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## About This Content

Pixel Puzzles Ultimate, the definitive jigsaw puzzler for the PC platform.

### PACK INFO:

**Puzzle Count:** 6  
**Total Piece Count:** 2426

### PACK CONTENTS:

- Dogue de Bordeaux - x216
- Alsatian - x216
- Puppy - x169
- Border Collie - x324
- Goldendoodle - x400

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- French Bulldog - x676

- Labrador - x425

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Title: Jigsaw Puzzle Pack - Pixel Puzzles Ultimate: Dogs  
Genre: Casual, Free to Play, Indie, Simulation, Sports, Strategy  
Developer:  
DL Softworks  
Publisher:  
DL Softworks  
Franchise:  
Pixel Puzzles  
Release Date: 9 Sep, 2016

a09c17d780

English

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**WE ARE  
TERROR**  
The First Days

PLAY

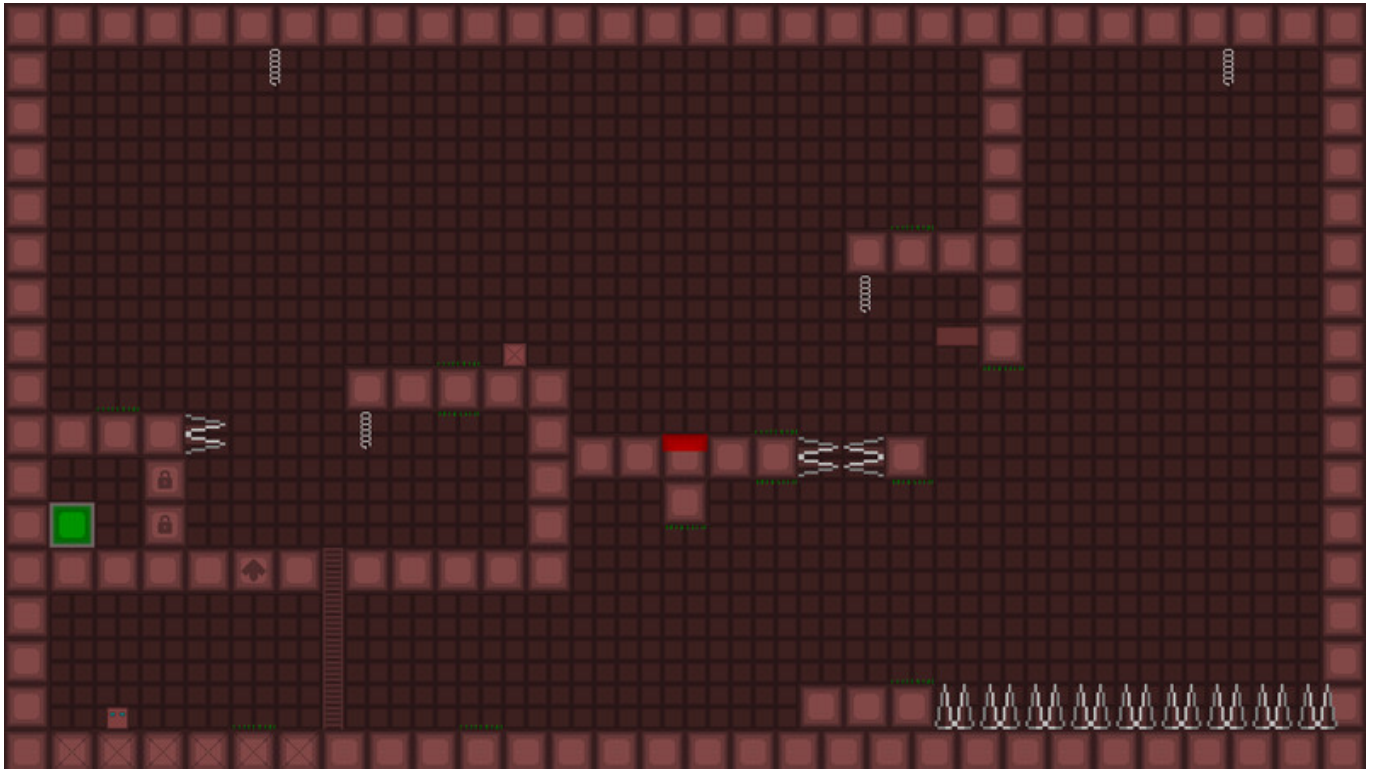
ACHIEVEMENTS

OPTIONS

CREDITS

QUIT





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Fun game! It's like Factorio except with a marketplace instead of combat. It's a bit limited so far, but what's here feels solid. It seems like the developer has been giving his design choices a lot of thought. I'm looking forward to future updates.. I've been reading some bad reviews of this game, I think written by people who expected something different from what they got. It's a relatively short but cute, enjoyable point-and-click puzzle game. You play a ghost, who can make items in his house move in order to scare the residents. By clicking the items in the right combinations and at the right times, you are able to construct elaborate scares that will eventually cause your unwelcome houseguests to leave. The puzzles are rarely that difficult, but they can be tricky if you don't use a little imagination. I especially enjoyed harassing the old man with a crossbow, making him shoot arrows into people's butts and set things on fire. It has an intro from Neil Gaiman and the art direction looks like something he would design, but don't buy this game solely on the Neil Gaiman name. Buy it if you like a clever family-friendly, puzzle game with some replay value and a unique art style.. i jus buy this game with my friend and we cant Multiplayer!!!! lan is not working!. Solid game, if you plaied previous in the series. Plot is not as well written as the previous ones and the ending is left to be desired. There was this feeling at the end, is this really it? Other than that the game is ok. Some puzzles are not as obvious as someone would hope and that makes the game interesting to play.. Beautiful game!! I love it!! SO GREAT OST!!!

15/10

only minus - SHORT :(((. I like it! Has some strategy to it and is really fast paced.. This game dont let me refund him.. PLS FIX IT AND MAKE REFUND BUTTON A LITTLE BIT BIGGER BECAUSE I CANT FIND IT. STOP GET SOME HELP. This is 100% biased recommendation. I have been in love with the universe Ankama created since I first played dofus. Now that I made this clear I will focus on my experience with the video.

First of all before I could watch the video I spent hour trying to figure out how to switch to french dub. Really frustrating, so I will just briefly explain how to do it to those who are new to this whole "movie" thing on steam like me:

-Open Library

-Select Videos above your games list. (Usually it say Installed or just Games, and you click on it to get the drop menu)

-There you will see "Ogrest" and "Ogrest - La Legende". (The 2nd one is in french)

