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## Pixel Puzzles 2: Birds Download Android



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### About This Game

Featuring some truly fowl images indeed. Pixel Puzzles 2: Birds is a traditional style jigsaw puzzle game, with crabs scurrying around so WATCH YOUR FINGERS!!!

The Pixel Puzzles series has been treated to a complete rebuild from the ground up, resulting in Pixel Puzzles 2 being a much smoother more refined gaming experience.

So, what to do about those pesky crabs? Rather than giving them a squish, throw them in a cage. Collect and consume your little shelled friends to gain special puzzle solving abilities, with the crab grabbing power up system. Go catch them critters, they're hiding under the pieces!

### Features:

- 25 puzzles in a range of sizes from 60 to 350 pieces.
- Auto saving, never lose your progress.
- Relaxing atmosphere.
- Traditional puzzle gameplay.
- 33 Steam Achievements.

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- Puzzle piece rotation.
  - Interactive play environment.
  - Beautiful photos of birds, taken in the south atlantic.
  - Power ups to help solve puzzles.

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Title: Pixel Puzzles 2: Birds  
Genre: Casual, Indie, Simulation, Strategy  
Developer:  
DL Softworks  
Publisher:  
DL Softworks  
Franchise:  
Pixel Puzzles  
Release Date: 20 Feb, 2015

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**Minimum:**

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

**Processor:** Intel® Core 2 Duo

**Memory:** 2 GB RAM

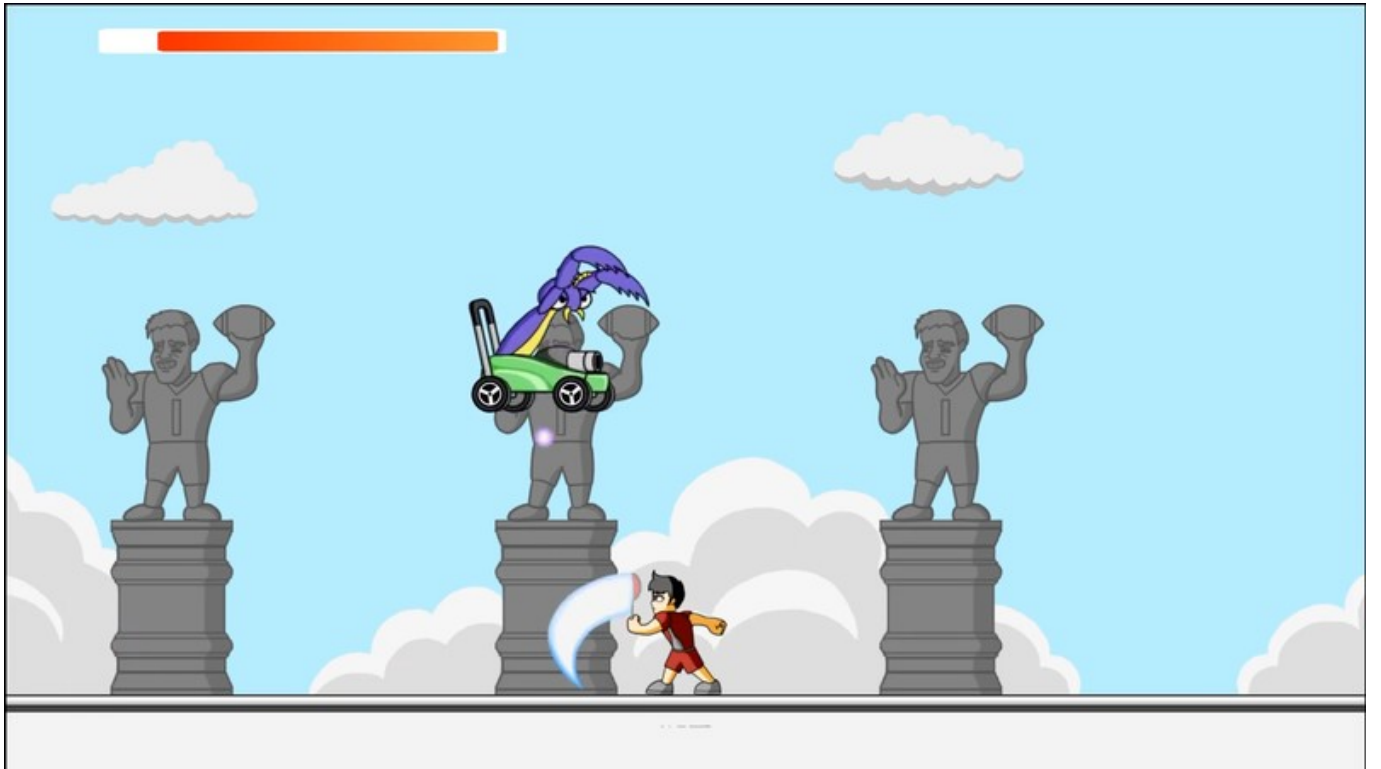
**Graphics:** DirectX 9.0 Compatible

**Storage:** 190 MB available space

**Sound Card:** Generic Sound Device

English







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Infinite jump and very very very simple graphics and controllings - that's all about this game. Its my favorite strategy game of all time.. Why is the game so blurry? High quality graphics and 2.0 SS still blur as hell. Is the game having the same problem like Fallout4 VR first launch?

