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## About This Game

Enjoy the new collection of mosaics puzzles with up to six colors!

This time the penguin family is taking a trip to the multi-color wonderland! They are going to discover a new collection of mosaic puzzles with up to six colors!

This innovation opens up a whole new dimension of challenge and brings you many hours of entertainment.

The penguin family is waiting for you to accept the new challenge and have fun uncovering the hidden multi-color images while building a beautiful landscape of the wonderland.

- Mosaic puzzles with up to six colors
- New multi-color challenges
- Build a beautiful landscape
- Puzzles based on logic

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Title: Fantasy Mosaics 16: Six Colors in Wonderland

Genre: Casual, Indie

Developer:

Andy Jurko

Publisher:

Andy Jurko

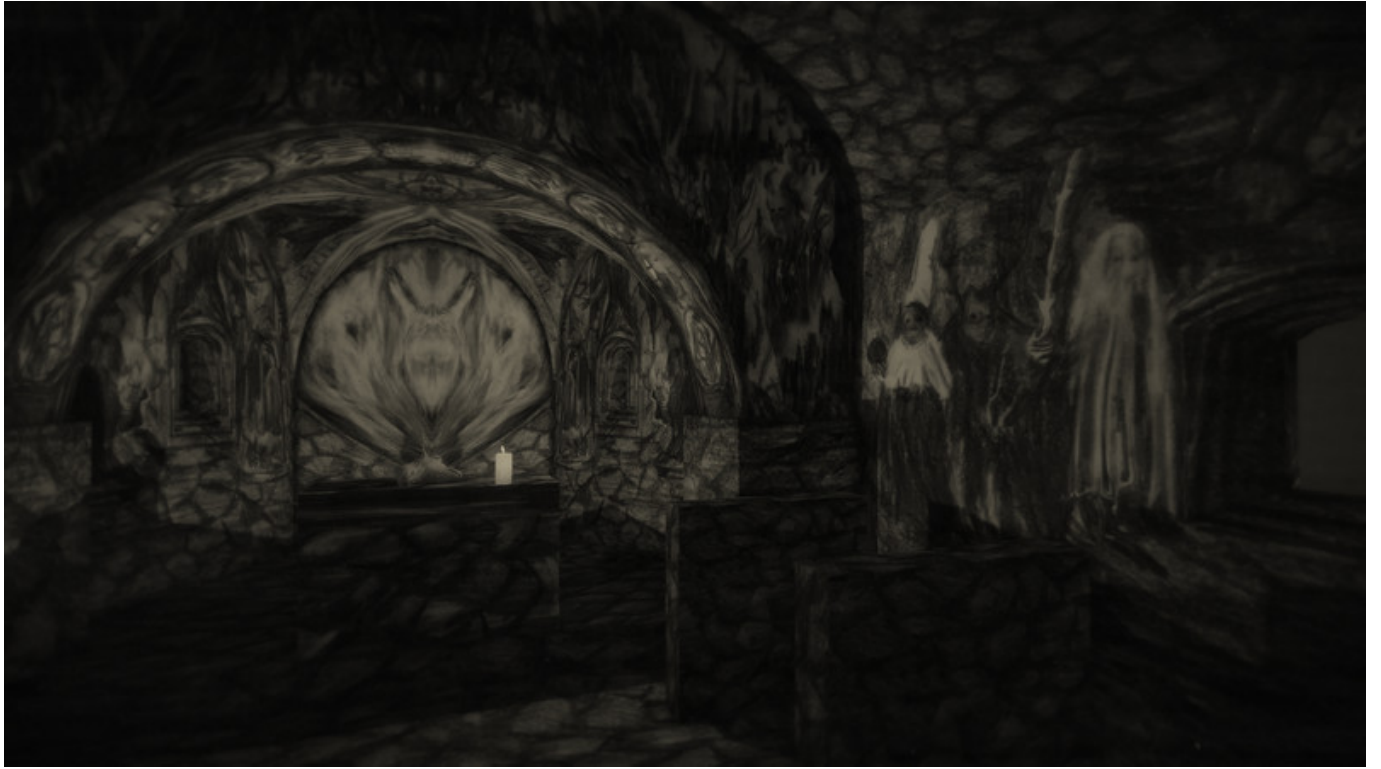
Release Date: 6 Jul, 2016

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English







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New update to review, changing to negative. It's been two years and devs have not added any of the things they said they were going to add to the game like sounds, changing the player sprite depending on your armour and weapon or removing the "popout menus" when you find something on the ground. Game has major, major interface problems and is user unfriendly. Devs promised things and then didn't deliver. Game has been left to rot on steam for years. I regret buying it for full price at launch to support it.

original review:

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At first I had a negative review but I changed it to positive because I have started to have a lot of fun with the game. There are problems with it though:

1. no sound
2. sprites are not too good and less readable I think than ASCII
3. MAJOR every time you are at the start of your turn on a square with an object on it the game brings up a menu to make you select between ignoring the object or picking it up, reading it etc. depending on what it is. You can just move or take an action rather than have to actually press the button to ignore the object but it's still annoying.
4. You get HP back when resting or moving but there's no rest until healed button. Instead the closest you have is to do 99. which is 9 then 9 then 5 on numeric keypad which rests you for 99 turns. You will have to do this several times to get your hp back though and it takes AGES.
