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About This Game

Pixel Puzzles 2: RADical ROACH is a traditional style jigsaw puzzle game with each puzzle piece uniquely shaped in a way no physical puzzle could be.

Featuring 25 images from the post apocalyptic insect infested Shoot 'em up RADical ROACH.

Features:

- 25 puzzles in a range of sizes from 60 to 350 pieces.
- Beautiful images of cartoon bugs.
- Auto saving, never lose your progress.
- RADical puzzling atmosphere.
- Traditional puzzle gameplay.
- 25 Steam Achievements.
- Puzzle piece rotation.

Title: Pixel Puzzles 2: RADical ROACH
Genre: Action, Casual, Indie, Simulation, Strategy
Developer:
DL Softworks
Publisher:
DL Softworks
Franchise:
Pixel Puzzles
Release Date: 12 Aug, 2016

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Minimum:

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

Processor: Intel® Core 2 Duo

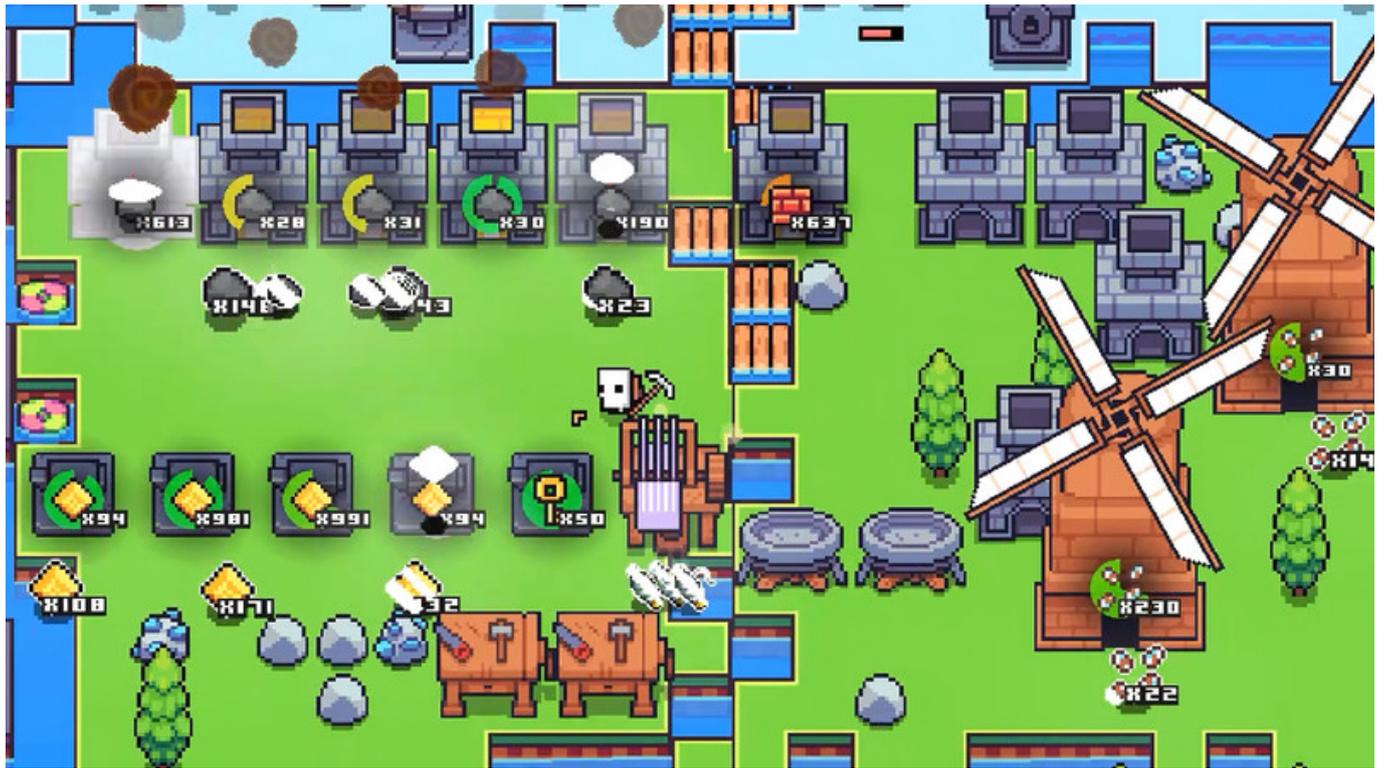
Memory: 2 GB RAM

Graphics: DirectX 9.0 Compatible

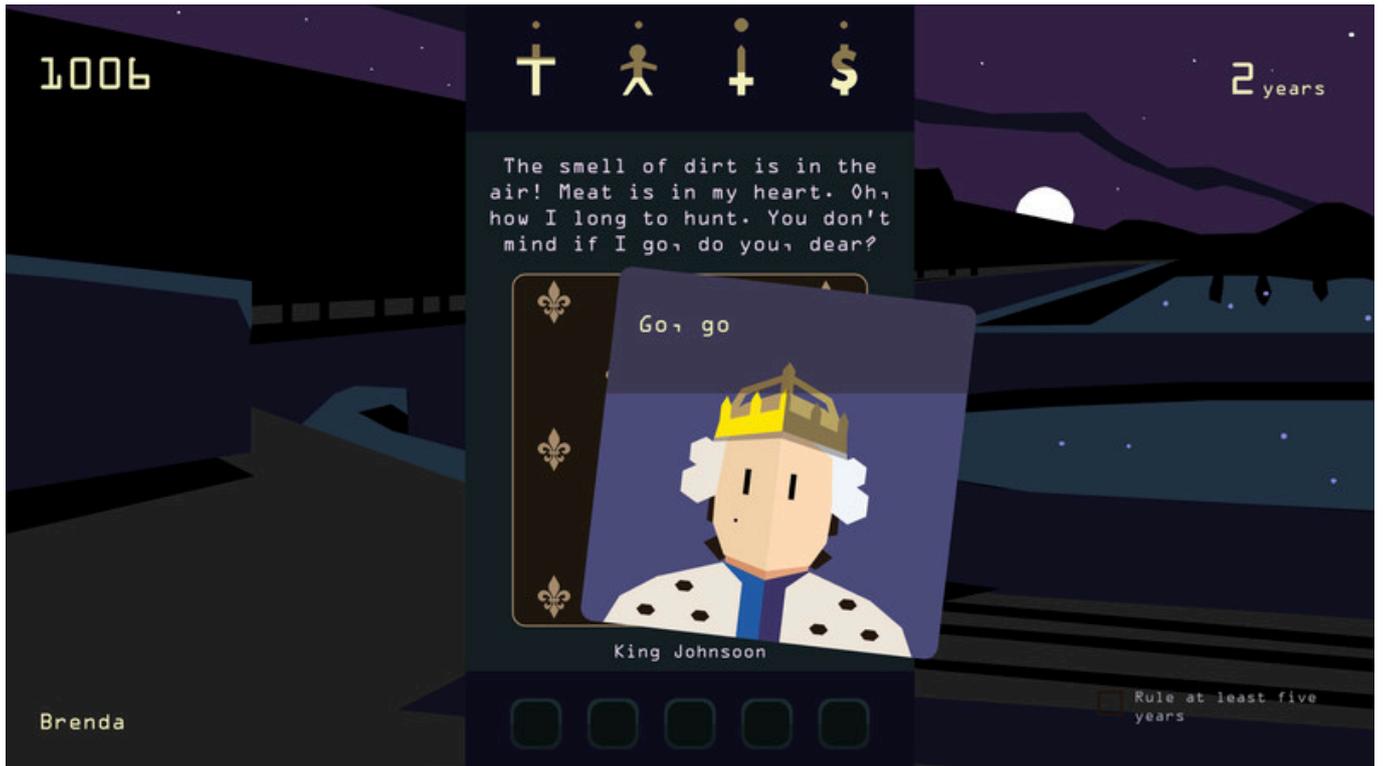
Storage: 250 MB available space

Sound Card: Generic Sound Device

English







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Warning quick combat is messed up here !

You can choose always quick combat or optional.
neutral it works, you can choose fight by yourself or in quick combat
vs AI "other players" forces quick combat is disabled ! You cant fight them in quick combat.

really in no heroes ever before was it so extremely done bad.
You could always during a match vs AI choose if quick combat is enabled or disabled.