Also I can't feel any depth when looking at the mountain...is that just 360 texture?. Game constantly crashes.. Walking Simulator filled with torment, pain and tragedy. This is not for some one who likes a long game or a fast paced game, not that I call this a game. I believe that the developer achieved what they set out to, even if I am not always positive I understand.

It gets my reccomendation because they dare to go where others don't and the atmosphere they create works.

. Great co-op game, very funny, farts combine with burps create amazing explosions, orcs are good character, combos and leveling ok. Alright, so I always hate to make the inevitable comparison to other games in a series, and this game really is pretty similar to the first one, but I'm going to go ahead and not recommend this one in favor of just recommending the first. If you really like the first, sure play this one too, but honestly you'd probably be better off just replaying the first one a few extra times.

The main problem I had with this game was that you had infinite lives. It gave it a much more trial-and-error sort of feel (not to mention the literal trial-and-error levels later on). This changes the pacing and feel of the game dramatically, I would argue for the worse.

The first game threw mechanics at you, and you didn't necessarily know how to handle them at first, but once you got it figured out there were no surprises. In this game, there are lots of surprises. For this sort of micro-level, optimization/speedrun platformer, that's very frustrating.

Furthermore, there's a small animation that covers the entire level for, say, the first half a second, for every level. This, too, gets very frustrating for this sort of game. (For the record, I don't recall if this was the case in the first game or not. However, I did play the first one immediately before this one, so the fact that it didn't stick out means it probably didn't matter so much then if it was there.)

While I appreciate improvements to the physics (there were a couple frustrations with the first game related to the physics), I think they went a little overboard and made it too easy. Too many levels could be completed by just spamming jump and blowing through every obstacle without having to worry about your timing.

Finally, too many of the levels were just too easy. Infinite lives means it doesn't matter if you die a couple times figuring out where things are in the level. There are no consequences. So you die a couple times, and if you take too long getting to the exit, so what, you'll get there again next life. Speaking of taking too long, I think this game relied too heavily on just having longer levels where you went back and forth a bunch. Another consequence of infinite lives, one of the few ways to ramp difficulty is just to make it harder to do everything in the allotted time. In the first game, the time pressure didn't generally act as a way to kill you before reaching the end of the level, just a way to make sure you didn't stop to catch your breath for very long in any one place.

I guess all of this is just to say that this is a very different game from the first one. I found it much less enjoyable overall. Beating an area I was having trouble with in the first game provided me with a sense of accomplishment. With this game, I just didn't get stuck period, there was no real difficulty, just took a little longer.

On a side note, the music is still cool, the graphics are alright, though I thought they were a bit worse in this one than the first (less is more).

Anyway, I would really only recommend this if you're interested in trying out the level editor, seems neat.

3/10 (just go play the first one dangit). this game is the best example of how to get people to hate your AI. Nostalgic arcade game.. It's short, it's very short, but what is available to play right now is still quite a lot of fun. For an unfinished game, it's still quite nice, plays well, easy controls, and a bit of fun. There's also a sandbox mode once you finish the campaign to just mess around in.

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Edit, so I'm an idiot. There is a lot more to the campaign than I realized. It's still short, but it's longer than I thought it was, by about 4 times.



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I played the game for a couple of hours with 4 friends of mine. We got together to play it during the free weekend and because we have different schedules we could only really play it during one day. Based on the experience I would say its not a inherently bad game. At best I'd say it has potential to be one of the better online only multiplayer games it does have some issues and some are pretty serious for this type of game in its current state I really cant recomend a buy. How ever I do think it will be pretty decent in the future among the issues is as follows.

