

Hidden

<http://www.lostspell.com/hidden>



Argentine Patagonia, 1922

Immersed into dark and unexplored ancient woods a group of expeditioners led by your uncle Eneko, a distinguished professor of science, together with a Hindu millionaire philanthropist go deep in search of an old, almost forgotten legend.

According to some aboriginal records, thousands of years ago, when mankind had not even stepped on earth there existed a forbidden city that no language dared to name.

As Santiago Farrell, anthropologist from The National Museum of Buenos Aires you will be called to take part of the expedition.

But not everything results as planned and you will soon discover that the place keeps a never revealed horrifying secret.





Demo - Kapitel 1:

<http://www.lostspell.com/hidden/hidden-chapter-1-primitive-essence.php>

Hilfe:

<http://www.gamepad.de/loesungen/files/Hidden.pdf>





Several months ago when we began working on the second chapter of **Hidden**, as we progress we felt something that didn't convince us. Finally we realize that the fundamental causes were the limitations of making the game for web.

After some chat and discussions, we decided to take a big step and make what we always want, make **Hidden** for PC platform, with all that this involve, better graphics, full screen, a complete story, a good original soundtrack and a long etcetera.

We know what that means and we are happy to choose this path and challenge, specially for all the support we received with "Primitive essence". Therefore, we decided to not release a second chapter for now, our apologies for those who waited for it. But, on the other hand, we are sure that the new **Hidden** will be a lot better in any aspect. That is our goal.

We hope the news be good enough for you and,
Many thanks for your courage!

LostSpell Team.



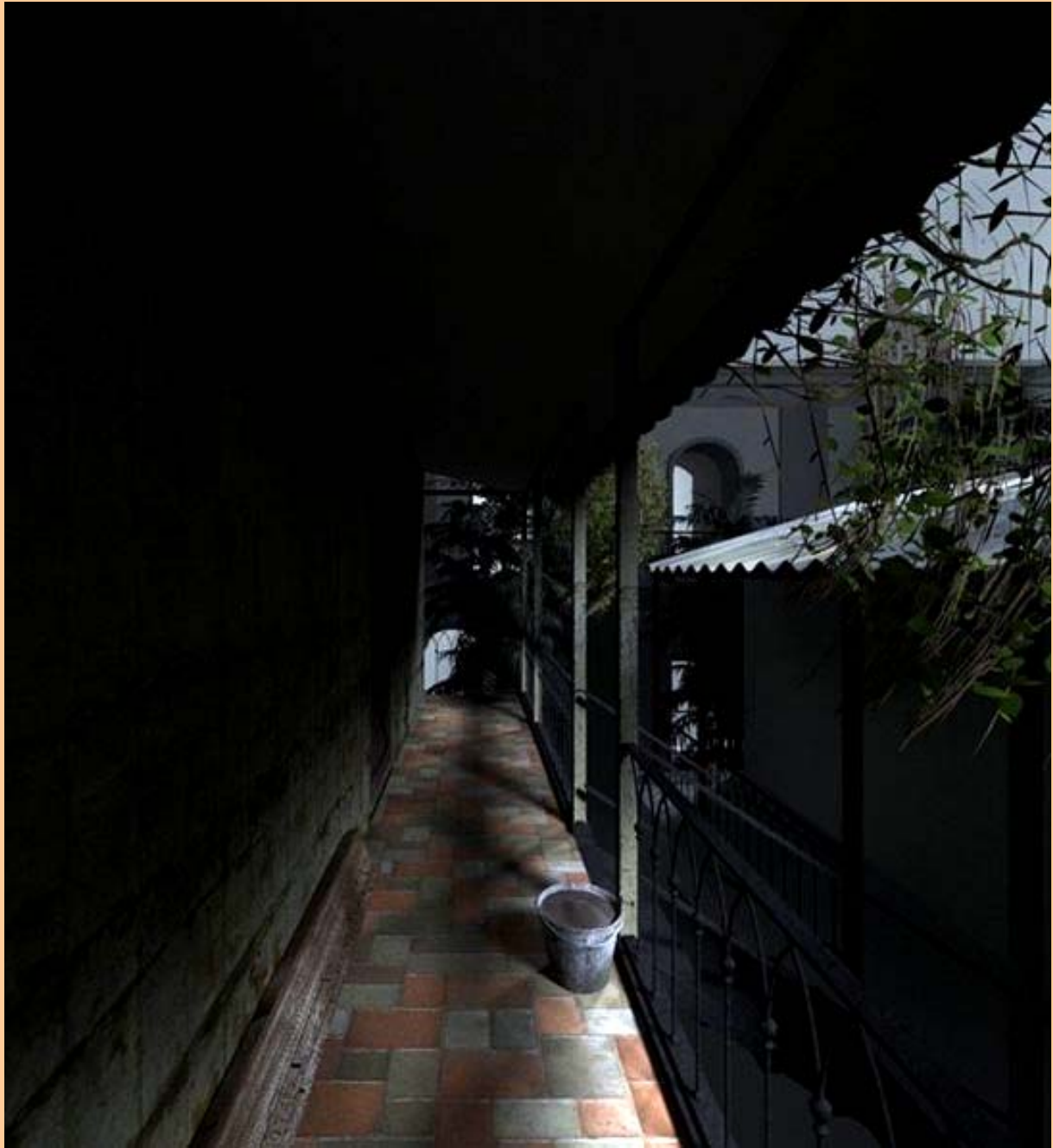


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**First of all, happy new year for all of you!
2010! Wow, i can't believe it 😊**

**YES, we're still here, making Hidden 🤖
Sorry for the lack of updates to the site, but we put the focus on
the game.**

**We have made a lot of progress through 2009 and we still have a
lot for 2010, but certainly we are more closer to the end.**



Softwareservice Kratz

<http://www.gamepad.de/>

Update 08. Januar 2010