: 7 Dec, 2017

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English,French,Italian,German,Dutch,Swedish







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A nice relaxing casual simulation game. Gameplay is a mix of time management (you start from scratch with each level and have to finish them in a set time limit) with a more free-form city-building sim (you can place buildings pretty much anywhere and your workers take care of gathering resources without direct control) and exploration/adventure elements (you control the main character and have to go running all over the map completing quests). I haven't seen this particular style of gameplay outside the Adelantado Trilogy, and I really enjoy it.

There are a few annoying mechanics: since the levels are long, replaying if you miss the expert time is tedious, and buildings losing efficiency over time is an unnecessary bit of micromanagement. Often you're in another area when their efficiency falls too low, so you can't fix them, and the resource costs for efficiency restoration are so high that it doesn't seem worth it compared to just tearing down the building and putting up a new one. However, that wasn't enough to make the game unfun, and it's certainly an improvement over Adelantado 1, where you can't destroy buildings at all.





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