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About This Game

A Doubly Puzzling Magical Adventure!

The most powerful magicians in the kingdom of Mysteria were once the Pictomancers, who had the power to imbue painted or woven images with arcane energy. They have all but disappeared from the land, taking their secrets with them, but the Great Tapestries they created in their heyday have kept Mysteria from harm... until now.

With the Great Tapestries fraying and darkness returning to threaten Mysteria it's up to you, the last Pictomancer, to quest throughout the kingdom and restore these powerful images and save the kingdom. Take on the journey in one of two modes, tackling either the always-popular Pic-A-Pix puzzles or the brand new Fill-A-Pix!

Each mode offers 100 exciting levels to tease your brain (200 total), making this a game you're going to want to play through at least twice! Mysteria needs you and its riddles await: Are you up for the challenge?

- Two different game modes - Picross and Fill-a-Pix
- 100 levels in each mode, 200 in total!
- Huge puzzles - grids up to 30x30

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- Rich game world, with 10 mysterious locations to explore
 - Beautiful painted backgrounds

Title: Mystery Riddles
Genre: Casual, Indie
Developer:
Anawiki Games
Publisher:
Anawiki Games
Release Date: 15 Mar, 2017

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English







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CropDuster Supreme is literally the only game that defines how I feel as a man with a flatuation problem in the real world. Its hard being me. People always flee at the slightest sniff of my crop dusting magic. This game is literally the♥♥♥♥♥♥. The Mass Effect Series is one of the most prolific, RPG stories ever written in my lifetime. there are very few games let alone a complete series that can attain this level of enduring replayability and quality of entertainment. The new ME series, Mass Effect: Andromeda will soon be at our doorstep and I for one am nervous with anticipation and excitement as Bioware expands its Mass Effect Horizons by building the series' future beyond the borders of our Galaxy, and reaching out to a new entire Galaxy separate from our own. This is true genius and high intellectual imagination at its finest!. I love the textures and detail that takes me back to old fallout.

Nothing in life is free... so just like the games on your tablet, its a freemium game, youre probably going to need to use real money to buy things (which, you know, pays the programmers and designers wages and stuff) Maybe in the future you'll only have to spend money on customisation rather than game play mechanics... but it's early access so lets assume their working out the business model as well as the details of the game.

I'd love for it to have a single player storyline and 30 or so maps where i can battle the computer but lets assume that can come later after PvP (programming AI takes time you know).

Nice effort, love the idea, needs refinement.. I really like scrollers and I'd really want to like this one. It's a pity that game with such potential lacks content. It's really short. Bosses are more bullet sponges than real challenge. I hope that this game will be expanded with more stages and really interesting bosses.. Just a random Megaman fan.... Thumbs DOWN!

-editable review-

I figured this game was mediocre at best but then simply viewed the trailer, y'know the one that mixes real video with game footage, and I thought to myself of how well made and of high quality that was made. Easily this game could be lost among the so many other off-road/racing/muthatruckers that have been released and fallen either into obscurity or electro-plated for every successive generation until it gets cancelled to let the latest driving/riding/racing/combat trend blaze it's own trail into the aforementioned obscurity.

Is it simulation? I believe so but a simulation that is easily digestible, with corners cut realistically to - play. The vehicle roster is fanasy based in reality, meaning the trucks are patterned off of real life counterparts only lacking the liscences to use their names.

But the game is slow and hard to control, even without whatever is in place for native controller support amd multiplayer, the FPS drop on a consistent basis, and becomes so sluggish that it is a pain to drive.

As far as tracks go, and they sometimes go far, and sometimes don't go anywhere fast due to rugged terrain, are based upon reality and there is no need to trademark dirt, mud and water. The mud will bog you down more than deep water. You will skid along twisting dirt roads deep in the jungle. Climb vertically over rock precipices. Scramble upon rocks jutting out from deeper waters. Each country has a plethora of tracks to race against the clock and other rider's time and are wating to be unlocked along with vehicles.

Offroad Drive's gameplay can cater to the casual driver - meaning you can get through most tracks not using the tools at your disposal such as onboard tire pressure control, locking and unlocking differentials, 4 wheel drive etc. , allowing the player to enjoy the scenery and bumpy ride at the cost of finishing near the rear of the pack.

For the enthusiast it is recomended to fasten your seat belts, because there is much challenge and learning of the tracks and modification for integration of utilization of skills per individual track, that only the most hardcore could fathom gaining 1st place in every track with every vehicle. Basically this equals to much practice.

