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About This Game

Explore a new world of pixel art puzzles in more colors than ever!

Uncle Aaron and the mysterious lady penguin go on a vacation trip to explore new colors for mosaic puzzles!

Along the way they make new discoveries and build a fantasy landscape!

Enjoy this installment of fantasy mosaics that also includes a new feature allowing you to view the background art with a puzzle image in progress.

Follow the penguin family on this thrilling adventure that brings you new exciting challenges!

- Mosaic puzzles in more colors than ever
- Pixel art puzzle challenges
- Build a new landscape
- Puzzles based on logic

Title: Fantasy Mosaics 18: Explore New Colors

Genre: Casual, Indie

Developer:

Andy Jurko

Publisher:

Andy Jurko

Release Date: 29 Nov, 2016

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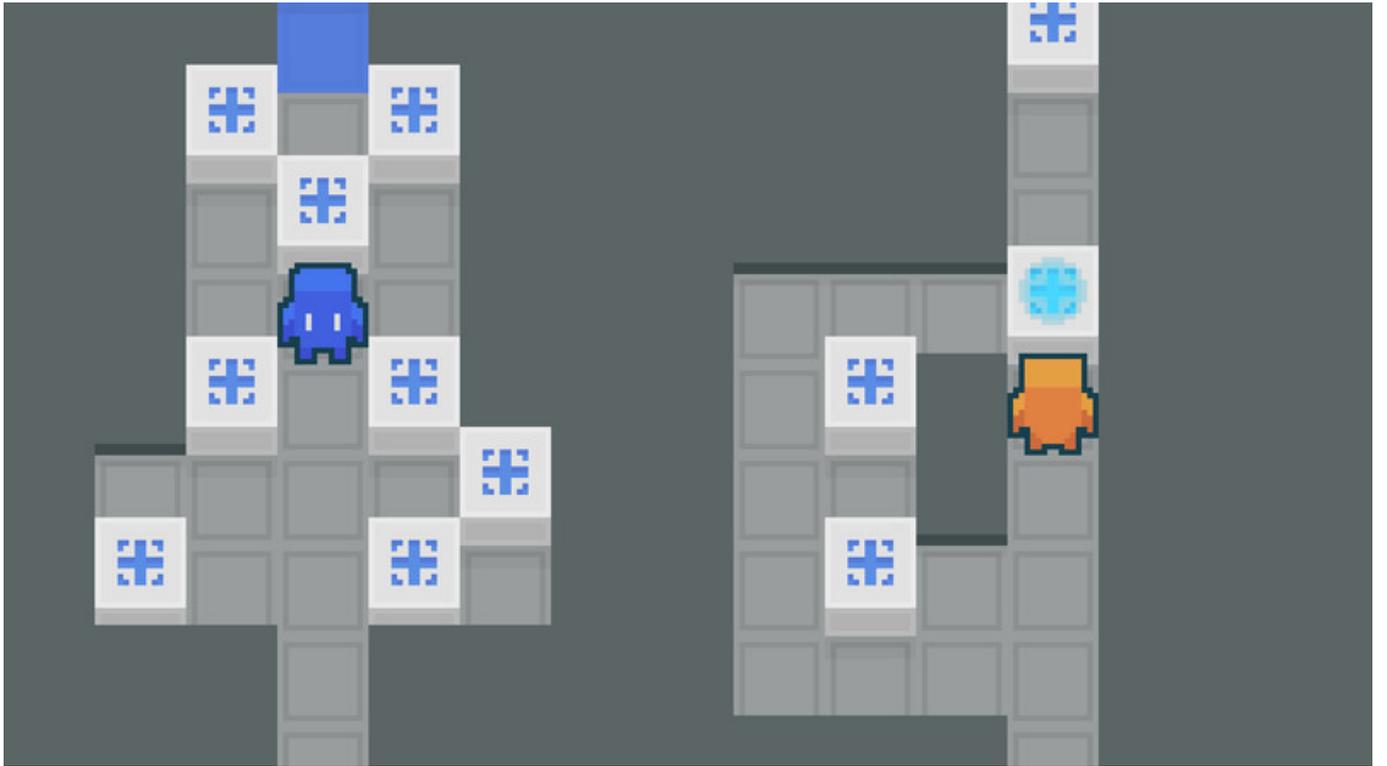
English

At first it's soft.
But it gets stronger.
...Even stronger still.
Strong.

