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About This Game

Puzzle Nebula is a mind-bending puzzle game set in the far corners of space.

"You thought you had died. When you wake up, you find yourself in space, trapped inside a weird machine.

How did you end up here? What is your purpose? Is any of this even real?"

Features

- 80 challenging levels, each set in an unique procedurally generated star system.
- Lots of different platforms that make the puzzles increasingly complex.
- Intriguing sci-fi storyline that will make you question the very nature of our universe.
- Plays well with a controller or a keyboard.

Title: Puzzle Nebula
Genre: Casual, Indie
Developer:
Multiverse Games
Publisher:
Multiverse Games
Release Date: 9 Feb, 2016

a09c17d780

English

RESEARCH

157245 

611841 

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SELECT AN UNDEAD TO RESEARCH



WALKER LV 1



SPIKEY LV 1



HELL HOUND LV 1



BOGEYMAN LV 1



BOMBER LV 1



BIG HEAD LV 1



HAPPY LV 1





Score
241

F Y Y D H X
CHALLENGE PASSED!

Reward: +300

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The bg is beautifully crafted and the bgm is simply awesome!(I adore bgm in chapter 2/5/6)

Don't give it up if you are frustrated or annoyed. After completing all the chapters, you will find the past obstacles not a big deal! Seriously!. I have been waiting for steam to fix the issues with this collection and bring it back up for sale. It works like a charm!I have windows 7, so I am able to play KQVII, which was my biggest reason for purchase.

If you have never played the series before and you like the point & click genre of games, I highly recommend these! They are puzzle-filled fun and have some hilarious voice-acting to go along with them (well, IV-VII does). NOTE: Be sure to read the requirements on the page as not all the games work with all new operating systems.

Overall it's still tons of fun to play. 10/10 would rescue Etheria again.. for a simulator game lover this is a good game and the graphics are also good and gameplay overall is a 7/10 for me.. Caveat: this is more-or-less an "otome" game (a woman romancing several - in this case two - men, and I am male.

Quite possibly, in its own way, the worst VN I've ever played.

- Unskippable videos - repeated several times.
- The first potential love interest is a genuine creep, but your character unavoidably winds up in bed with him anyway (and her opinion has nothing to do with your selections from your conversation with him).
- Both love interests are pretty one-dimensional. Your "friend" and even some of the side characters have more depth.
- The city "tours" are very basic outlines of culture, cuisine and economy, over a single static screen, reading a bit like Wikipedia summaries.
- There are very few meaningful decisions. In the end, I think, only one.
- After that particular decision, the ending is staggeringly short.
- The puzzle minigame does add variety, but because the game is quite short you'll only actually play it a dozen or so times.
- The puzzle game really feels tacked-on in any case. It adds relatively little meat to the game, while interrupting the (minimal) plot.

On the plus side, the art is nice, as is the concluding song.

A thorough waste of US\$7. Get Clannad or Fruit of Grisaia or something instead. Costs more, but the amount of depth bears no comparison. If you want an otome game... maybe hatoful boyfirend; it shouldn't be hard to find something better, in any case.. I cant even play it and ive just bought a new laptop. I've got a 64bit system with GTX 285 card
Graphics are slow out of the box, laggy - to fix this I had to uncheck the two graphic boxes under config graphics (when you first start the game)

Once these boxes were unchecked the game was very smooth.

Better sounds than motogp13 - better graphics, better physics, better rider motions, more stable under wheelspin.

You can lay black around corners without instantly falling off the bike or going down.

Medium traction control works good for me.

Stephan Bradl has a good sounding bike, great backpressure noises.. Great game, I fell in love with it before its release on steam. It's really easy to get into and nailing a boss feels great.. For a full release, this just feels very unfinished. It does what it says on the tin - you get to pit beasts against other beast, sure. But the functionality kills the fun.

- Extremely limited camera (no control of Z axis at all), tedious zooming
- No "back" button after a battle to select a different terrain
- No option to save a scenario
- No option to place multiple copies of a creature, which gets old fast especially with small creatures. Placing 200 penguins one by one isn't very thrilling.
- No Replay, Pause or Slow Motion

It also froze after most battles and had to be closed via Task Manager, though that's a fairly minor issue since the game had to be closed just to select a different terrain anyway.

Not really an issue, but weird: No water maps at all, so sharks and other water beasts just flop around on the ground. Why even add fish if there's no water scenario?

The graphics are decent and the challenges are neat, but the inability to save, replay, pause or just return to the menu take the fun out of that, too.

I like the concept, but in its current state, I just can't recommend it.