+first person with head on a swivel
+detailed graphics all around

+simple as you would prefer
+complex as you could imagine

-performance overall is lacking
-Controller support? what? where?
-NO FREE ROAM (stay on or near track or be penalized and teleported within 5 seconds)
-Does multiplayer even work and what would be the purpose if it did, you only race against the clock and ghost truck
-without good controls, whats the use of trying

If you believe that this is a standard arcade racer - that is fine - it does have somewhat flexible controls (use what you want, sometimes a hitch is necessary) but lacks true controller support.

The detail is abundant in the environment such as the dust can almost be tasted during the hotter regions and the plunges into the creekbeds feel almost refreshing. The mud actually washes off of your vehicle when plowing through water. The trucks will flip over but not often and there is no explosions or machines breaking down that I saw exception like my windshield smashed out once and parts may fall off of the truck, but it is pretty much a vehicular goreless game. The only thing that ever stopped me was meandering into too deep water and something about my exhaust getting flooded.

There is an incredible depth to the simulation aspects of this title. With many ways to overcome obstacles- such as simply finding another route around, power-wincing over it, depressurizing tires to soften your friction, plus more. Therefore each track COULD be mastered by finding what works best with what accessory or truck in the turbulent and primal landscape. And if you don't do it correctly or turn at a point just a little early/late, then possibly it will warrant a restart. Unfortunately a restart is what the controls need and a tune up as much.

I had originally voted this a thumbs up, but after putting it up for awhile then coming back I see what made me quit playing in the first place.. I really liked this game. Not sure what all the negative reviews were about.

I would say "it is what it is" because of the nudity and obvious reason why I and everyone else bought it. But on it's own merit, it's really a good game. Not the longest game, but plenty of entertainment. The battles were actually challenging towards the end, most of the characters were charming and likable, exploration was definitely rewarded.. Thumbs up.

I will say, the main character (the one you play as) is a\u2665\u2665\u2665\u2665\u2665\u2665 Perhaps a little more than a\u2665\u2665\u2665\u2665\u2665\u2665 But, considering hypergamy, he is exactly what he has to be for any of the girls liking him to make sense. I hate to say it, but if he was a nice guy, it would be immersion breaking. I died a little typing that. But it's the truth.

Another note. I was hoping that there would be possible harem ending. There might be, but I'm having a hard time finding out. The process of earning love and obedience points from the girls is grueling (like real life, lol). If you spend your MP charming them, you get p0wned in fights. If you use your MP to survive the fights, the girls hate your guts. Items to serve as social lubricant are scarce at best. The formula for wooing them requires a doctorate in mathematics. (Not really, and devs - please don't stop using advanced metrics like this, they're wicked cool!) Really, about the only way to get one naked or get anywhere with them is to pick one for each play through, give her all the items and attention, and cross your fingers.

Oh, and SAVE FREQUENTLY!! Like before entering EVERY room. You'll run over an event trigger or click on something and you'll be forced to make a choice that has no takesies backsies option. Also, *spoiler alert* don't waste precious resources on the girl with the biggest boobs in the beginning of the game. She dies. I about rage quit on her, lol.

All in all, I give this game 9/10. Graded on a curve for it being a TnA game and subtracted one point for making it so damn hard to get muh soft core pr0n! ;). Great visual novel. cant wait to see what happens next.. This game is always amazing. I love the art style and direction as well as the voice acting. With the Brave New World pack, it's outstanding. Play it! and never look back.. Wishmaster is a textbook example of what **NOT** to do in a Match-3 style game that has a 'story mode' in it..

The player will begin each round with 10 columns of 19 icons each and as you match them up and exhaust each column, the board shrinks down making each move hold more weight. The round ends when the player:

-
- 1) Matches all icons on the board, clearing it
 - 2) Runs out of turns
 - 3) Runs out of viable moves.

More often than not, you will find that #3 is the most usual outcome of each turn followed closely by #2. Most Match-3's I have played have a tendency to have all the action going on on one side of the board or the other. After a few turns, one of the middle columns will affect the other side of the board and the action moves to the previously unused side. This tendency is mirrored in "Wishmaster" as well; however, due to the fact that this game only has a finite number of tiles for each round this quickly becomes a detriment. To be fair, the game does try to toss out a few tiles to "help" on occasion as you exhaust your columns, but more often than not this "assistance" only serves to make things worse. So, get ready to have quite a few rounds end with two tiles on the bottom and the third tile you need to finish the puzzle on top of one of the other two (and unmovable).

You also only have 3 attempts: **PERIOD**. Not 3 attempts at each puzzle - simply 3 attempts. Now, I could understand if this were just in a quick-play mode, but this is the **STORY MODE** we're talking about; and there is nothing that makes me want to keep playing a game more than getting to Level 3 and then having to start all over again from Level 1 because I wound up going "3 and Out". When you do find yourself starting all over again, you'll find yourself having to view the opening "story" without an option to skip through it (yeah, you can spam the space bar to speed the dialogue up, but some of us just want to cut to the chase).