1. Connection bugs not many and doesnt happen too often but if it happens with random games it can prevent a person from playing.
2. demon vision is useless in the current build. By that I mean the game has fog and for some reason when you use the demon vision ability to see in the dark. Which wouldnt be a problem as far as seeing in the dark but it lights up the fog that is ever present through out the night there is no real good reason to use the demon vison ability because you can actually see less than you would with the normal vision which isnt that much better given its dark and the demon cant see very clearly at night. Of which 90% of the game is at night.
3. No real means of defense. This is more of a mechanic issue not a bug or anthing but when you spawn into the game you got maybe 3 minutes to find a weapon you only start with a flash light but if you dont find a weapon of which is rare to find before the sun goes down you better hope your the demon because if not your the demons first victim. And unless you have atleast one other person on your team with you with a gun as well you wont really do much against the demon.
4. demon is not the OP monster we hoped. This one isnt a bug but it is a issue and may contredict my earlier statement on defense. The demon in this game is suppose to be a OP blood thirsty monster it's not in fact its very IRL skill oriented by that I mean it doesnt matter how you spend your skill points of which you gain 1 every 3 minutes or so in a 20 minute match. But unless you play the demon often and get good at it on a personal level the demon has no good way to kill the survivors your attacks can easily miss your debuff abilities are useless most of your buff abilities are under powered or flat out not functioning well. Every match I played where I was the demon I actually lost while everyone else I knew in our play group dominated the entire game. But because I wasnt great at the game itself I always died weither survivor or demon. Overall the demon isnt a big enough threat and there isnt enough ways to defend yourself against it. Infact a friend of mine on two different matches did a full speed stat boost and killed everyone before they could react or boosted healthy to the point where he was nearly invincible again this could be a condriction but its the fact that you can easily loose as the demon just as much as you can win as it.
5. Fix the player cap. Here's a thing thats not a bug not a real me♥♥♥♥♥ issue it just doesnt make a lick of sense for this to happen. Basically on a match where I was playing as a demon my game crashed granted only once but that wasnt the issue when the game crashes the game continues for everyone else a new player is selected to be the demon if the demons game crashes. And if thats so than why do we need a minimum of 5 players to play the game clearly proved that it can run with less than 5 players.
6. the map is too big. This is self explaining but still the map is pretty big but the game only plays with 5 players like I mentioned before but the map itself can probably fit up to ten players and there's like 50 buildings in the game and the ritual artifacts are randomly placed in one of those and not only that they are spread far from each other so basically there are 5 artifacts to find in a map with 50 buildings good luck you have higher odds at finding a gun which is like a 30% chance any one building is gonna have a gun. A good way to fix this problem is increasing the amount of players that can play the game. I say can not a minimum as players have already pretty much left the game because they cant find five people to play with as it is.

Thats pretty much the issues I can recall personally. The rest of the game isnt all that bad you can see with flash lights just fine torches are kinda rare for some reason so that needs to be fixed. But other than the things I mentioned its not bad for its genre I think it has a lot of potential but is it worth the buy right now? I would have to say no it really isnt I really wanted to give this a good reveiw I dont give reveiws often and I was actually really intriuged with the game. But currently I'd have to say you would need 5 friends to play this game at all even if you could handle the current problems the biggest issue is the lack of people online to play it I tried doing randoms before my friends got on and we made a party. I litterally got a max of 1 random person and they kept leaving after a minute because no one else joined. The rest of the game is fine I mentioned the real issues and I have a low end rig its not the best system but it ran this game decently well I was actually pretty surprised given a lot of games now days tend to lag a lot of my system weither they are online games or single player games as far as preformance goes on newer indie games I have to say this is one of the better optimized games out there currently and thats saying quite a lot actually.. StuntMANIA Reloaded was a game which I had conflicting thoughts on. It's fun and not serious or a pretentious game,

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and it feels like it was developed with attention and good intentions, however it has a few drawbacks which stopped it being as good as it could have been.

- + The design is mostly consistent throughout, nothing feels out of place
- + Controls mostly work well
- + A throwback to games such as Re-volt, and more of a unique game today
- + The aesthetics, environment design and the car models are well designed and make the game quite visually appealing and colourful
- + The sound design is pretty good and the soundtrack is fun to listen to, nothing special or memorable but it works and it isn't particularly annoying or makes you want to turn the sound off. The engine noises sound like the cars actually have power behind them and each vehicle seems to have different sounds.

#### Negatives

- As other reviews stated, it's pretty glitchy. Most of these aren't game-breaking but some of them get pretty annoying, such as respawning in mid air and being thrown around or having small areas of ground which aren't solid.
- The car handling seems to be pretty strange, quite slippery until you collect power-ups, it seems to improve a little then but it's still quite odd.
- One level glitched and didn't have any sound playing, the sewer level glitched and some areas were without light, making it pitch black and impossible to see where you were.
- The collectables don't seem to have any purpose other than the coins, which could have been done better so that you had more of a reason to collect them.
- You can't see how many collectables you've picked up until you collect another one, making it difficult to tell later on in the level if you've collected everything.
- The game doesn't end when you collect everything so you have to manually end the game which feels strange. There's no indicator of if you've played a level before besides having unlocked it.

That said, I bought this in a bundle for cheap and it ended up being one of the better games of the bundle, and it made up for the cost of the bundle by itself.. Great storyline and atmosphere.. A very unique game. Despite the game's whole concept of "waiting", it is still paced very well that lets the player get scared when they least expect it. It is a very subtle horror game that is great for chills and sleepless nights. But then again, I am a massive scaredy cat. Just when you are about to forget, it reminds with haunting music that sounds amazing.. Booooooring. Pointless tower defense without towers. Basically run in circles till you win. Waste of oxygen.. I just spent a total of about 4 hours learning the editor and making a custom map, only to have it refuse to save my work due to an unknown error. Thanks completely wasting my time!

Super Indie Karts Elendia Ceus **Fortress of Hell is out!!!**:



1 frightening fortress, 4 different parties.

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