"...Hey, that hurts..."
She's locked in a tight embrace.
Though her shoulders are confined, Fusa moves her own arms
as well.

Lensly Yuri

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The one good part about this game is that the controls are relatively tight.

Hit detection is a joke. The sound effects are either royalty free or literally the Mario 1 UP noise. It's impossible to tell the difference between a wall that can and cannot be wall jumped. (This is only mostly true. SOME walljumpable walls are marked, but not all of them.) The amount of damage enemies do is seemingly unrelated to what they are. Stationary spikes are a heart and a half. Moving smashy spike columns are half a heart.

Some enemies will hurt you when you jump on them, but also take damage. It's impossible in many cases to tell when a cliff will lead to more level or will instantly kill you. It has a lives system with coins, but the lives and coins don't carry over between levels. The final boss gives you 100 bullets, but those bullets don't refresh between lives, though the final boss's health -does-. This game takes less than an hour to beat. Pursuant: I have, in fact, beaten the game.

The background art is pretty good, but the other tilework is terrible. Enemies can have the same sprite, but vastly different mechanics and different health. You have to manually select the next level after you beat a previous one.

The 'beat the game' art is actually worse than the title screen graphic. Of the guns you can get, one of them is an actual upgrade, and one of them shoots three shots (which you will never need) for three times the ammunition, which is acceptably sparse to begin with except for when you get a million ammo in areas with like three enemies.

The box physics are horrendous. In one level, I pushed a box down a thin shaft, and it got stuck halfway. Boxes on moving platforms will skitter around like nervous squirrels, and none of the puzzles are interesting enough to merit there even being box-pushing in the first place.

There's an enemy that is basically a koopa troopa, but not a single level ever puts you in a situation to use this to your advantage, or against you. It's there just for the sake of being there.

TL;DR Quite literally everything in this game that is not 'controlling Super Mustache' is achingly bad.. Fun little life simulator.

Amazing how with poorly times aunt visits, rent payments and your apartment being robbed life can go south real fast.

Quite accurate.

Serious bit with an update.

Started out with No Priviledge points, homeless and unemployed

Long grind working in a fast food place and renting a place out

Tried to fulfill the health need by having an exercercise bike but living in a sketchy part of town meant it was robbed every two weeks.

Then got a job as a bouncer for 2 years

Proceeded to spend 3 years doing part-time bouncer work whilst studying for a Law diploma

After finishing Law diploma I am now working as a Paralegal in the city centre with a Car and wife (as a tip wive's aren't that worth it in the short run as getting engaged and married is quite expenseive and having to keep taking them out on dates so they dont divorce you is a strain enough.)

7/10 - Would pull myself up by my bootstraps again. Probably a lot more fun with mods and if you don't mind a grind its worth a buy.. Very good sequel to the WW series. Was in tears, joy, and felt very sentimental reading this. Get your tissues people. You are in for a long ride.. I finished the game in 4 \u00bd hours in one playthrough and it was pretty good. The levels itself are relatively easy but the boss fights add some difficulty and variance. It's not the most challenging game in the world but it is very cute and enjoyable. I can definitely recommend it especially because of its very fair price.. So beautiful, clever, and unique! Love it!. 3 cookie cutter missions that really highlight the need for a quicksave function in this game. Badly thought out missions with multi-stage firefights where death results in having to play the entire are again. Voice of Freedom is intended to be stealth, but give you an unsilenced pistol and scarce else (essentially no ammo at all) to fight an armored truck and scores of enemies in close quarters. Aftermath's exit requires multiple stages of area defense from a compromised position and, again, a

