Jigsaw Puzzle Pack - Pixel Puzzles Ultimate: Angel Wings

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About This Content

Pixel Puzzles Ultimate, the definitive jigsaw puzzler for the PC platform.

PACK INFO:

Puzzle Count: 1
Total Piece Count: 1000

PACK CONTENTS:

- Gunship - x1000

Title: Jigsaw Puzzle Pack - Pixel Puzzles Ultimate: Angel Wings
Genre: Casual, Free to Play, Indie, Simulation, Sports, Strategy
Developer:
DL Softworks
Publisher:
DL Softworks
Franchise:
Pixel Puzzles
Release Date: 16 Sep, 2016

 b4d347fde0

Minimum:

OS: Windows 10, 8.1, 8, 7, Vista, XP

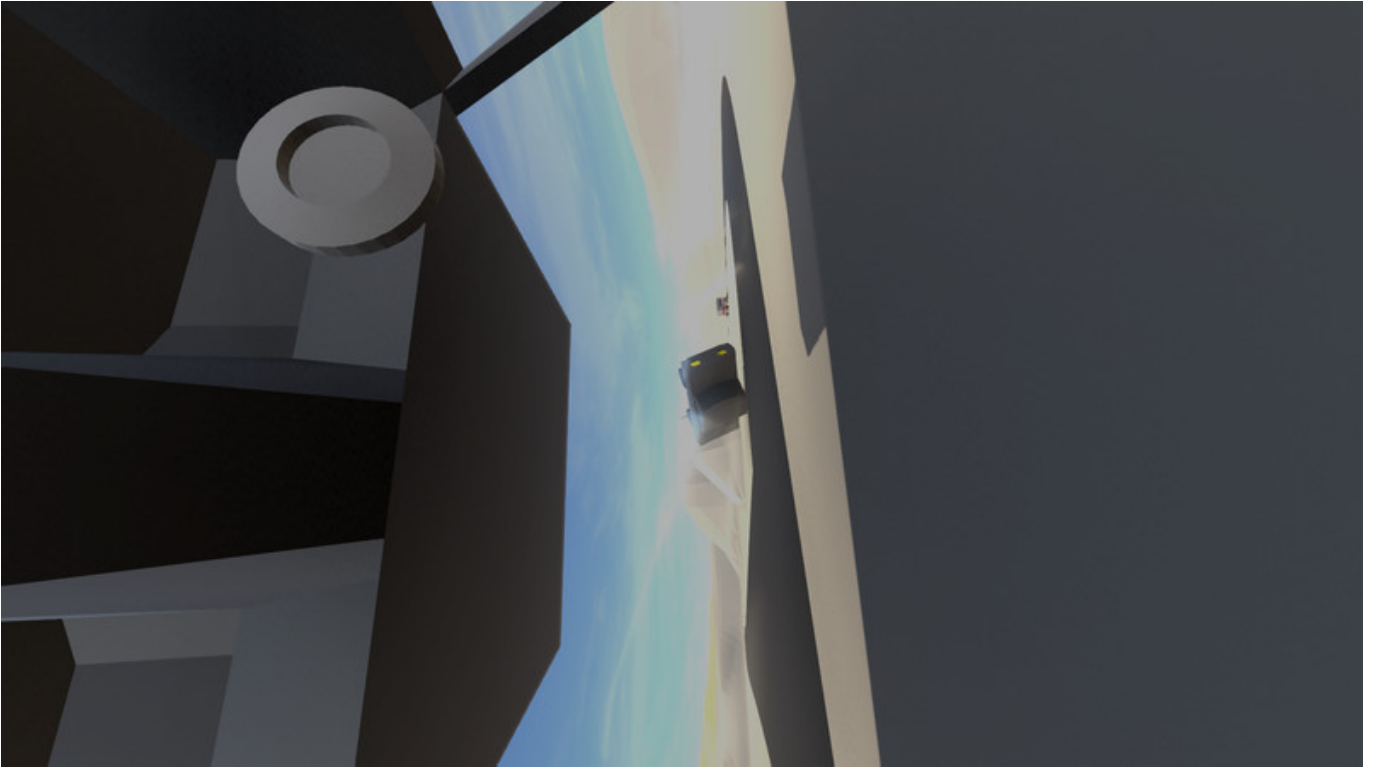**Processor:** Intel® Core 2 Duo

Memory: 2 GB RAM
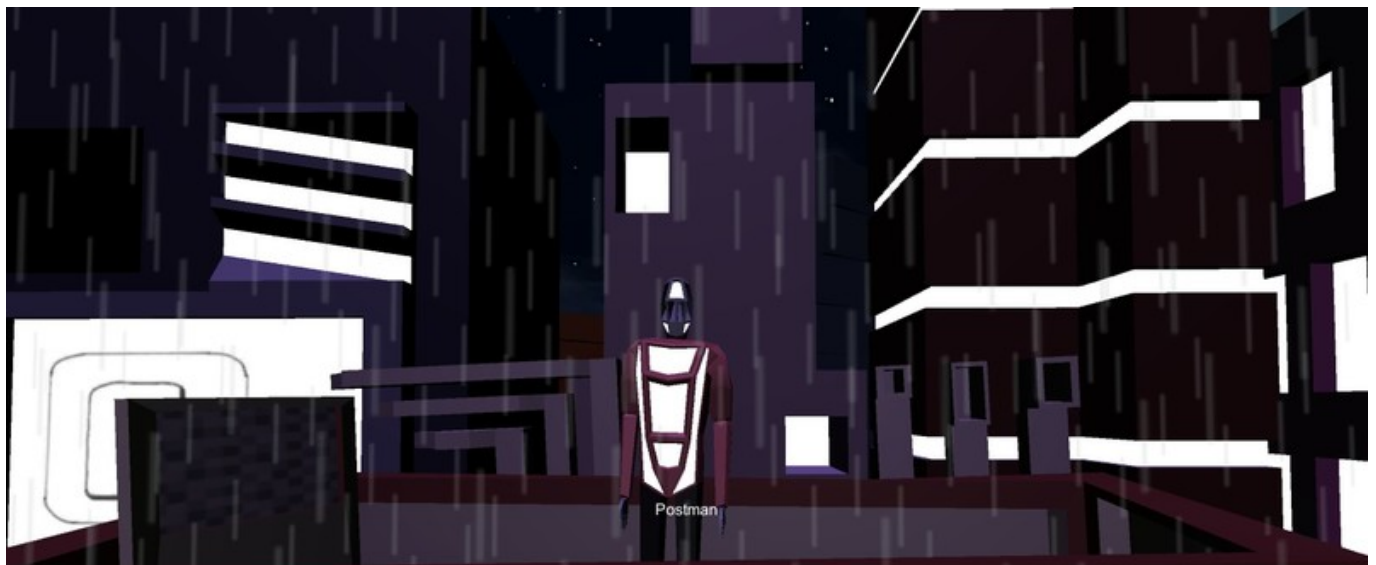
Graphics: DirectX 9.0 Compatible

Storage: 100 MB available space

Sound Card: Generic Sound Device

English

Hello! Long time no see. I'm sorry I turned up this time without warning. The customer said to deliver urgently and did not give his name. I haven't even considered whether it was a man or a woman, but the fellow was obviously on the edge. All right, I've got to fly and refuel... you see, its pretty high to fall down in this bucket. Say hello to your drone... I'll drop by someday to check up his signature pie

Postman

Finished the first episode. IT wasn't... *bad*, but it didn't have anything to it that made it stand out as *good*.

* Interrogation mechanics cribbed from Ace Attorney and Danganronpa, but not as entertaining as either.
* Interesting setting that you don't get to explore or learn much about.
* Plot that changes gears from a crime procedural to a spy drama to some kind of shonen-y thing without warning.
