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## About This Game

Pirate Mosaic Puzzle. Caribbean Treasures has 120 mosaic puzzles just waiting for you to assemble them. Among them you'll find easy ones, hard ones, long ones and short ones. The mosaic pieces are made of various materials – tree, wood, cloth, glass, paper, precious stones and metals.

This game genre is also known as jigsaw, puzzle, mosaic, patchwork, guess the picture, logic game. But whatever you call it, fun gameplay is guaranteed!

To complete a level in Pirate Mosaic Puzzle. Caribbean Treasures, all you have to do is assemble a picture. But having fulfilled the level's main requirements, you can increase your rank and unlock the next area.

Six legendary captains met on a mysterious island to piece together the fragments of Captain Flint's map. Assemble patchwork-style puzzles and guess the picture: ocean views, mythical monsters, pirate tales, sea battles and mysterious artifacts.

Become a legend of the seven seas alongside Pirate Mosaic Puzzle. Caribbean Treasures.

- 120 unique puzzles patchwork mosaics
- Make any purchase - turn off ads!
- 6 locations and 6 different materials
  - Pirate setting
- Special quests and 18 trophies for the real pros
- More than 10 hours of gameplay with beautiful calming and cheerful music

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- Entertaining gameplay for players of all ages
  - Use bonuses and earn new ranks

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Title: Pirate Mosaic Puzzle. Caribbean Treasures

Genre: Casual

Developer:

Creobit

Publisher:

8Floor

Release Date: 3 Aug, 2018

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English,French,German,Russian







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This is a great short little adventure game. The game plays with scale in a superb way. The puzzles are most intuitive (except that last one ugh.) Well worth the price, especially if you catch it on sale. My only criticism (other than the length) is that I wish it were a funnier. Given the aesthetic and the gameplay it seems like a missed opportunity for some laughs. Overall it's an excellent buy.. I liked it, and its worth a buy, but compared to the other DLCs its the weakest. I guess theres gotta be one bad apple right?. Okay, what can be said about Them & Us, in positive and negative terms?

First of all, it's 'inspired' by Resident Evil 1, Alone in the Dark and Silent Hill up to a point, where it can be described as a literal homage. You'll discover certain scenes in game, that resemble their counterparts in Resi and SH almost 1 on 1: your first encounter with a zombie, the moment something breaks through the window in a corridor or you'll be attacked by a visitor, spending some time in a bathtub. The atmosphere is thick as hell, and the music and soundeffects are playing no small part in that. The whole game somewhat resembles the Resident Evil 1 HD Remake, without simply copying it. I really like to idea of separate 3rd person and classic mode with tank controls, which feel tight and responsive. Graphics are nice and really atmospheric as well, with lots of little details catching your eye. Puzzles are nice, but I admit, it's nothing I haven't seen in another Resi or SH Game - they're simply nothing positive or negative, they're just okay.

Okay, lets come to the critic:

First of all: Combat. Combat in this game is terrible. At least up to the point, where you'll get the Handgun. Combat with the knife is borderline impossible. Don't get me wrong: it's not just hard, I would have no problem with that. Problem is, in Resi, if you attack a Zombie with the knife and land a hit, you'll stagger the enemy for a split-second - just enough to land a second hit. This doesn't work here at all. The zombie will come at you unfazed, no matter you hit it, or not. Please, fix this! At least in the lower difficulty settings, I should have the chance to kill them without being ripped apart.

Second thing bothering me: the performance. I'm fully aware this game is still in early access and probably not really optimized yet, so - this point won't affect my verdict, since I'm not really feeling that bothered by it, but it has to be mentioned. I'm having some pretty nasty framerate drops from 60 fps to about 30-45 without any apparent reason.

Drivers are on the latest (stable) version, and it makes no difference whether im playing on med or very high detail. (Im playing on an I7 6700k, with 16 gigs of Ram and 2x Radeon RX 580, so that shouldn't be the problem)

So - recommend it or not?

