



A R T I F E X M U N D I

Joan Jade and Gates of Xibalba.

Joan Jade and the Gates of Xibalba is a puzzle-adventure 2D casual game, in which the player impersonates a female archaeologist, who's looking for her lost children. The story takes place in ancient ruins of Maya temples among the jungles of Yucatán Peninsula.

Story:

The game starts when the player's character is in the excavation camp. Player solves various riddles and puzzles, wanders through labyrinths of the temple penetrating dungeons, jungles and caves to find her lost children. Discovering the hints, player draws conclusions and makes conjectures about what has happened... As time goes by, the player comes closer to enquire the mysteries.

Gameplay:

The gameplay is based on collecting and using items and solving various riddles and puzzles. The game is divided into 4 chapters plus a prologue and an epilogue. Each chapter (excluding prologue and epilogue) consists of few tasks.

Game features:

- 30 locations
- 82 puzzles
- 10 types of puzzles
- 240 objects to find
- 118 objects to find in HO scenes
- 11 HO scenes
- 12 cutscenes
- 3 layers of the story
- 84 items
- 27 artifacts to find
- 19 trophies to collect
- hand-made graphics

System requirements:

- WINDOWS XP/VISTA/Win 7
- DirectX 7.1
- Hard drive – 80mb
- 512 MB RAM
- 1Ghz processor

Estimated game time: 4 hours.

Publisher: Alawar

Developer: Artifex Mundi

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