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Probably the best game I have ever played in my entire life, soo much content it is unreal, the mechanics in the game are the most advanced ever, and the graphics are extraordinary.. The best Mahjong game I've ever come across.

The Mahjong Huntress embeds the classic tile matching game into a story, in which a young woman has to find out what happened to her fiancée. In order to progress through the story, the player has to solve the boards which unlock hints about the fate of the young man.

Apart from simply cleaning the board of tiles, there are a number of objectives which contribute to the player's energy bar. Depending on its charge, the player is able to use certain powers which can put an already lost game back onto the path to success. Another nice feature is the combo system, which is basically a timer counting down a few seconds between each move, awarding more points if the player managed to match several tiles within the ever decreasing intervals.

The difficulty of the boards is steadily increasing, forcing the player to sacrifice speed in favor of choosing the right tiles. Unwisely chosen matches will quickly force the player to sacrifice his energy for above mentioned special powers. But beware - once the energy is depleted, the player will have to start over with simpler boards to recharge the energy bar.

In addition to the story mode there are more than 230 so called mystery boards, which are offering a wide range of tile layouts to choose from right from the start.

The presentation is very nice, offering pleasant visuals along with a functional and intuitive user interface.

If you were searching for a Mahjong game, you've just found it. Especially with the very low price tag attached there is absolutely no reason not to recommend it.

Info: The Mahjong Huntress runs very smoothly under Linux as well. I've encountered no problems on my 64Bit-Ubuntu Linux configuration.

UPDATE:

So far I've encountered only a few bugs. Some minor graphic glitches, some spelling errors. Worst bug was a game crash after the boss fight in the mausoleum. After restarting, I couldn't progress because the game didn't open chapter 3 for me. I had to create a new player profile and start over.. \u73a9\u6e38\u620f\u73a9\u5230\u55f3\u788e\u51fa\u51fa09. Circuit Dude is a pretty challenging puzzle game, and although it got me frustrated at times, I still continue coming back to it to have fun with the solutions! As of the time of this review, I only have 4 levels left in the whole game, but they are keeping me stuck for a little while.

The graphics, music, and sound effects are all pretty simple for Circuit Dude, and do not drastically change. In fact, the game really seems to have one main song that plays on loop forever, and a handful of sound effects with certain objects. The graphics are a simple 2D style that I can't quite describe. Parts of it feel pixel-like, while other parts of it feel pretty clean.

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Similarly, although there seems to be a hidden story in the game, not much is really happening for the first half of the game (or even more). Most of the time it is just jumping into a level and the character describing something or making a general comment. The further into the game, some other things occur, but it's not like a steady flow of a plotline by any means.

The main purpose of this game is, quite directly, the puzzles. Each level is a grid where you run across tiles and must place circuit chips into a bunch of sockets, then make your way to the exit. The first problem is that when you place a chip into a socket, you cannot walk across that tile anymore. Thus, you can cut yourself off from a pathway by placing down chips in the wrong order.

The puzzles grow from here by adding many obstacles along the way. There are trap doors that open up into holes when you walk over them. There are boxes you need to push around, either to get out of the way or to help create a path. There are electric shock tiles that destroy you unless they are disabled. There are even conveyor belts, rotating pathways, teleporters, and a few other pieces.

Many of those obstacles can even be interdependent inside of a level, meaning that you have to find your way through one path before you get through another path, or might have to run through different paths multiple times. But that is not always the case, as some levels allow a handful of ways to make your own way out.

Because of the layout of the levels in the game, you really need to test your guesses over and over until you can start to plan things out and get used to the ways the obstacles interact.

Even though Circuit Dude can be pretty difficult, I felt a sense of accomplishment the whole time that I have played, feeling like "I finally got through this level!" I might have taken a few breaks here and there, but I never stopped playing it fully, and am intending to finish the levels that I have remaining.

If you are interested in how these puzzles sound, you should definitely give the game a try.. It crashes on start up when the game loads :( WISH it would work.. Great game, good and interesting mechanics and a very solid implementation on the platforming side. The game is hard but the challenge is worth it.

A unique theme and setting which you don't see often nowadays.

It's unique mechanic is that you can use the corpses to progress through the levels. It's interesting and if you place them juuuust right it can make your life so much easier for you.

Is it fun ? Yes , yes it is.

Should you BUY it? Yes, it's well put together and it's good fun if you are into platformers and want to play something with a different aesthetic to the usual.. For some reason this is sitting at Mixed. I think it was pretty solid for a Demo. It's the kind of thing a lot of us are hungry for. I guess the not recommended people are happy with Wave Shooters.

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Love Just Good Fun. It starts off fine, and then you run out of new things to do very quickly Clicker Heroes is still very much the Granddaddy of all clicker games.. Played it for 20 minutes.

Graphics made me go blind

Voice Acting made me go death

Screen Resolution made my computer have a heartattack

The game overall gave me and my computer aids. Much scares, so wow, many cute

+ : eerie atmosphere, ok graphics, trading cards, "puzzles" - but some were original, multiple endings, soundtrack was great

- : lack of sprint and jump after chapter 1, clumsy dumsy endings, "wicked" boss fight, short, menu orientation, lighting

recommended gamma 3 or 4

tbh - one jumpscare was well made (that silly wooden cross above the copper key)

I liked the first one better, still playable game 6/10 would collect embers again (or what was it at the "boss fight" part). Literally just bought this and worked with it for like five minutes, but I already suggest it for any indie dev who is working with their own tiles. The interface is fairly easy to work with, and produces nice results right out of the gate.

The saving functionality is a bit annoying as it keeps asking where to save the file, even if you had just saved a moment ago. That needs to be changed to automatically save over the last file when still working in the same file, or at least be made an option.

You can choose to mix two, three, or four tiles in rectangular, isometric, or platformer mods. However, there are no other options that change how the mix occurs. This will result in the mixture looking exactly the same as anyone else who uses this tool.

The only options available for saving the tileset are BMP and PNG. For most developers this will be fine, as we tend to use PNG for most game artwork. But I'm sure there are some devs who would prefer to work with GIF or JPG.

The first real complaint that I have is that when you move a tile, it shifts all other tiles behind it, when I feel that it should swap tiles instead. This would make it easier for developers to control the layout of the tiles such that they visually make sense.

The second complaint that I have is that it does not generate thin paths. There are tile options that are not included in the generated tileset. For instance, it does not generate any tiles that are surrounded on three or more sides, nor does it generate tiles that are surrounded on opposing sides. That of course does limit how the tiles can be used substantially. For example, I often draw small one tile wide streams on my maps, but that can't be done with tilesets generated by this software.

The last issue, is more of a feature request. In its current form it requires you to provide two images. It would be nice if we could create a mix with just one tile, leaving the unset portion as transparent. I thought you could do this by supplying a transparent tile, but it sets all transparent portions to black. Sure you could easily remove the black using a image editor like [Paint.NET](#), but that wouldn't work if the supplied tile contained black in it.

[Even with the issues that I mentioned above, I would still recommend this tool to any developer that is working with tiles, as it greatly reduces the amount of work needed to produce a decent looking tile map.](#)



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