All this was done because english dub doesn't sound right to me, and I prefer the french one.

REVIEW: The movie is short and cute giving some background to Ogrest. Even if you are not familiar with the World of Twelve it will be a fun story. Animation is OK, although I don't know why they changed it and I do prefer the animation they used in Wakfu series. English sub is fine, I guess since I don't speak a word of french, but it does have few typos.

I have seen some people complaining about the price and believing it should have been free, but honestly, even though it is not a masterpiece it is only 2,99 (1,49 sale) and it is a nice way to support developers and this whole movie thing on steam.

NOTE: If you find yourself enjoying "Ogrest" and wanting more, there are two excellent seasons of Wakfu Animated Series, and few games (Dofus, Wakfu(free on steam), and I do believe one more game for Xbox). Fun and relaxing.

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It has cute girls and a catgirl. Definite yes.. **TLDR: The best spraypainting simulator, with the most chill vibe and setting you could ask for. Highly recommended, even at full asking price**

Never did I think this would become one of my top played VR games. I say game, but this is definitely a simulator experience, rather than a game.

and oh man, does it do it good. The vibe this game has is so chill. The music and ambience is so perfectly done, you can kill hours and hours just spraying away. The interface at first threw me off a little, but within half hour I was sliding between the options and navigating round the paint options like a pro...

... and boy oh boy are there options. Colours, paint types (metallic anyone?!) pressure, nozzle type, size, drip settings, music settings... I could go on.

I haven't tried to the multiplier aspect of this game as of yet, as I'm aware of the difficulties that this could include and I can only imagine the frustration of people ruining your work... I'm definitely one of those that prefer this sort of thing on my own to relax.

### **-GOOD POINTS-**

- + Ambience. Awesome feel to the atmosphere.
- + Loads of options for paint / colours / can types
- + Projector mode. Allows you to project any image onto a wall as a giant stencil. Easy to use too!
- + Realism. Although I've had limited real world experience with graffiti, it feels pretty legit. The haptic feedback is also a really nice touch. The drip settings in particular are really neat and you have to be careful with what you're doing, although can be turned off.
- + Music! THE MUSIC IS AWESOME \*edit, I realise it uses actual radio stations but my point stands ;)\*
- + various locations (although some of them feel a bit sparse, but in an abstract arty way. I prefer the rooftop level most.
- + Little extras like being able to shoot hoops on one of the levels.
- + Climbing a ladder to reach higher points
- + Updates by the Devs!

### **- BAD POINTS -**

- You can only spray one designated surface on all the levels. I think the level with the basketball hoop you can spray a bit more, but I'd like to be able to spray more surrounding surfaces. It would be neat to spray a chair for example.
- I feel you need to turn your hand a little \*too\* much in order to bring up the spray options on your left hand
- Speaking of your left hand, I'm not aware of any option to use this left handed, which could be a major problem for a lot of users..



