Coloring Pixels - Vistas Pack Ativador Download [pack]

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About This Content

Vistas Book

This vistas themed book unlocks 20 additional levels for Coloring Pixels! Inspired by beautiful scenery, skylines, landscapes, and forests.

Contents

The Vistas book unlocks the following images:

- Fields: 81x100

- Cottage: 98x59

- Village: 102x51

- City Lights: 164x164

- Volcano: 200x200

- Snow Night: 232x225

- Sunset: 275x183

- Mountain: 300x150

- Green Forest: 300x200

- Rocky Beach: 300x200

- Snow Forest: 300x200

- Misty Mountains: 300x205

- Distant Desert: 320x180

- Dusky City: 320x180

- Neon City: 320x180

- Ruins: 320x180

- Pink Sunset: 320x208

- Sunny Hills: 320x208

- Water Front: 400x98

- Dark Forest: 400x200

Title: Coloring Pixels - Vistas Pack
Genre: Casual, Free to Play, Indie
Developer:
ToastieLabs
Release Date: 15 Feb, 2019

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Minimum:

OS: Windows 8.1

Processor: Intel i5

Memory: 8 GB RAM

Graphics: Nvidia GTX960

Storage: 500 MB available space

Sound Card: Integrated sound

English

If you can reach me Jack, you'll have proved that you are worthy enough to have me. And I used all of my power to make her mine.

This is the first very well done click and point adventure for VR!

Most other Puzzle VR games have self-solving puzzles and focus too much on exploration.

But this game did it better. The controls are perfectly made for this kind of genre. You can grab objects, use the objects with the environment or grabbing more objects to use them combined. Sounds simple but works very well!

The puzzles are not to easy, because you always have several items to choose from.

You have to carefully watch and use your environment to find a solution.

At this point, the art style is very important. The game looks very nice, it's clean and not overloaded, so the interactive points are not too hidden so there is no frustration coming up. And if you can't find a solution by yourself, you can use an ingame hint system.

For full use of roomscale you will need a very large room. My play area is 2m x 2.5m and I can't reach most objects. But you can use roomscale in combination with the touch controls, so it's not that bad. You just walk around in your room and grab the objects that are too far away with the touch screen.

The playtime is about 2h.

So in my opinion, VR and puzzle\/adventure games fit absolutely perfect and this game show how it work.

I watched the trailer and thought "oh another "funny-VR-youtube" game. But no, it's not one of those games. It's an (very good) adventure puzzeling game in VR, so remember that!

All in all, this game is creative, funny, challenging and fair priced! So I can highly roccatment it!. The soundtrack is awesome, no matter. But why do you sell only 1\/3 of the whole soundtrack!? I regret the hasteful buy without checking the description. For me a soundtrack includes all songs, not a selection.

Rather download the songs from youtube if you want the complete OST...

EDIT: The songs are now completely available with this DLC. Thanks for updating it. Now it's really worth the buy ;).

https:\/\/youtu.be\/RTrD9uVp0bs

The Sorceress is an MMO style-based single-player experience without any of the concepts that make an MMO worthwhile. Bland and overly generic gameplay that is marred extensively with broken english showing that the Developers couldn't even be bothered to hire an English translation service outside of Google. The game is so boring I couldn't even be bothered to suffer past the first 1\/2 hour of gameplay.

Nothing about this game is good. The controls are exceptionally counter-intuitive. The "I" button to engage dialogue, are you kidding me!?!?!

Note to Dev: Standard practices for most video games denote a certain intuitive control scheme for most games. These are typically dictated by minimal movement of the entire hand to be able to control your game. That makes your control scheme objectively bad. But, to be fair it's indicative of the entire experience.

This game is a chore. Not a game. The $7 price tag makes me want to punch my screen. It is an insult to any gamer to actually expect money for this crap.

Final Verdict:

Game 3\/10

Developer integrity and honesty -1\/10. Honestly even though I've only played a little, I can honestly say this just isn't a good game, and I don't mean an incomplete or buggy game, just an inheritantly bad game design from top to bottom that simply isn't any fun solo or even in a group. It markets itself as a sandbox, but it's really just a battle arena in slightly larger arenas with some really lazy crafting thrown in. I knew in the first 10m it wasn't going to have a future, dug a little deeper just to be sure, was only reaffirmed of my conclusion.

If you enjoy a sandbox, look elsewhere, if you enjoy battle arenas, I still recommend looking elsewhere, as there are far better of both out there than what you'll find here.. Fart Simulator was a very unique game that made me laugh. The game has many different game modes that you can play. It will easily pass the time and make you laugh your farts outs. For the price it is at, it was a worth it. So go add it to your steam library now. Also I give this game a 8\/10.

nice atmosphere, good puzzles and achievements!. All in all - you'll get your dollars worth of entertainment out of this game easily. Sure the interface and controls are a little wonky. Does it make sense that the GO button doesn't work until you hit "enter" on the keyboard, probably not. VR is still really new and trying to convey what you want people to do is all new. This is still Early Access, so there is still time for small changes like this. It's a cool concept with a lot of potental though, really curious to see how this evolves and what other things will come flying at me.. I haven't even played this game for that long, but I love it, it's pretty much the same as Sonic & Allstars Racing Transformed, (control wise) and I like that, the team mechanic is not so bad, I still need to try it with actual people to see how it actually plays out though! But either way, I'll be playing this game for a long time!. Bought the game for my friend and I, for 9 minutes adjusting settings and such then realized it had no online multiplayer. I will re-purchase this for both of us if it gains this. But why the hell this chose single-player over online multiplayer is beyond me.. Cool premise, really cool look. About a hundred levels of super frenetic, reflex heavy platforming for your enjoyment. Warning: this game gets effing HARD.

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