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## About This Game

*Secrets of the Past: Dion* is a casual simulation game that follows the journey of an archaeological artifact, from its discovery to its museum exhibition. It is a first point of contact with the **work of archaeologists** and possibly a **next generation museum app**.

You run the **excavation** of the ancient Villa of Dionysus, **unearth** its thousands of years old treasures, join together **artifact fragments** and host your very own exhibition. In the process, you inspect up close and interactively the 3D models of the real artifacts found in the ancient site and you learn about the glorious millennium of ancient Dion, the **City of Zeus**, situated at the foothills of **Mount Olympus**.

Gear up for the challenges of managing an archaeological excavation project!

## FEATURES

- A unique grid excavation mechanic – **reveal instead of build**.
- A mix of exploration, worker placement and puzzle.
- Unlimited **replayability** using the random artifact locations mode.
- A portrayal of archaeology with a **learning effect** created to inspire young and old.

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- A faithful reproduction of the architectural remains of the luxurious ancient Villa of Dionysus.
  - The ancient artifacts discovered in the game are 3D models of the real artifacts exhibited at the **Archaeological Museum of Dion**.
  - The music is an original composition based on the ancient Greek **harp song of Seikilos**.
  - Multilingual: **English, Greek, Chinese**

## REFERENCES

The stories and artifact descriptions in the game are based on the following publications:

- PANDERMALIS, D. (ed) (2000), “Discovering Dion”, Adam Editions (Athens)
- PANDERMALIS, D. (ed) (2016), “Gods and Mortals at Olympus: Ancient Dion, City of Zeus”, Onassis Foundation USA (New York)

## NOTE ABOUT THE MOBILE VERSION

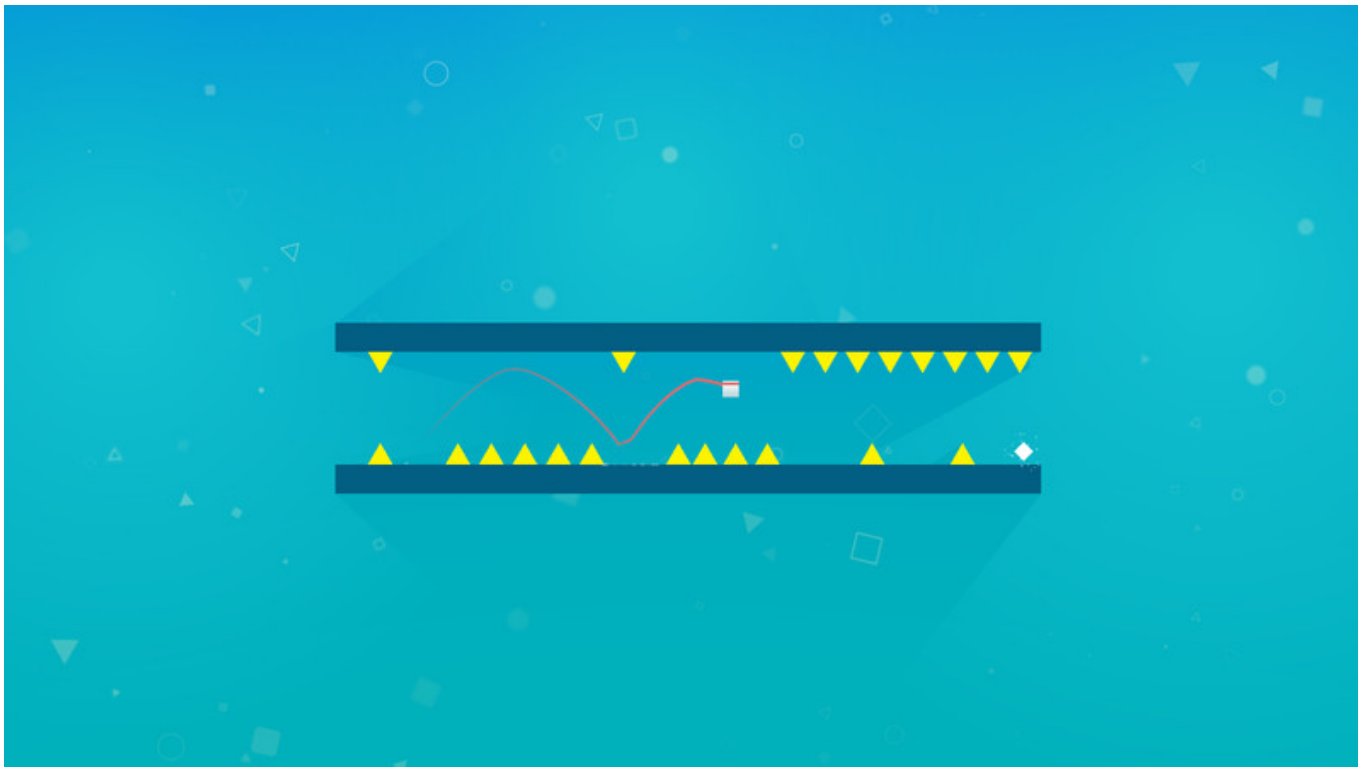
A free prototype version of this game was published for mobile platforms in 2016. That version was commissioned by the Onassis Foundation USA in conjunction with the 2016 exhibition **Gods and Mortals at Olympus: Ancient Dion, City of Zeus**. The exhibition brought a selection from the thousands of artifacts that attest to the vibrant daily, cultural and religious life in ancient Dion for the first time to the USA. The mobile game aimed to attract New York youth and introduce them to the world of ancient history and archaeological excavation. The more challenging, more replayable and visually enhanced multilingual PC version of this game is now available on Steam.