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## - SUBJECTIVE POINTS -

- Some users might get frustrated with not being able to be a badass artist within the first 10 minutes which could frustrate or even alienate some people.

- I sometimes feel the projector, as great as it is, throws the colour off a bit too much. I know there's options for the add / lighten options (similar to the way Photoshop works) but sometimes still makes it challenging.

## - SOME SUGGESTIONS FOR THE DEVS -

\* Built in stencils for learning how to spray classic bubble styles and such for new users.

\* a timed / cop mode where you can get busted

\* Seasonal themed levels would be really cool and fun :). Cute, Fun, and easy. Manages to be short and sweet without getting annoying.. Never played Isuka before, since the PS2 games really turned me off to the series. I can not find anything annoying about this version. The mechanics are odd, but not bad. It's a simple, but good port. No "HD Remix"ing. My only complaint is that it's missing the...energy? of the original Guilty Gear. \$10 Game? Maybe. Solid \$5 purchase.. If there would be a neutral I would pick that instead of negative.

The game is not bad, just not something I enjoy for longer time.

It just reminds me too much of a (free to play) mobile title with a lot of repetition and grinding.

For people who really enjoy the combat it may be a good investment, but there the game is just not tight enough for me.

I recommend all to try the demo, to see if you like the gameplay or not.

+ Quite unique puzzle gameplay.

+ The game is all in all quite well done, no big bugs noticed to now.

+ The characters play different, the enemies and the levels as well.

+ And there are upgrades which also change the way you play, making them more than gimmicks

+ There are quite some (optional) challenges later.

- The "random" generated levels can have big differences in difficulty

- The game seems to be made with mobile also in mind.

- The game gets a bit grindy and the randomness is not always fun.. Definitely a gem in the making. I love the game so far. It is a tense Roguelike in Swrod of the Stars universe, which is almost good enough for me - and the rest is added by the game. I love it more than The Pit as it is a true Roguelike and, as far as I've seen so far, your success does not depend on previous playthroughs. I love the thrill of opening stuff and hoping to find something useful, and I hate my decision not to use a lockpick and actually getting that weapon.

As a negative I might mention somewhat clunky animations and the unclear use of knives and blades. I never know if I'll hit something or not. No gamebreaking downsides, especially for early access.

I'll definitely play this game a lot more and follow its development.. Bad animations and game mechanics, weird controls make this game almost unplayable. Can't recommend this title.. This has got to be the worst game I have ever played. Here are several reasons:

1. Lack of Time controls. You build a train network. However, you are forced to spend time waiting for the train network to be built. You can't speed up the game and you can't slow down the game so if your first train network takes over 1000 days to

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build, you have to sit there for 1000 in game days which isn't fun. It's so boring that this game should be named a waiting simulator...

2. No strategy & Challenge. It's pretty much guaranteed that you'll make money. There are no competitors in the game, no in game events (except for your train tracks breaking down which are more of an annoyance).

3. There's no depth aka Choices in the game. You can only choose which city you want to connect to your network or what aspect you want to upgrade about your specific link in the network aka do you want City A <-> City B go faster, carry more or be more comfortable? Those collectively mean FOUR CHOICES at any given time for a player.

4. Their feeble attempt at challenge aka (accidents) is more an annoyance than a challenge. The game doesn't tell you how to prevent them either.

5. Lack of a tutorial. Well, I suppose the lack of challenge and strategy mean that you really don't need a tutorial but I'll include this. You need a tutorial for introducing new players to the game.. i'm sure the game is great but as of right now the tutorial is broken. when it tries to teach you to freeze items in mid air it glitches and wont let you pick up anything. hope its fixed soon excited to try the game out!. Gameplay/review (8 min): <https://www.youtube.com/watch?v=58myxy8LEIc>  
[Awesome game but with some flaws. If you like zombie games \(like I do\) then you will most likely find it enjoyable. The first few waves were way too easy for me so that made it a bit boring at first. But as soon zombies started to appear more frequently it immediately got more exciting.](#)

[The weapons must be realistically reloaded and that adds an extra challenge. It's great because otherwise it would simply get too easy and boring.](#)

[I've played it for over an hour now and only experienced two bugs and neither of them caused any major issues. To me that's very impressive seeing as this is still an early release.](#)

[Right now I think it's a bit overpriced for the experience which I had \(but not by a lot\). It seems a little to basic at the moment and doesn't offer much of variation in terms of gamemodes or similar. \*\*But, seeing as this is an early release and that the developers have promised more features it won't affect my final verdict too much.\*\*](#)

[As a whole I enjoyed the game and do recommend it to anyone else who like wave shooters and zombies.](#)

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