
Game Of Stones



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About This Game

Sorcerer's apprentice Anton accidentally causes mayhem right before his magic exam: when his robe gets caught on a teleporter's lever, its destination is changed, and now he has to face a much more challenging test of his budding magical skills than originally planned. Luckily, his master manages to throw a handful of scrolls through the portal, so Anton still has a chance to learn four useful spells that may help him to find his way back home.

In 80 exciting and challenging Match 3 levels with bubble shooter elements Anton has to face his hardest test so far in a beautiful setting – will he manage to find the teleporter that will take him back to his master?

FEATURES

- Exciting story in a world full of magic and adventure.
- 80 challenging Match 3 levels
- Four helpful magic spells
- Fun bubble shooter elements
- Beautiful Full HD graphics

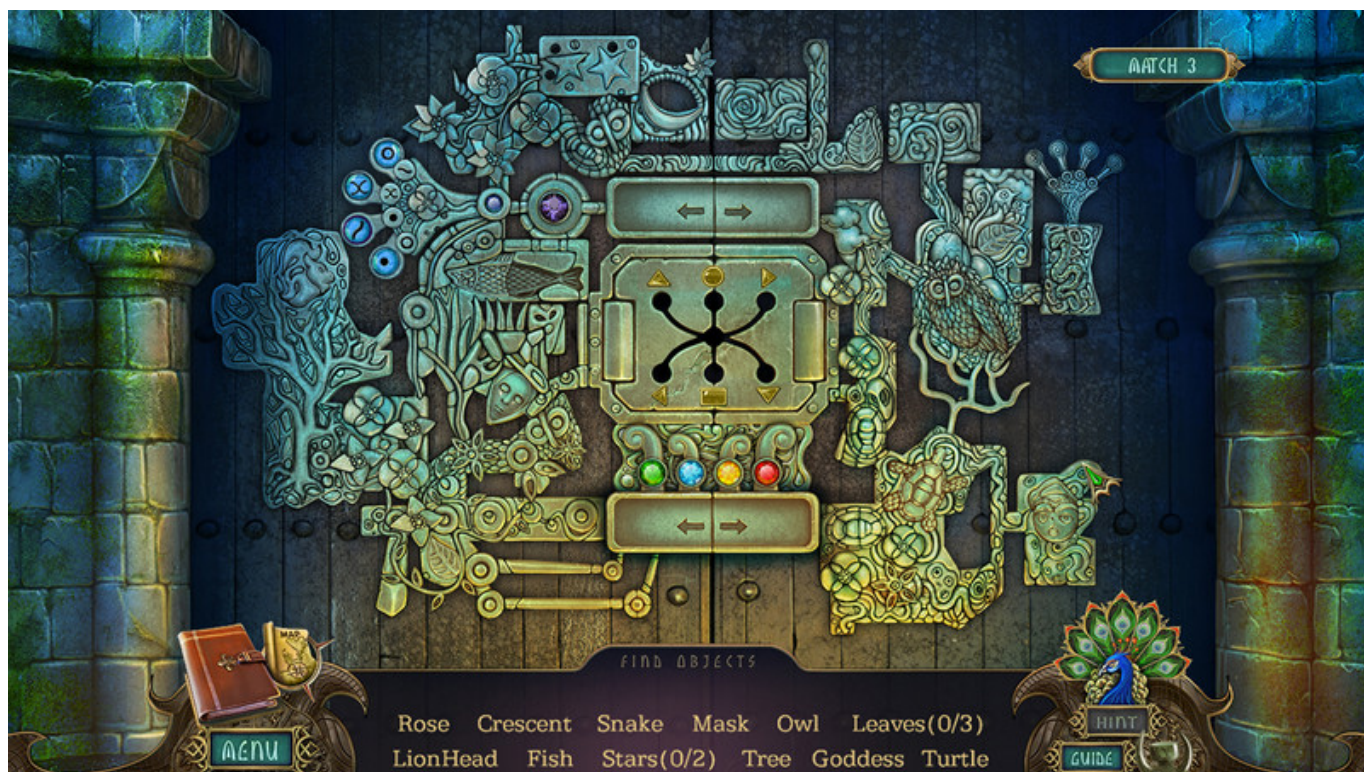
Title: Game of Stones
Genre: Casual
Developer:
Makivision
Publisher:
rokaplay
Release Date: 28 Mar, 2018

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man, steam really, really needs a wobblehand recommendation option.