5. There seems to be no fast travel or auto travel of any kind, it's just you and the movement keys, held down if you want to risk it.

There is a version of the game called Nlarn which is free. It runs in the console and has ASCII graphics but in most ways is more usable than this version.

I'm still leaving a positive review though because I am having fun playing this version and I'm trying to trust the developers to iron out the problems.

The free version at <http://nlarn.sourceforge.net/>  
<http://sourceforge.net/projects/nlarn/files/nlarn/V0.7.2V>

Screenshot in town <http://i.imgur.com/CP7zC8W.png>

Screenshot on level 1 of dungeon <http://i.imgur.com/VwNpRDDI.png>. this game can run in windows 10, just do a little extra work. First, press win + r, then enter regedit,

open files by this way HKEY\_CURRENT\_USER\SOFTWARE\KoeiTecmo\Nobunaga12PK\Configs.

in the left side, find width and leagth bar. change the value to your current resolution, because the game is old, so it doesnt support high resolution, when the game runs, there should be a cg at the beginning, if you still can't see it, change the value of texture depth to 32, it might help.

i successfully run this game in my new win 10 system, so the game definitely can run in win10, so don't worry about it, if you have any problem that i didnt list , just ask me i am happy to give some help.

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6 / 11](http://win10\u04e5f\u662f\u53ef\u4ee5\u73a9\u7684\u00c0\u53ea\u662f\u53ef\u80fd\u8981\u9ebb\u70e6\u4e00\u70b9\u70b9\u00c0\u5148\u53bb\u5f00\u59cb\u83dc\u5355\u641c\u7d22cmd\u00c0\u7136\u540e\u8f93\u51faregdit\u00c0\u7136\u540e\u4f9d\u6b21\u6253\u5f00HKEY_CURRENT_USER\SOFTWARE\KoeiTecmo\Nobunaga12PK\Configs\u0008\u53ef\u4ee5\u76f4\u63a5\u590d\u5236\u5230\u8def\u5f84\u680f\u91cc\u0009\u00c0\u627e\u5230width\u9879\u548clength\u9879\u00c0\u4fee\u6539\u6210\u4f60\u60f3\u8981\u7684\u5206\u8fa8\u7387\u5c31\u884c\u00c0\u56e0\u4e3a\u8fd9\u6e38\u620f\u5f88\u8001\u4e86\u00c0\u5206\u8fa8\u7387\u592a\u9ad8\u4e5f\u4e0d\u884c\u00c0\u6211\u670b\u53cb\u76841980*1080\u4e0d\u80fd\u8fd0\u884c.\u5bf9\u4e86\u00c0\u518d\u8bf4\u4e00\u53e5\u00c0\u8fd8\u8981\u5148\u8fd0\u884c\u4e00\u904d\u00c0\u4e0d\u7136\u627e\u4e0d\u5230\u6ce8\u518c\u8868\u7684\u00c0\u65e0\u8bba\u80fd\u4e0d\u80fd\u6b63\u786e\u8fd0\u884c\u90fdu6ca1\u6709\u5173\u7cfb\u00c0\u53ea\u8981\u8fd0\u884c\u4e00\u6b21\u5c31\u597d\u00c0win10\u786e\u5b9a\u53ef\u4ee5</a></u></p></div><div data-bbox=)