Depends on 3rd party software to run. This would qualify it for no recommendation already but when the game is working, it's mediocre at best. The translation was just ripped from the Hong Kong localization (so expect english text wherever humanly applicable) The online is a wasteland at this point, so don't bother if you're in it for that. The singleplayer is pretty mediocre, and the arcade / story mode is brought down not only by the aforementioned english, but also some embarrassing endings. You see that 5th picture in the gallery? Imagine that but for every female character, being explained away by something very along the lines of "oh, well I guess the battle is over now, ho hum what should I do now? Disrobing sounds like a good idea--". I'll add that even for a japanese fighting games, most of the female character designs are pretty shameless in their obvious intent (my personal favorite is either the essential equivalent of the daughter of c'thulu having a permanent wedgie or the cyborg ninja having her nipples protrude through metal armor). The customization options are kind of cool on the surface, but you have to unlock colors, and you're only allowed a certain number of them. You're better off referring to Blazblue Central Fiction's modding community if you have a hard on for that sort of thing. The customization for the fights are a pretty okay idea, but they balance each other out in that most of them either are just other moves that were already on the character but worse, have no utility in the first place for the character or are not worth the difficulty of input (btw, the fact that this game at all expects dp moves in the air demonstrates how new this team was to developing these games). As a sidenote, choosing step over dash movement for any character is a straight downgrade for all of them. As for balance, it's not the absolute worst, but if there were to be an online scene, you'd probably come to expect the three characters with easy to access "technically not touch of deaths, but may as well be since they also corner carry and end with hard knockdown into 50/50". It's alright with friends, but frankly there are just other fighting games which do what this game does but cheaper and / or better.

3/10 This is definitely a pass, but if its ever on sale, get it under the assumption that you'll probably have to refund immediately if you don't have the aforementioned 3rd party tech.. How do I write a review about a game that was developed in the name of charity and stay objective. It's difficult to say the least, yet I find it difficult to recommend this to anyone unless you want to donate and it's on sale.

First of all, if I had to describe what this was, I would be more likely to call it an interactive art exhibit. The graphics and color choices are gorgeous of course, but all you do is walk on a beach, follow butterflies to items, spin the item until you locate another butterfly, then click on said butterfly, rinse, repeat.

It was designed to be experienced, not played or beaten, and the subject matter is supposed to illicit an emotional response from the user. Unfortunately, I don't think that subject matter was conveyed properly for it's intended results.

Honestly, if it wasn't for the discription on the store page, it would be hard for me discern the message this game is trying to convey. The idea is that each item you locate belonged to a victim of the Japanese Tsunami, however the game gives you no indication of this. After each item is located, the tide goes out a bit to uncover the next, maybe this was an artistic decision on the devloper's part to convey something deep. Locating the lost artifacts pushes the Tsunami back, acknowledging the victim's loss undoes the damage of the Tsunami, something like that? Maybe it's up to the player to discern for themselves how to interpret this. The focus of the game doesn't become clear until you locate the butterfly on the last item, which takes about 10 minutes from starting the game, if that. After which some text appears on the screen explaining the damage the Tsunami had done in Japan, then the credits roll.

I feel terrible about not recommending this game due to the nature of the title. How can you say no when a percentage of the profits go to the Tsunami Relief Fund? I want to make it perfectly clear that I in no way disagree with the game's message, and support the developers for donating to the charity through this title, I just disagree with it's design. The message could have been conveyed in a more understandable and focused way. As I played I knew what this title was trying to do, I just never felt that it accomplished it's task, and that's the only reason I couldn't recommend it.

Let this be a lesson to developers everywhere. Wanting to create a game to help educate the world of a foreign cataclysmic natural disaster, and to donate to a charity, is not enough. That game must be worth the time of the people donating, and more importantly, the game must make it's message clear. Otherwise people who wish to donate can just do it manually through the charity's website.

Thank you Space Budgie for developing this title and choosing to help out of the kindness of your hearts. I'm sure families all over Japan praise your work and thank you for your time. I wish more developers would put their talents to good use by creating things like this in the name of charity. Please don't take the fact that I'm not recommending this game as a personal attack in anyway, or a stance against your message. Don't ever stop creating and helping humanity the best way developers can. Your

work is appreciated, maybe even more than you know. However, as a reviewer, I have to be honest, even though in cases like this one, I wish I didn't.

If you wish to donate to the Japanese Tsunami Relief Fund and other charities that the proceeds of this game are going towards without purchasing this game, here are some links.

[Japan Earthquake and Tsunami Relief Fund](#)

[Aid For Japan](#)

[People and Skills for Disaster Relief. STOP STARTING STEAM BIG PICTURE MODE WHEN I PLAY THE GAME!. really enjoyed this with friend's. will wait patiently for new content.. Fun game. I really like it.. I remember playing Othello aka Reversi with my grandparents. It is an all time favorite. Something we would sit around, play, and talk about random stuff. Some of my fondest memories are around this game. If you love this type of game, its great. It has Player vs Computer, Local Multiplayer, and Online Multiplayer. I love it.. Sorry, but difficulty level has nothing to do with this. Even the tutorial is just unplayable in the sense of "hey every opponent will one-shot you" kind of difficulty.](#)

[The developers explained in the discussion forum how to act on those kind of enemies - imho did they plan/implement it the right way? No. Having to save characters constantly afte being one-shotted, being it a "unconscious" state or being completey dead makes no difference here - is just bad gameplay. True tactics can only come into play if you have more than a binary state of your characters.](#)

[Sorcerer are on level 1 not even able to use a range spell? Well... what?](#)

[Refund.. I love it. I had it on Xbox 360, and now on my PC as well. It is hands-down the best rugby game produced, of either code.](#)

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