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Title: Secrets of the Past: Dion  
Genre: Casual, Simulation  
Developer:  
Culturplay  
Publisher:  
Culturplay  
Release Date: 28 Nov, 2018

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English,Greek







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secrets of the past dion

An excellent game to kill some time.  
It has some charisma despite its simplicity.  
Do I recommend it? Hell yeah!. This... was an attempt.

I have never watched The Clone Wars series upon which this game is based, so I can't really comment on the story it tells. From what I've seen, it's a soft, family-friendly story on the Star Wars prequels' universe.

But the gameplay is just... badly done. The main idea is good: an action game where you control jedi and troopers, advancing mission after mission using your unique abilities. However, the controls alone make this a drag, getting through a single mission seems like a chore and getting precise jumps requires some serious unlearning\learning how this game physics\logic works.

The difficulty (as far as I played) has never really picked up. There is a scoring system for buying upgrades, but you can essentially die a lot every time and there are no real consequences. Which further contributes to my not wanting to continue on.

There's also the hurdle of getting this to work with the essentially dead Games For Windows Live service, but there are ways around that. However, the fact that you need to mess around with the files \*after\* the game's downloaded is perhaps the final coffin in the nail for me.

Get it only if you **really, really, really** want to have any and all SW games, and then only when discounted.. Beautiful short walking simulator with a few puzzles which are mostly easy.. Holy  $\u2665\u2665\u2665\u2665$ , this is good. From the cathartic, absurd weapons to the insanely varied enemies and levels, it's undiluted Old-School FPS goodness; the sort of thing that reminds me why I love this genre so much. The color palette's a little too brown and gray, the plot is completely disposable, some of the level or boss gimmicks are a bit much, and there could stand to be a couple more weapons, but other than that this is damn near perfect. Highly recommended.. The will be English Edition later on.

The online requirement is due to anti-piracy, unlike Axxxxxx's Creed which will set your CPU on fire.

This is the best Chinese single player ARPG game ever, one of the dungeons contains Dimensional transfer, transfer the 3D character into a 2D character, along with "Shadow play" (A.K.A.  $\text{影戏}$  in Chinese) Elements and Chinese Opera Dubbing, not sure if it's Peking Opera as I know little about Chinese opera. This Dungeon is super impressive.. I purchased this pack no less than an hour ago and I haven't even placed a driver marker on the locomotive in the scenario editor yet and already i am unpleased with it. After all the "hype" of this pack being so advanced this pack actually lacks some major features. All the black 5's in all liveries (excluding the Ian Riley 3) have got the same builders plate of armstrong whitworth & co, the manual lacks the description on what the last 3 digits in the numbering system mean and do not even states a section about the numbering system in general for any new players, all black 5's (that aren't 45407, 44871 and 45212) have the same shedcode of 26 D which is where Ian Riley is based, theres no unlined BR livery in either clean or weathered state, there's no other versions of the class that had the other types of boilers (Ivatt forward top feed and domeless like 5025 and 5000), the rolling stock provided being the MK1's, MK2, 16t Mineral Wagon and brakevan, are reused stock with different textures that we've had multiple times again and again from the start of the game and from other packs that have been reused in them, the only NEW rolling stock this pack offers is the GUV. The RATB chatting\ token system for the Benavie signalman does NOT have a scottish accent despite the fact the signalman IS scottish. All in all the RRP of  $\u00a314.99$  is not really worth it and to best stay with the original Kuju model of the Stanier 5MT and purchase the SteamSoundSupreme packs for different liveries & conditions. This offered so much potential and it was just nothing more then over-hyped and seems all the focus was aimed towards the Riley 3 then the other models which again for  $\u00a314.99$  for 3 Black 5's and reused\ retextured stock just doesn't seem to be justified. Hats off to BMG for making a newer looking model of the Stanier 5MT with newer sounds but thats just about it. Honestly if i knew all this before the purchase i wouldn't have broke open the wallet for these.. wasted 54 cents on this game. Fun game but not enough depth. It's better than the average online game about oil mining you'll find and a little deeper than the mining in Capitalism 2 but overall just not enough on the management side. You're simply yielding a resource and selling it for the market average, hoping to get a good deal.. Cute puzzler with good pacing and great controls.

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Easy point&shoot game with Venice as loose background. Hit targets above base shooter; difficulty varies but tactics easily learned. No pressure, can stop & restart at will. Good for relaxing & focusing on shooter & target with minimal stress.. This game is frustrating. It keeps locking up in the middle of playing. I will be an hour into the mission and it will randomly freeze and I will loose my progress.. Totally worth those 0,11 cents I bought this game with.. Can I get my 4 dollars back?

I want to keep the game but that price reduction gives me sadd that i paid full price :( will change when monet return ;). whaaat!?? at least let me see the menu.... Extremely polished. Totally captures the feel and triggers my nostalgia for whimsical Nintendo games. Plenty of substantial gameplay variants mean that it's not a one-trick pony. The bot AI is good and makes a fun challenge out of single player, and playing with others is a blast (see what I did there).



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