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[\u5982\u679c\u4f9d\u65e7\u672a\u6210\u529f\u53ef\u4ee5\u52a0\u6211\u597d\u53cb\u529e\u6211\u5f88\u4e50\u610f\u63d0\u4f9b\u5e2e\u52a9. If you have a bad day and just want to chill a little bit , enter the game and play for like 10-20 minutes](#)  
[10V10 for me. I love this game. It's amazing and I would recommend it to anyone and everyone.. It Seems To Crash With Newer Systems. I am pretty sure its the Steam C++ compatability issue.](#)

[- Loaded onto an older system and works perfectly fine. if you want to play it, I recomend using a virtual machine so you can install the software used during the time that CK1 was released.](#)

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Pixelated apollo got me into this game, and it is fun. best Game ever. A good game worth your time if you are a fan of classic co-op arcade games in the vein of Mario Bros. The game has a local co-op mode that looks very promising but I haven't been able to try that out yet.

Not much else to say here but that the game gets more and more hectic the higher you score until you die so it's all about improving your high score and competing for the top spot among your friends and global leaderboards. If that sounds fun, get it, if not pass.

. Hacker Evolution is more of a typing game, then a hacking simulator. I like the concept of hacker games. The sense of online omnipotence has a huge appeal. HOWEVER, this game actively punishes exploration. A lot of the game is trial and error. If you do not do things in order, you will have to restart. Restart the level? No, the entire game. Your penalties from previous levels carry over to the next.

If you ever feel the need to check out things off the developers predetermined path, they slap you with in game monetary penalties. ex: You see that a website called [dot-hackers.net](http://dot-hackers.net). Seems cool, right, so you go to check it out. You are penalized for looking up the website. Yes, they penalize you for LOOKING UP WEBSITES! Then they penalize you for logging on, and then they penalize you for downloading files. The only way to take away your penalties is too pay in game money. They penalize you when you make money. Every. Single. Time. So if you get the game, go ahead and save yourself some headaches and use the money cheat (xmoney) to give yourself all the money you will ever need.

[The good thing about the game is that it had somewhat of a vision, but if you want a hacking game that makes you feel powerful, go with UPLINK.. Let me start off by saying Im an indie game developer and Ive tried many engines before choosing RTS Creator.](#)

[Out of about 15-20 engines Ive tried RTS Creator \(RTSC\) is by far my favorite. Although I only have 9.8 hours on score for the engine as of the time of this post, I will be using this very often.](#)

#### The Engine:

[Its a simple engine that has alot of potential. Not only is it easy to use, it allows for complex technology trees, as well as many other features. Want to do a RD game, a simple RTS, or the next big RTS? This is that engine. The devs are constantly working to improve this engine from what Ive read. They have alot planned that they will put into the engine.](#)

[Link \(http://www.rtscreator.net/index.php?/topic/24-future-features/\)](http://www.rtscreator.net/index.php?/topic/24-future-features/)