lack of ammo. Beyond the Walls immediately puts you in a "defend an area" situation with a flood of enemies pouring in. Its terrible. Its repetitive. Its annoying. Save your money.. An interesting premise for a police management game, but it quickly becomes a plodding, card-slotting slog by the mid-game, occasionally hampered by the RNG system deciding a third of your staff will not show up on a particular day or will turn in drunk. The narrative framing story ends on a bleak note, with your agency on the final conclusion being somewhat minimal.. this game got me hooked. after a few tries i read the enemies and managed to aim correctly, so i could concentrate on what to do next. the unlockable weapons and perks invite you to try new strategies. do i machinegun them down, after doing doing aera-damage with bombs ? do i snipe them down while the poison attacks drain the remaining life? the movement is great, and feels well-adjusted. this is a sweet shooter and excellent air-to-surface combat !. A very humorous game poking fun at all the traditional RPG cliches. Also... female armor! >=3

Clever puzzle game with a great atmosphere and very polished.

9/10. sense i got this for like 2 dollars it was really worth it even the items pay for the price but im a scrub right now so i got the lowest tier

only get this if its on sale other words dont look for buying it because really not for the price to be honest. IN SINGLE PLAYER MODE, I LIKE TO USE THE ISV-PROTO AS A STARTUP TORSO -IT GIVES A LOT OF POWER & ARMOR. SINCE YOU CAN ONLY USE THE HOVER LEGS ON CERTAIN MISSION, THE ISV-PROTO -LEGS ARE PRETTY MUCH USELESS THRU-OUT THE CAMPAIGN. STILL YOU CAN MISMATCH THE PARTS DESIRED AND HAVE FUN BLOWING THINGS UP.. If you've played Pathologic before then I recommend otherwise I don't at this time.

Simply put I think the Bachelor route is the best way to experience Pathologic your first time through but unfortunately Pathologic 2 (which is simply a remaster of the original) doesn't currently include said Bachelor route. Which I find rather bizarre of Ice-Pick Lounge since the Bachelor is clearly intended by the original developers to be your first choice as well. Instead you're forced to play the Haruspex route.

The Bachelor gets almost all of the world-building exposition with only modest insights into the social structure, culture, mythos, etc. This being explained in-story as you, the Bachelor (and you the player), are a stranger to the city and so people are quick to explain the important landmarks and give warnings but aren't so quick to trust you with much information beyond that. This deliberately shallow understanding is then enriched with your 2nd playthrough as the Haruspex a.k.a. the "one of us" guy. Who gets virtually all of the deeper insights thrown in for free without the unnecessary world-building from the previous playthrough (as a former citizen of the city you would already "know" all of it). The problem is if you play Haruspex first then Bachelor then almost all of the mystery and intrigue of the Bachelor's route is ruined since there isn't much left for you, the player, to discover even if technically the character you're playing as is still ignorant. It's a pitfall new players simply wouldn't know about.. the only original thing in this game is the copy and paste skill of those who make this game.... Stardrop is relaxing eye candy with a great soundtrack, but not much else.

You'll get a slow content walk driven by hit-or-miss writing and mediocre voice acting. The dialogue is sappy and the characters are hammy, and there's even an inspirational message written by the game's creator himself (though it may well have been ghost written by Tommy Wiseau).

Gameplay is an endless series of keycode hunts with the occasional no-stakes stealth minigame. It's not really a game, and it's not fun.

What Stardrop really brings to the table is ATMOSPHERE, and loads of it. Stardrop is great to look at, and the soundtrack perfectly captures the wonder, tranquility, and majesty of space. This game is definitely about the journey, and not the destination. The story is forgettable, but there are plenty of touches and nods that pay homage to its inspirations.

If you're a sci-fi nut and you've ever wanted to lead the away team in an episode of Star Trek TNG centered around exploring a derelict space vessel, check out Stardrop... Just don't expect a huge payoff.

All things considered, I enjoyed it.

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