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## About This Game

The mind dissolves in the surrounding darkness like pain dissolves in wine. Remains of memories crumble and rapidly leak like sand through fingers. And only one name stuck in the throat filled with fear. Magdalena... Minutes feel like days while waiting for something to happen. So the shadows become longer when the day dies.

## The light will direct your path

You play as George, who got through bloodcurdling events. The light will help you to find out these events.

## Recall Everything

In order to gather a complete picture, you need to find all the fragments of memories and piece them together. What's hidden behind the room's door you can't open? Restore the chronology of events and find the last element of the picture — a key to the room that's been locked for years.

## Explore the World Around

You can move and view every object in the house and outside it. Search for the clues that will lead you to the truth.

We were inspired by the Edgar Allan Poe stories while developing this game. We tried our best to create the same oppressive atmosphere of desperation and horrifying plot.

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When we were creating the game, we wanted to fill it not just with graphic, but the plot as well. That's why the game has that much of the text. In this case the game may be considered as visual novella, rather than adventure. But we have some gameplay here. To make the player easier to understand how to play this game, we put that disclaimer here. At the end of every note there's a short hint of where you should go to find the next note. It might be any item in any place. Discriminating reader will be rewarded by complete and chronological story. But the game does not force you to play linear. You are free to explore the map and to find the notes circumstantially. Enjoy.

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Title: Magdalena  
Genre: Adventure, Indie  
Developer:  
MagdalenaTeam  
Publisher:  
MagdalenaTeam  
Release Date: 22 Feb, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel Core 2 Duo 2 ghz

**Memory:** 2 GB RAM

**Graphics:** Nvidia GT 730, minimum 1280x720 resolution

**DirectX:** Version 9.0

**Storage:** 4 GB available space

**Additional Notes:** Minimum system requirements guarantee a steady 30 frames per second in HD resolution

English,Russian









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The concept of Cosmic Leap seems pretty simple at first, all you have to do is jump around a bunch of planets and make your way towards your getaway spaceship while encountering several obstacles and enemies. I would not recommend this game for people who lack patience as you will end up punching the table many times thanks to unresponsive controls. Over time I somewhat got used to them but they are very difficult to master. This game poses a real challenge if you decide to complete both objectives (finish a level in time and collect all the coins within). There are also a couple of bugs where the game freezes upon opening Steam Overlay and when you fiddle with the screen resolution. On the other hand, Cosmic Leap has impressive visuals and undisturbing but yet good soundtrack. Also, try and find a steam coupon for this game if you can. 7/10. Fun game with a nice atmosphere. The combat gets a bit repetitive after a while but the other aspects of the game makes it worth playing through.. Bought this route at a steep discount, tried to find it when I started up the game and no where to be found. This game is unworthy of being produced. I recommend avoiding this game at all cost unless you love spending 10 hours just laying 50 feet of track.. Not as long or as good (puzzle wise, I feel the story is as strong as ever) as the first chapter but is still very good.

. Fun game with huge potential! Must try!

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A great game that you should play if you enjoy train management.. Game crashes every time I try to start it.. Good stuff.. I bought this out of nostalgic memories of Fantasy General as it is a very similar game (if not a direct fan-made remake). Much nicer game graphics but lacking the beautiful artwork and musical score that made Fantasy General stand out for me. In terms of the gameplay I would say this game is one of the most frustrating strategy games I have ever played. The (unnecessary) time constraints mean that I had to be constantly overextending which got me punished by the AI 9 times out of 10. I probably spent more time reloading/restarting more than playing - I think the last mission of the Human campaign (I haven't bothered with the others) took me about 12 hours and 4 restarts. I felt quite traumatized by the end. The twists to the quests that occur at the end meant that thought I had finished the mission only to find I then had to unexpectedly get a particular hero to a specific location to win - this guy might be on the other side of the map depending on how I split my troops up at the start; so time to restart again... Similarly if I place all my units down at the start I might suddenly find that I need to defend somewhere on the other side of the map and realize that I should have reserved some units for this and needed to restart.. Absolutely broken platformer with rubbish controls! I've really enjoyed flying through platforms or not being able to jump at all in some cases. And what about that train stage? It's borderline impossible to complete! On the plus side, the sprites are fine, but that's it. Overall, avoid at all costs!



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