okay, so, since the trailers are pretty dubious and what not, i'll try to make this easy to follow.

this game is called gauge. you fill a gauge, you get points for filling the gauge, you get more points for having the gauge as full as possible without overfilling it. sometimes a collectible happens, and you must drain the gauge to collect it, which gives you points and the ability to trigger a second gauge for even more points. you start with a point multiplier that increases at set intervals, and it also counts as your lives--run out of lives, and you lose. the entire game is controlled with the space and ctrl keys, and there is no pausing--once you start, you will keep going until you lose\give up.

the game makes itself harder by tossing in flashy screens, text, audio cues, stylistic changes, screen-shaking\zooming, and other such distractions to get your focus off the gauge--if you have problems with flashing lights or erratic motions, this isn't a game for you. it's simple enough to pick up, but difficult to master once the distractors start rolling in--they can happen at any time in any combination, so you have to keep on your toes.

would i recommend it? depends--it's a fun little time waster, and a neat game for what it is. that said, it's definitely one of those sit-in-a-hospital-lobby-and-watch-your-wait-time-fly-by games, so its value is diminished a bit on steam. still, it's fun, so if you've got the money and notice it on sale, go ahead and give it a go. i see myself coming back to it pretty often in the near future.. This is actually really fun. I completed the game when my net was down, but it didn't take me more than a couple of hours. It's best described, in my eyes, as a B-Rated experience. Like Birdemic, or Sharknado. It's not terrible, but it's just so very... weird. It's still fun and enjoyable though, and if you want something silly and cheesy i'd very much recommend it. Unplayable on a Macbook Pro running macOS Sierra. Start buttons aren't detected and game won't go full screen. Super disappointed.. Design is pretty good, but I didn't like the gameplay much.. This game has a steep difficulty curve while still managing to be satisfying! (AND run at 30fps! Wow!). Personally, I don't love the story, but it's not bad either. So I am not giving a thumbs-down for merely that. The one thing that bothers me is the 'mazes' you've seen other reviews probably mentioning. They aren't very difficult but some of them have certain 'dangerous spots' that move around on random moments. Think it's 3rd or 4th with those arms.

The game uses these mazes to have some people die and uses it as a judging mechanism. I thought alright sure, bit tedious, but hey can roll with it. The last maze of the game is annoying since the time is quite short and in order to avoid the monsters you need to wait for the arms to move. Annoying, but in 4 tries I had the maze completely and saved all of them

On restart of the game however, you have to do all those mazes again, and again to look for different outcomes. Imho, this is what completely kills this game. That you have to do those mazes the first time, sure, not fun, but alright I'll do them for story's sake.

But second time they are just outrageously tedious and I just stopped right then and there. There's no way to skip mazes. Worse, in the last maze it influences the story and ending and for different outcomes you thus have to do it again, and again if you want to know what happens.

I like visual novels with puzzles, riddles, psychological aspects and such, but this completely missed the mark for me.. Enjoyed

the game, but honestly, the UI feels cluttered, and the controls tend to feel clunky.

Other than that, it's a great game--for the price (bought it on 15% sale).

Don't buy assuming it'll play like Zoo Tycoon, or Zoo Tycoon 2. The only thing in common both titles have is that they're both zoo management simulators.. Oh god, please don't buy it if you think it has the remote chance of being anything like the old "Jane's" Sims\VGames. If only i had read reviews before i bought it during a sale buying spree..

This is no simulation, it's very arcade. And not in a good way, mission design is poorly done. Plus the graphics and controls are not what you would expect. Please, move along, nothing to see here.

The visuals in this game alone are worth the \$2. The graphics and artwork are very dark and mesmerizing, and the story surrounding serves to accentuate the surreal atmosphere of the game. It's admittedly a very short game -- one playthrough was about half an hour, and the full story requires two playthroughs, but even then it is still definitely worth buying.. I do not usually give negative reviews.

While this game may seem appealing as an "escape the room" or logic puzzle V need-a-pen-and-paper-to-figure-out type of thing, I spent about 1 hour stuck in the first room due to what was apparently a bug (of which I have already encountered several).

After restarting, it took little time to progress past the point I was previously stuck.

The puzzles themselves are mostly "find this object and place it here" or the kind of logic problems you'd find in a puzzle book, find this so you can answer this... Some are cryptic, some are not. Some, I feel, are a little unfair to the player and are made purposefully very difficult and frustrating in order to nag at those types of minds that must solve this problem.