#### The AI:

[The AI is an interesting point. In the demo you get a good feel for the AI, while getting a small taste for other things. I have not played to much with AI yet but from what Ive already gotten done its a simple If/Then tree with general or specific points in there.](#)

[Ex: "If: attacked by: enemy who: any  
\\_Attack: Enemy Who: Any With: T1 Tanks"](#)

[Thats a basic idea of the current AI system in game. It may seem confusing but after you understand what to click to get what type of reaction than youre set for AI.](#)

#### Map/Level:

[The map design is a fun aspect of it the game, you can currently make a map at a max of 2000x2000 which is bigger than it sounds, but the developers plan to increase that from what Ive read. The map also features an in game map editor that allows you to create hills/mesas and put vegetation in the map.](#)

#### Importing assets:

[The asset importing is amazingly simple, you can import all your work in a very small amount of time, although the engine only uses prefered file types like .ogv, .ogg, .b3d, ect. ~IF~ you import a video, it must be .ogv but the sound must also be .ogg I found out. If you dont youllu2665\u2665\u2665\u2665\u2665\u2665yourself when you play the video and hear static and such.](#)



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Menu design:

A very easy feature which you can have as many menus as you want for any type you want. There's a drop down selection that allows you to assign buttons for various things, name buttons as you want, import images to the background and all the fun stuff. The only downside right now (4/12/2015) is that there is no ability to put audio into your menus to my knowledge, but again the developers are going to put that feature in the engine as they go.

Overall from a 1 being horrid and 10 being godsent, I would rate this engine an 8.5 as it stands now. Once all the other features are put into the engine I would up it to a 9.5 or 10.

([http://www.rtscreator.net/index.php?page=rts\\_creator.html](http://www.rtscreator.net/index.php?page=rts_creator.html)). Unpolished and unfinished game with not so creative mechanics.

Maybe even this all could be overlooked if there were any players online. Playing skirmish is just a waste of time...honestly.. What is a Visual Novel? People like me see them as interactive books or something closer to interactive theater rather than a video game. This genre is popular in Japan and slowly getting popularity from western audience. What it might be surprising for some people is pricing of games like this. Pricing of top VN might be close to AAA titles what could surprise players unfamiliar with this genre. If you never played/read VN before I can assure you that this title is a good place to start. Just make sure that you start playing **Root After** first. Root Before answers some of the questions in Root After at the very beginning and you want to avoid that.

Root Double - Before Crime \* After Days is the VN title that surprised me in the most positive way. In my humble opinion, this VN is underrated even among fans of this genre.

When you start the game you are waking up into world in year 2030 at LABO, a giant scientific research facility built by a lake on the outskirts of Rokumei City where an incident occurs. In result, you are trapped inside this facility and You will be facing lots of dangers. You will be playing as Watase Kasagi an amnesiac rescue captain and you have to survive during lockdown. After clearing this route you will play as Natsuhiko Tenkawa as he goes through incidents as well as his life the week before we get to know more about this future world and why certain things are happening inside the LABO.

The story itself is well-written, there are interesting twists, character development, lots of endings - 39 (bad, normal, good) with impressively executed final route. This VN could read even someone who is not interested in that kind of games. I think that RD makes a great first VN.

At the beginning I explained more or less how VN looks like and what is unique in Root Double that there is no "answers" which players select. Instead, you will be using Senses Sympathy System (SSS). During the gameplay you will have to make a choice how much you trust each character and this choice will affect the direction of the game.

The visual production value of Root Double is top-quality. Sprites, CGs and backgrounds, all look great and visual effects are put to good use frequently. Music is also good quality, but it lacks some memorable tracks.

Very few productions feature the number of intriguing mysteries and revelations hidden within its depths and it takes the time to get them all but I found that time definitely worth it

Pros:

- Great story for anybody.
- Interesting characters that develop during the game.
- Well-designed art (Sprites, CGs and background).
- Multiple endings with great executed final route.

Cons:

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- [SSS is unique but may confuse players.](#)

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