All-in-all, save yourself some money and the aggravation induced headache and just pass on this game. If you simply cannot live for one more second without an anime Match-3 game there are far better ones out there than this that you'd be better off playing instead of this one.

beep royale. Gotta have Sisyphus... the one who got the ball rolling on these games (pun completed intended and yes, no effort was made either). The game looked like a gem, but failed in too many aspects. I played only to the 3d mission, may be it would go better, and there'll be bugfixes, but in current state I definitely can't recommend it to anyone.

Cons (that's why it is negative after all):

1. The game is very unpolished. Things are little but they are everywhere.
2. AI. It is not stupid, strange mix of bad RNG (it is even worse then in X-Com), good tactics and dumb pathfinding.
3. Bugs. Annoying. Enemy perfectly fine goes through 4 man on overwatch (AP left) and kills one of them in melee. Other time my soldier shoot on overwatch out of cone of fire...
4. graphics are ok in some places and just bad and unpolished in others, screenshots are carefully picked. X-com like action camera is the worst part, it is funny here, not dramatic.
5. Combat system is shallow, expected much more from the description.

Pros:

1. Nice setting
2. Really good atmosphere (when not hindered by funny jumping soldiers), all these films and letters home are very nice.
3. UI is nice, but not as informative as I would like it to be. But very nice.
4. Music is good too.

May be devs shod consider making a movie or a comics. Most good things about this game is, sadly, not about gameplay,. It's not a good game, nor a bad game. Supposedly a tribute to NES titles, but aside from odd choise of graphic filter and the soundtrack that screams "I wanna be Mega Man 2 to associate myself somehow with a popular and successful game", it really nails the ♥♥♥♥♥ aspect of shovelware cash ins of yore. Which is weird, because *almost* everything that Capcom did during the NES era was gold.

The game has very stiff controls. You cannot aim effectively while moving, and taking aim directly upwards frequently has you aiming diagonally first, then firing one shot, then aiming upwards. Granted, you can aim directly upwards if you let go of your D-Pada and then press Up. But it's a hassle when you're already used to a fluid quarter circle motion that doesn't hinder you in other games.

The screenshots suggest that any given level is divided into several screens (with their respective transition), when in fact the entire level is displayed upon entering it. Conceptually, it doesn't sound bad. But having the camera follow your character at all times without staying fixed means being unable to see what is directly below you. since the camera is fixed at an angle where your character is always in the lower half of the screen instead of dead center. Good luck being able to see what is directly below you whenever you collect a weapon, as the developers decided it was a good idea to display a huge text message everytime you did, obscuring everything beneath your character's feet.

It's not THAT bad, though. Once you adjust to the bad controls (and even more awkward flying/hovering mechanics), it becomes a modest challenge. But the game is both too short (being only 3 levels long, with the same boss with minor upgrades being recycled), as it is too repetitive (every level consists of having you fetch keycards that open other parts of the level, which have more keycards that open more sections, until you run out of keycards and then you're made to walk half-way across the map to fight a boss).

Fortunately, the key activation issue that plagues the majority of the current reviews seems to have been resolved. However, further research indicates that you're only allowed to install this game up to 20 times before you lose your license to the game, after which you permanently lose the right to play the game. There is a workaround available on one of the Community guides, but I thought it would be nice to mention it now so you keep this in mind.

I would only recommend getting this game if it's 90% off, and you're terribly bored. It's really not worth your money or time otherwise.. This was seriously the worst \$1.99 I've ever spent. The game itself spans about 20 minutes for a full playthrough, and the content isn't even anywhere close to incredible. If you want the "disturbing imagery" this game has to offer, just Youtube compilations of crazy sh*t that happening on the news, because that's about as "crazy" as it gets. Normally I listen to reviews before purchasing a game, but in this case I decided to give it a try anyways. That was a mistake. Oh and also, I went back and played the game again choosing completely different answers to all of the questions and the experience remained the exact same, so don't think you have any power to control the storyline, because you don't.. If you don't create the lobby you will

be laggy as ♥♥♥♥♥♥. Since no one actually reviewed this Costume...

I'll be the first...

And even though it's the Superior Spiderman's Costume...

It's a very good one, love all the colors in it, but my fave was the final Color, the Gold one...

The Gold one was suppose to be considered to be called the Iron Spider, ^_-

As it's the one given to Peter by Tony Stark durring the Civil War Arc., that sadly never

made it, into the movies, o_@

I forgot if it was in Infinity War, but I do remember Peter getting a new Suit by I think Tony Stark

in that movie, I just can't remember if it was this one, or not, o_@

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