* All artwork that isn't character portraits seems underdeveloped.

I guess I just wasn't hooked.. Does not work on win 7 ;__:. Haven't played it much yet, but the game looks fun & the graphics seem fine too (although the light level seemed to fluctuate a lot which was highly annoying).

Thumbs down because no proper controller support so I can't use my steering wheel. Unmappable xBox control only.. I took a risk on this since it looked interest, but unfortunately it did not live up to what i hoped for. It is basically a point and click adventure where you have to mostly guess the answers or items to use.

It was interesting, but I quit after I got tired of looking at Walkthroughs each time I got stuck. The answers and locations of items were not logical, so I moved onto another game after 4 hours of playing.. can you run it though?

i5 4670k
gtx 970
16gb of ram

oh yes finally my childhood dream came true of running this max settings only many years later and alot of money spent

anyone who has played this game, you understand why i am making this review, i am terrible at this therefore the game must be bad, its obvious, and i played this game for 2 hours and 1 of hours being on the LAST LEVEL OF THE GAME THAT I STILL HAVENT BEATEN BECAUSE ITS SO HARD PLEASE MAKE AN EASY MODE. One of my favorite point 'n click adventure games! The music is beautiful, the puzzles appropriately intriguing, and the game play straightforward and fun!. As a person who played more than 500h Borderlands 2 and good enough hours of the first Borderland game, I would say that this version of the game is completely garbage ... specially against Borderlands 2!

