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## Pixel Puzzles: Japan Download Computer



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### About This Game

Pixel Puzzles: Japan combines traditional jigsaw puzzle style gameplay with light video-game interactivity. As you build puzzles your monk will gain higher consciousness states. The higher the level of your monks concentration the bigger the puzzle you can attempt. All hand drawn in a beautiful Japanese aesthetic, Pixel Puzzles: Japan is perfect for puzzlers and gamers alike.

### Features:

- Traditional puzzle gameplay.
- Relaxing Japanese atmosphere.
- 26 Steam Achievements.
- 19 puzzles in a range of sizes from 60 to 350 pieces.
- Multiple FREE DLC bonus puzzles
- Beautiful photos taken on site in Japan.
- Interactive play environment.
- Progressive I-ching powers that give insight into puzzles.



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Title: Pixel Puzzles: Japan  
Genre: Casual, Indie, Simulation  
Developer:  
DL Softworks  
Publisher:  
DL Softworks  
Franchise:  
Pixel Puzzles  
Release Date: 17 Apr, 2014

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**Minimum:**

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

**Processor:** Core 2 Duo

**Memory:** 1 GB RAM

**Graphics:** DirectX 9.0 Compatible

**Storage:** 85 MB available space

**Sound Card:** Generic Sound Device

English







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This game successfully channeled my nostalgia for Tetris Attack.. 8/10 nice, but short casual game (I finish it in 5.6h).. "Art Game"

Almost any criticism leveled at Mondrian could be countered with 'it's part of the experience of this form of expression of art', but ultimately the game is just not very fun. I'd rather just play plain Breakout, which is essentially what the game is. The controls are awkward, in particular once you've circled around to the top of the screen and they effectively reverse, the ball bounces off things in a strange, non-intuitive way, and the core gameplay loop takes too long to be very engrossing. This is a shallow, low effort attempt at bringing art to gamers. Consider other, more enjoyable works, such as Braid, Okami, walking simulators such as Proteus, or more surrealist works such as Yume Nikki or All Of Our Friends Are Dead (which is free, btw).. THIS is good but disappointingly short rip. Haven't played it for too long, but from what i can tell, its and OK game. The negative reviews are coming just from idiots who thought this was Elite: Dangerous. I thought it would of been pretty obvious its a different game, since you will never see that game on steam for 20 bucks...and don't you think they would put their highly renowned "Elite" trademark into the game title?? Leaving a positive review to even out the playing field.

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this game sadly doesnt work i tried to confir it like it said but it gave me the same error if this game was work the it suppose to i would recamen it but sence it doesnt i wouldnt get it till it gets fixed. The new city have a good number of quests in it adding some more playability to the game, including the use of the new dungeon. They have the usual game humor which is quite good. Expansion monsters, items and the new class blend it well with the theme.

However, the new dungeon lacks the chance of the original ones of getting the key early and not having to go though all of it. Also, the extra content can hardly be called an expansion. It is more like a minor Halloween update, common in many games in which the devs throw a bone to the loyal players with a little themed content (usually for free).. EDIT: I'm updating my review as soon as I've finished the avaliable bossess (11V30 so a third of the game, the easy third I suppose). More than 2 hrs just to unlock those, and without 100% of start earned. So, the full game would be at least 6 hrs long. I confirm it's a great game and any boss is unique and different to beat. To spend worthy your stars is mandatory or later would be impossible to progress, in fact you can also reset your XP assignment for a price.

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Nice and unexpected game, than mix in a good way a match two puzzle with a pistol shooter. But it's more than this because the puzzle itself it's a boss than attack you and could be beaten just learning his moves, and you can also spend XP earned to improve your stats. A demo is avaliable, but honestly you can't understand very much from it as the first boss is closer than a whirlgig where further they're shaped as animal and act like real game bosses.

Things I really liked in this game:

- 1) price is very fair, this could costs 9.90 and would be anyway better than LOT of games of the same range;
- 2) if you beat something in the demo, you'll find this unlocked even in the full game;
- 3) The campaign seems very long: 30 bosses to win, where any boss has three configuration with different attacks, shapes and gems, so basically 90 stages. I'd really recommend this visual novel if you want to play one that's a little different. The story was nice, it had beautiful moments in it and tbh I never thought I'd play a visual novel in my life but this one was different and kept me interested the whole time! Completed the whole story as well, I think it's the whole historical factory to the game that made it so interesting for me. A story about love and war, good combination. Haha. While I do recommend this game, I only do so if you want the to face the most challenging thing you have faced in your life time. The controls, while smooth, are very wonky. They offer little help to the challenges you face during this game. Making a single small mistake can bring you back to the very beginning of the game, even if you have spent hours or even days playing this game. I have played this game both on PC and iOS for multiple hours and have barely gained any progress in comparison to how long this game is. It can be entertaining for short periods of time, but for long periods of time you will feel disappointed, enraged, and like this game is royally screwing you. If you being this game, you may feel compelled to complete this game, even for years like I have, yet it so hard the chances of you actually completing it are slim to none. I highly suggest staying away from this game if at all possible. Do not spend money on this, as you will forever remember that the \$7.99 you spent on this game lead to a shortening of your lifespan due to rage and the absolute hatred for the patronizing commentary.. This isn't the finished article by any means, but we can clearly see the base of a fantastic and unforgiving survival game with a heavy emphasis on fighting nature rather than fighting mythical creatures.

I'm a bit of a sucker for survival games, and my Library has a metric tonne of them - but this one intrigued me due to its complex survival systems (you need to sweat if you get hot, or cool off in water, for a start...no other game takes temperature, wind, and sunlight into account quite like this game) and the fact it's managed to implement things I haven't seen before whilst using RPG Maker as its foundations!

I've played the first 'mission' (there are a series, then a sandbox mode) and I died the first three times I tried it, only succeeding once I figured out the basic principles of survival (remembering Bear Grylls and Ray Mears' shows!) - Water, Food, Shelter - in that order. The game is no different. Find water first, then food, then worry about somewhere to sleep.

There's not a lot of handholding at all, which I adore, but it feels natural and logical. A superb start in Early Access, and I can't wait to see how this progresses and develops.

Well done, Particle Studios!. It's fine.

. A fun game to play when you're in the mood for a casual puzzle. No bells and whistles, just a simple mechanic of removing the



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required amount of pieces while keeping the structure stable. Think of it like Jenga, but with more shapes and configurations..  
Played on HTC Vive (with xbox controller)

Nice puzzle game, VR adds some depth

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