They are a little uninspired, I found. There was nothing particularly original, although everything did make sense.

The writing V narrative for the little story there is doesn't inspire any particular interest for me, either. The trailer is quite misleading.

I was hoping for an MKULTRA type experience, as the game made it sound a little like this, but was disappointed and - ultimately - I would rather play The Room or the Rusty Lake series.

I've found myself becoming a little frustrated with the puzzles and the awkward method of progression. Although, to start, the experience was one of mystery and satisfaction when solving the first few puzzles and discovering new things to aid in solving a puzzle on which I was stuck before.

It isn't a particularly popular game, and I cannot bring myself to recommend it.

I will finish it (twice, apparently, for the achievements), but it will likely be removed from my library after this.

Here's hoping that the sequel is an improvement. It is no match for Tales Untold or any other game of this type.

No idea why it's categorised under "action", as there is no action. Only the same kinds of puzzles that I've solved many times over the past 40 years of solving puzzles.

There's also a website link from the discussions, accessible after completing the game, which offers some riddles that... I don't particularly care about.. I recommend this game to anyone who likes wasting money.. SiNKR by developer Robert Wahler constitutes a good minimalist puzzle game. From truly great level designs to soothing music scores, SiNKR excels at incorporating the constituent elements of its genre into the fabric of its gameplay. Offering a relaxed experience with no timers or move counters, SiNKR allows players to lavish their full attention onto the puzzle facing them. SiNKR also nails the difficulty progression of its levels, starting out slow but quickly working its way to simultaneously being complicated and fun. At its current price of \$1, SiNKR is a great value and is definitely worth playing.

SiNKR opens very slowly, allowing players time to adjust to the game's mechanics. The gameplay is revealed to center around moving pucks into holes using hooks. The hooks only move in one direction and cannot return to their original positions once they have been reeled in close to the holes, which serves as the operative limiting factor that makes the game challenging. Some holes take more than one puck to fill, while all hooks are able to collect more than one puck at any given moment. While those with completionist tendencies do not need to worry about succeeding in a certain finite number of moves, all players must be strategic or else they will have to redo the puzzles.

The aspect of the puzzler that really shines is its great, handcrafted level design. SiNKR really succeeds in striking a balance between stimulating and frustrating players. Whenever players figure out a creative solution to a level, they are immediately gratified by the effort that they put in. SiNKR feels smart and really encourages exploration within its individual levels.

The game mechanics become more sophisticated as players progress through the levels. While they begin by just being able to pull on hooks, soon players gain the abilities to horizontally or vertically flip the side of the hook and to connect hooks together. Linking hooks allows players to advance their hooks to parts of the levels previously inaccessible due to their original positioning, adding initially unexpected flavor to SiNKR. The game never allows for a mechanic to become stale or monotonous, instead introducing new ones before players have the chance to grow disinterested.

The music that is played in the background of each level really enhances the gaming experience. It encapsulates the tranquil yet thought-provoking feel that is at the essence of the SiNKR. The ambient music fits perfectly with the niche that SiNKR fills, really elevating the game.

Even though SiNKR only takes between one and two hours to complete, it is really worth investing in. The thought put into each level is readily apparent, making players utilize visual as opposed to textual learning to become accustomed to new gameplay mechanics. Full controller support and touch screen compatibility only further enhance a great game. SiNKR is worth picking up, and that is reflected in its score of 8/10.

Rating: 8/10. This is a rare type of game: a single-player strategy game. I highly recommend this game to people who love strategy games. It's a little hard to learn, but is rather simple to play once you know how it works. I don't know if I can call it "deep" yet (maybe I haven't played it enough), but it's definitely challenging and you won't always win.

It's a very barebones game. There's only the tutorial, an options menu, and the one game mode that has you fighting to earn enough victory points within a certain number of turns. The number of victory points required increases and the turn limit decreases everytime you win, so the game remains consistently challenging.

I think strategy buffs will pick this game up very quickly. I can't yet speak on how many hours of enjoyment they might get out of it before they feel like they've learned it all.. I love this game a lot. It is truly unique and makes me think. It is also a lot of fun to play and has good graphics.. Very satisfying to to see your car's performance (and your own drag racing abilities) improving bit by bit.. Don't buy this.

None achievement unlocking.

I recommend play memory games for free because it's not really worth your money.. I liked this game. Very awkward controls. hope it gets better.

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