Pros:
- Deck 13.5 DLC is awesome and in some ways, so brilliant and the only good thing about this game!
- Good heroes and builds.
- Good music.

Cons:
- Terrible and repetitive level design through the whole vanilla game.
- Extremely boring game play and story line.
- No gravity and slam attack is fun for only half an hour and then it gets yawn.
- Slow walking in no gravity areas in so annoying.
- Cold, limited and forgettable NPCs.
- Since the game was made by 2K Australia team, most of the new NPSs have Australian and sometimes Indian accent ... even talking guns!
- Boring and stupid side missions.

Conclusion:
Save your money and don't buy this garbage!. A fast, straregic submarine multiplayer game with short game sessions. An open map, lots of units and upgrades and constant pressure to find enough oxygen to keep going.
Very Interesting!. DLC as Illusion was great and should be the way for rest DLCs. But this one is just too short. only one worth getting from this batch. Better story, voice acting, and animations compared to the first game of the series, which was also good. Puzzles seemed logical, with only a couple of exceptions. Memoria is a good pick for fans of high fantasy that want a casual point/click game that is more about story advancement than puzzle-solving.. Okay so obviously I haven't gotten much time on this game. And really there is a reason for that. Not that the game is terrible, really it's not. But because I bought this game for a reason. When I go into the ealry access section part of steam looking for a new game to play, I don't really expect much from those games that have mostly negative reviews. This is one of those games. There are a lot of things about this game that need fixing. A lot of those things are seen on the first glace while in game. I'll list a few that I noticed right away. And keep in mind that these problems are listed from most needed to be fixed, and not mainly a priority.

1. As stated before in a previous comment, the UI needs a serious bump up in work. When in game, you'll be approched with a blank UI system. The only thing being displayed is health, ammo, and what gun you have. One other thing about the UI is the pause menu. When needing to pause the game to do whatever it is the player is doing, they come across a very plain expressionless menu with nothing but the mission and some graphic options that they give you. Nothing else. The UI is one of the most vital parts of the game because it's what the player uses to get around the game; Not only that, but also it's what the player will be staring at through out the game.

2. Another big issue right now is a lack of story. When the game finished downloading I was actually kinda excited to play the game. But once I started to wonder around a bit, I was a little confused. Mainly because I had no idea what to do. So me being me, I pressed every single button on my keyboard seeing if something was going to happen. Nothing. But then I pressed the escape button to look at the options, I had noticed that the mission objective was to the left of what options they gave you. It appeared that I needed to clear out the opposing team and then move to the designated checkpoint. Really thats about as far as I got for the story so I'll refrain from saying anything more about this subject.

3. Graphics\/Evironmental surroundings. Okay so this one is going to be pretty difficult to explain. So really the problem isn't the lack of good graphics, no, it's the over use of flora. I had noticed that while in game that all of the trees and bushes and vegetation were really well created. Everything that looks good in the trailer is pretty much what it looks like in the game (note that this is me running on my low end computer, which is the bare minimum of what the game requires in order to run). But that is where the problem lies. It seems as if the devs paid too much attention on the flora of the game and not enough about the gameplay. This isn't really of the bigger problems though because this is easily fixable. But is still on the list.

4. The final problem on this list is probably the AI. Now really I have to be honest. I'm one of those people where I don't go through the tutorial, I just jump right into the game and figure it out from there (not implying that this game has a tutorial). When I had gone in game, just taking a few minutes to walk around and figure everything out, I came across two AI's (evendently from the other team). And, well, instead of firing at me, they just continued to run towards me. So me being me, I shot at them thinking that it may trigger them to start shooting at me. Nope. In fact, I didn't even hit them. I kept shooting and nothing happend. It was about into my 5th bullet that one of them actually died. And even then, they still didn't shoot at me. It was pretty clear that the bots didn't register me as an enemy, or something worth shooting at. Oh well though.

Now that I have gone through the worst of the issues. I will now list off the postitive, good stuff about this game.

1. One of the most notible things about this game is probably the amount of time and thought that was put into the environment. Though this is one of the things that triggered a huge issue in-game. This issue also proves to be one of this games greatest strengths as well. I was truly suprised when I got in-game and realized all the beautiful time and effort was put into the environment. And not only that, but also how well it was running on my computer. Many recent games that have been made haven't quite understood that even the low end computers need good flora too. This is not the case for this game.

Really, for now, this is the only positive that I have about it... for now. I intend to play this game more. And i intend to see this game grow into one of the big selling games out there. This does truly have a lot of potential.

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