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[Find the Objects, Solve the Puzzles and Avenge Your Past](#)

Macgamestore.com and Hidden Objects announce hidden object game for Macs

Sure, Apple doesn't seem to want to [take on the video games market](#) just yet, but that doesn't stop developers from making/porting one or two games to Macs every once in a while. It is the case of Macgamestore.com and Hidden Objects who have announced the release of **The Count of Monte Cristo** for Macintosh. A downloadable demo is available right [HERE](#). You can buy the full game for \$19.95 via [Macgamestore](#). The Count of Monte Cristo is a puzzle game based on the famous novel by Alexander Dumas. It takes place in the 19th century. *Edmond Dantes, a dashing young captain, has been betrayed by enemies who called themselves friends and is wrongly imprisoned. Many years have passed, then one day a monk and scholar enters his prison cell through an escape tunnel. They become fast friends and then Edmond finally escapes his lifelong prison. Help him find his offenders and get revenge once and for all. Find the cleverly hidden objects and solve the unique puzzles!*, says the official description. As The Count of Monte Cristo is based on Alexander Dumas' masterpiece, it features 8 characters to investigate, more than 1,000 hidden objects, over 20 scenes and 15 Puzzles. **System Requirements** call for Mac OS X 10.3.9 or later. Windows specs, just so you can make a better idea, call for Windows XP, Windows Vista, Memory: 512 MB, CPU: P 1.0GHz, DirectX: 8.0 or later, 32MB DirectX 8.0 compatible video card. The Count of Monte Cristo is a digital download, which means that purchases will not be shipped out to you. Here's why: a software product, that is of Digital Download, is not physically shipped out to you upon purchase. Instead, you "Download" the entire game from the Internet (locations differ per product). After downloading, install the game as normal and run it from your Hard Drive. Digital Download purchases aren't refundable.