A clear recommendation, IF you are aware of the current problems this build has. The dev's are working on it and i really believe, that this game has the potential to become a real alternative for old school survival horror fans. Give the developers a chance, you can clearly see the love for the genre, that has been poured into this game.. Very basic, text only, boxing manager. Perfect for what it is. Sorry for my impoliteness, but this game needs more improvement indeed, below are issues so far:

1. Gold get disappeared too quicky, if you kill a mob in long range and you won't able to get the gold.

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2. Dmg / gold showing incorrectly. eg. Weapon DMG upgraded but showing the old dmg. Gold didn't refresh after transaction.

edit: Recommend this game since developers will listen and work hard for debugging. The game is fun indeed. The slow motion during shooting is a cool impact.. Pretty fun game

. Very fun little game to spend some time with your friends, but has almost no content, just 2 different maps with the same elements (crates and walls), and only 3 different upgrades. I would love to see more creative maps like we had on the classic bomberman.. Arkanoid meets "Bill and Ted" in this fun spin on the bat and ball genre.

That's not to say that there is not a couple of problems with the game. First of all, the colission detection is horrendous in places. When enemies zap at you with lightning, you can see the distance it has missed you by as the game pauses for a second to tell you that you have died.

Also, when you are watching for the ball to come back to you, plus there are coins dropping, power ups to be collected and bad guys to avoid, it gets a little difficult to actually tell what you should be trying to collect and what you should avoid.

But if you can get past the annoyances, this will keep you occupied for an hour or so.. Didn't pass Xbox 1 Elite (wired) to PC like it said. Controller still acts like a mouse for UWP games. Right stick moves the mouse cursor instead of controlling the game. Same effect as without VirtualHere.. it's a fun game but VERY difficult



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Good packge. Only odd thing is : why the Brandenburg W12 (and the DFW C.V) are in this (legendary BOMBER pack) , these are both fighter\escorts\reconnaissance aircraft , not bombers.

Neither we build to be used as bombers or did they carry any bombs.. man o man....  
I think Devs really deserve some props on this one. What a great game. Excellent creativity.

Why is it so many games that are FREE are so much better then games we have to pay for?

**BRAVO DEVS BRAVO!!!**

and

Thank you!. A change-your-environment platformer that falls short. The music, graphics and voice acting are charming and at times suspenseful. As the game progresses the plot seems to stall while focus on the game mechanics grows. Something about the cohesion of the game seems off and overall it is difficult to stay interested.

The input on a controller is soft. This is a problem half way through the game when a level suddenly requires more precision platforming that is essentially on rails. If you have a D-Pad like that of the X-Box controller, any input other than exactly right or left seems to cancel your jump trajectory. That is infuriating and forces the use of the analog stick.. This is a game so poorly tested that its controls change from the first level to the rest of the game, in the first level when you move the mouse, the players view moves but for every other level after that, you have to hold RMB to move the camera; you also appear to only have fall damage in some levels & a couple of levels don't have collision on the ground despite there being a floor texture and I'm not even trying to get out of bounds in this mess.

"The main dish for you will be various puzzles: Move objects, perform tasks, etc"

I had to nudge the player model into out of place brightly lit white cubes & contextually appropriate rocks in order to allow the player to jump up small ledges or over a branch. I also had to go collect multiple 'power orbs' because some rocks were too heavy to move to jump up some small ledges, then I had to find a key in a foliage crammed set of corridors that junked my framerate. The tasks are "puzzles" in the barest sense of the term.

"Do not forget that every step can be your last step"

Sometimes collision isn't on the ground, sometimes you can leap from the top of the map & not sustain fall damage, other times you fall about 2 feet into a crevice and die for reasons (you seem to be a robot or some sort of shiny humanoid who shifts between an ugly silver model & the test pattern from older televisions, I don't know why this test pattern android can't handle a short fall but can survive a leap from the tree tops, or why their name is John according to the store in a game which barely addresses any story whatsoever, this doesn't even seem like it is memes).

"Then we prepared elements of parkour. Despite the fact that at your disposal only running and jumping. It will not always be easy to get somewhere"

While yes, running & jumping are core elements of parkour, allowing the player movement, a jump key & putting ledges some jumping terrain puzzles in your game doesn't mean you've added elements of parkour, you've made a basic first person game, those are basic controls.

"6 parts each of which has its own unique gameplay"

Yes, there were six parts; the gameplay is only unique if you consider 'sometimes you have to get a key and push a rock' to be unique from 'this time you only need to push a rock'.

"A coherent and multifaceted plot"

This isn't memes, just poor trolling for money.

I used to quite like Steam trash, but post Greenlight it really has had some really poor efforts; I shouldn't have fond memories of Greenlight era, but these aren't better times & this is awful.

. bad, generic

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