But not here, thats extremely messed up.. Good arcade racing game that runs on Linux through Steam Play (Proton 4.2-5).
Another good thing about this game is it properly supports 21:9 aspect ratio.

Logitech F710 is also detected properly on Ubuntu MATE 18.04.2 LTS.. Terrible game. I don't wanna sound repetitive. My thoughts are the same of many here. 1/10. Good game <3. Nice R1M I can feel the electronics on this game like the real one.
funny animations and new risk mods

it's prolly not a game to play everyday, but once a while for change and I wanna try this with my friends who'm i used to play lots or Risk with in real life, during college times. This game is terrible. I don't even know where to begin. I'm not going to hate the graphics as they help set the more laid back and casual tone of the game but I will call out the horrible animations. Look at a game like Strider, which is what it feels like this game wants to be to an extent, when you push the attack button there's this really cool sound and the enemies get a little bit of hit sun and there's a little light that pops on them to signal you hit them. It's satisfying. In this game the character kinda sloppily waves his sword around and the enemy just kind of dies after a while. Oh and ninja stars and AK47 bullets have the same graphic! And I feel there's a lot of questionable design decisions like that in this game.

Like why can I only double jump at certain times? Why is it I can only jump slightly upwards or be committed to a record attempt at the horizontal long jump? Why can I push up wanting to go upwards on a wall and get hurled across the screen. Here's a good one, why is it I can be walking along the ground just fine but I go beyond one girder and all of a sudden the floor instakills me? For real that's a design choice in the game. There's no indication either that floor past a piece of scenery, that looks exactly like the floor before and after it, will instantly kill you. These are very bad examples of game design. The game does very little to teach you anything. The most it does is give you like a ghost you to run ahead and show you how you're supposed to make various jumps. As mentioned earlier though, the game is very finicky about double jumps wall jumps. Thank god it gives you like 10 hearts that take 4 hits a heart. You'd never survive more than the first half of the level that way. See you'll first try to kill enemies, realize how boring that is, then you'll try to jump over them to

skip them. When you do that you'll discover all you're going to do is bounce on their heads like a non-performing Mario. Huh, there's actually nothing I can think to say positive about the game other than the music is very fitting. Folks I couldn't play this game more than 20 minutes. When I say this game is bad believe me this game is bad. Don't give your money up for this schlock. Spend the extra 10\$ and get Strider.

Great, funny, time-eater in the best way you could understand this expression, with a dev response to the players. A high potential in it. I recommend to management lovers.. More more Proper Porsche on a proper driving sim.... This is a very solid VR horror game. It actually feels like a game, because it isn't just a simple mash up of jump scares. You actually have a purpose, and the enemies all have a unique behavior that you need to learn to survive. One of them, for example, will attack you if you look at her. So you need to walk past with your back turned, which is intense as hell the first time you do it.

I was originally skeptical about this game because I knew it was an Oculus-only non-roomscale game when it first came out, but the roomscale and motion controller support work fine now. The motion controls are very simplistic; just point and click style interaction, but it doesn't matter. The fun in this game is walking around the dungeons in VR and learning how to avoid and run away from the different monsters.

I did get a little bored on my first play through after a while, because things got pretty repetitive. I didn't finish it yet because of this. You basically just have to explore different dungeons to find key times that unlock the next dungeons. Wish there was some more variety to it, but as it currently stands I still think it's a good game.. Great JRPG puzzle game. I like halloween concept. They storyline is entertaining and funny too.. Great Game. Amazing for anyone with a tiny bit of creativity.. A fun and fast paced game in which you are a noir character fighting through enemies. The graphics are charming and the sounds are awesome in that retro style. This is a fun casual shooter that makes you think how you are going to attack enemies. Moving chairs and tables to make shields is very fun and adds an extra element to the game.

<https://youtu.be/VMRYhxWekhAU>. Awful game that tricks you into thinking there are deeper elements that there actually are presently. The game starts out fairly with a good pace but in the later stages you'll be a glass cannon without any pardon only to beg for healing items throughout the stage when a mistake is made unless you are the earth mage with healing abilities.

But that doesn't have any saving grace or excuse this game from poor design choices considering the same abilities will stick with you albeit with power upgrades and some variability combat levels up too slow for your character for the combat to be dynamic, active, and interesting. The only thing that increases is numbers and some deviation with a certain skill but cooldown times are way too long and very situational to be of any use making them left out to the side when the 1st level primary attack with an increase of power being used 90% of the entire game. Which in itself is terrible.

Later stages screw people who chose to play this game single player by swarming the entire screen with enemies with nowhere to retreat only to rely on your main attack power to power through to clear out the hordes if your attack power is not enough then the player dies. When the game throws many into a kitchen sink making artificial difficulty with nothing you can do unless you level up more to upgrade attack power they are increasing the length of the game artificially than it actually is.

If the combat was more dynamic and you can avoid damage in certain situations it would have flow. But the combat starts slow and still is slow and only to kill you with a swarm of enemies with nowhere to run as that is always the case with boss battles then it's a mark of a bad game where deaths not come from challenges but numbers only matter.

Plus the lack of an online co op ruins the game too. It's not like you can play with four copies at home and then have fun. The story if there is one which is generic is very boring it feels like 4 gunners with different attacks with no co op mechanics shooting anything that moves on screen. The only co op element is where the earth mage has the healing ability but then that just makes the earth mage just necessary and not a choice to have in the group instead of having equal combinations to experiment and have fun. It has to captivate gamers to make them think of a strategy to defeat certain enemies to make them think and not wander off into their own world or conversation shooting anything that they see making the game easy only to swarm the screen with enemies during the boss fights and kill them all not proving difficulty through level design but an unavoidable screen swarm tactic.

The lack of support after the game was "finished" leaves a lot to be desired. Has anyone seen the dynamic combat in Bastion, Heroes of Hammerwatch, or Wizard of Legend. Combat mechanics can be fast, dynamic, and fair with a level up system. That just tells me that the designers of the game are just lazy and only made initial impressions so that when people start to see the cracks and flaws of this boring game it's too late to call for a refund according to Steam's policy.

Do not waste your money on Ages of Mages as there is no love or passion put into something like this at all. It's a grade of an early 2000s flash game where the interest dies very quickly after repetition. Games like these are meant to get a quick buck and bypass return policy by having good initial impressions and gameplay videos.

[Pros](#)
[Nice Animation Style](#)

[Cons](#)
[Pace of Combat](#)
[Leveling Up](#)
[Story](#)
[Combat System](#)
[Soundtracks](#)
[Co op Mechanics](#)
[Balancing](#)
[Lack of Healing in ratio to Level Length](#)
[Shop Variety](#)
[Cheap Swarming Deaths](#)
[Lackluster Bosses](#)

[Generic Enemy Design. i bought this on sale for less than a dollar... and even then, it feels like i paid too much. there's no easy way out of the game short of hitting the escape button and no real way to go back to redo any level you might have done poorly on.](#)

[one can't even play for achievements as it lists 5000... but that supposedly i completed them all before i'd even played the game. long and short of it is: it could have been a cool game \(the questions themselves are very interesting\) but instead it just feels like i've adopted an orphaned game the devs lost interest in filling out.. it is pretty interesting for some brain-teasing...although towards the end it kinda gets unreasonable hard IMHO. pretty cool game, but nothing special, better than a lot of other crap out there i'm sure, but not spectacular.](#)

[one thing i can say is that i never, not even once found a bug\performance problem with this game, unlike most of the other games i've played on steam, but considering the system requirements that's not an epic compliment. you can also fully edit the controls, something that isn't completely typical of all steam games, and i appreciated that.. Can't recommend.](#)

[Runs in slow motion most of the time, especially at level start. Thats at lowest settings. Admittedly my laptop is not the fastest but it can run "Crimzon Clover" without any troubles, also "Saviors" which also has been made with unity, i believe. Both games are shmups with much better graphics than this.](#)

[Also that christmas theme.....dont force stuff like that on your players.](#)

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Welcome to the first in our monthly newsletters. These newsletters are designed to keep you informed as to whats happening in the amazing world of digital jigsaw puzzles.

Pixel Puzzles website is finally ready

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