
Digital Jigsaw Puzzle Download Dlc



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About This Game



Welcome to Digital Jigsaw Puzzle.

Digital Jigsaw Puzzle replicates the experience of putting together a real world jigsaw puzzle. This game is not grid based. The puzzles are free floating and pieces can connect at any location on the screen.

The jigsaw puzzles will come in 16, 64, 256, and 576 piece sizes. There are **158 unique** jigsaw puzzles to select from making this the **largest** jigsaw puzzle game available on Steam.

Different puzzle modes:

Table mode - All pieces are distributed evenly on the table from the start

Swimming Pool Mode - All pieces are divided into two "pools" of water on both sides of the screen. The pieces will float around allowing for the remainder of the screen to be cleared to complete the puzzle.

Scroll Mode - This mode allows you to cycle through different sets of pieces using the right mouse button to keep the table from being cluttered.

Game save features:

Your last played puzzle will save automatically. You may close the game and return at any time.

No paid DLC. No exceptions.

As a promise from the developer - this game will never contain paid DLC or ads. If new puzzles are added then you will receive them. If new modes, features, or content is added then you will receive it for free. You are buying the complete package with this game.

Title: Digital Jigsaw Puzzle
Genre: Casual, Indie
Developer:
Timothy Findling
Publisher:
Timothy Findling
Release Date: 1 Jan, 2019

a09c17d780

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10 64 Bit

Sound Card: Standard Sound Card

Additional Notes: Mouse Required

English,German

Menu
Solving Tip
Undo Redo

10+ 1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	Even 1 2 3 4 5 6	<, > 1 2 3 4 5 6	Even 1 2 3 4 5 6
4= 1 2 3 4 5 6	9+ 1 2 3 4 5 6	15x 1 2 3 4 5 6	3= 1 2 3 4 5 6	^ 1 2 3 4 5 6	3+ 1 2 3 4 5 6
3- 1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	2- 1 2 3 4 5 6	1 2 3 4 5 6
1 2 3 4 5 6	9+ 1 2 3 4 5 6	2- 1 2 3 4 5 6	Even 1 2 3 4 5 6	1 2 3 4 5 6	1- 1 2 3 4 5 6
4- 1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	8x 1 2 3 4 5 6	Odd 1 2 3 4 5 6	1 2 3 4 5 6
1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6

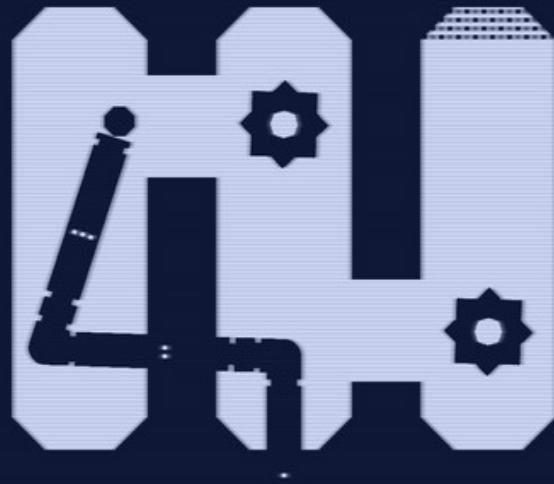
8x solutions
2x4=8
1x2x4=8
1x1x2x4=8

Paint Colors

- Grey
- Light Green
- Light Blue
- Dark Green
- Orange
- Yellow-Green



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하이엔드
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I've spent hours playing Rampart with friends and consider myself a veteran of the original. My comments here are based upon both the original Rampart game and Castle Chaos as it's own unique game.

The Good:

- + Very similar to the original Rampart
- + Fun to play by self or elbow to elbow with comrad
- + 4 players, not 3 like Rampart
- + The gnomes add a fun and irritating element to the game
- + No huge investment of time needed to learn and master
- + Most of the gameplay elements are easily adjustable from main menu
- + Statistics feature
- + Catchy theme music is a perfect compliment to the original

The Not so Good:

- The odd psedo pixilization of the wall shapes makes it difficult to visually manipulate each piece when repairing or building walls. Ie: the pieces blend together and appear as one while moving them next to one another. The original Rampart the pieces were simple solid colors. An option to use solid color shapes with outlines would be my preference. This issue alone is nearly a deal breaker for me.
- No online mulitplayer capability (yet)
- Only ONE map? really? The original had at least 2 or 3 as I recall.
- The clouds don't appear to have any purpose other than asthetics. I could be wrong here.
- No mouse support. I understand the unbalanced advantage a person would have if playing a local battle with friends with only 1 person using a mouse. At least in single player battles the mouse should be an option.

Suggestions:

- * A detailed recap of how the score is tallied up after each round. This would be helpful so players know where their points are derived and what they might focus on with the next round.
- * Rework the graphics overall. Either make them 8-bit, 16-bit or semi modern. The current look is a mish mash that isn't pleasing to the eye, IMHO.
- * The game just ends after the last round isn't much of a spectacle. Maybe there could be some sort of a bonus round or double points thing, or maybe a target round shooting at moving targets. Just ranting on how to kick it up a notch here.

Overall the game is fun and definetely worth the pricetag, especially if you catch it on sale. Kudos to Odd Comet Games for rehashing an old classic with a few new twists.. EPIC!!!

i can finally be the (awsome) Winter Soldier

. Its a very cool game.Strongly recommend.A lot of puzzles and thinking,time killer ;). this game is bad poor optimisation control are\u2665\u2665\u2665\u2665\u2665\u2665and its lowest game hat i ever own. Bathed in Wildfire 10/10 Best Game of Thrones Experience. Great game! The puzzles are challenging, but solvable and overall pretty well made game!

HOWEVER, the downside to this game is the Life system...

Why implement a life system on a puzzle platformer in the first place? Nothing good comes from this stupid life system.

When you and your friend made past all the way until the end and screw up at the very last without a life, you have to go ALL THE GODDAMN WAY back and that just sucks you and your friend's motivation out of you.

There are some bugs here and there, but overall it's a good game. Developers of this game, if you are seeing this, LIFE SYSTEM SUCKS\u2665\u2665\u2665\u2665\u2665\u2665when it comes to Puzzle platforming, espicially when it comes to co-op... bought freeze gun and froze a planet

10V10

Trail Breaking may have been a really great game. It looked beautiful in the advertisements (screenshots). The issue is simply that it is unable to run. After posting for help in the forum I am told that the error which prevents me from launching this game is quite common. Well,,so I suppose I simply have to mark off another title as being unplayable and swallow the cash.After awhile this gets to be so exaperating that you just wonder why. Having met all the requirements and fully exceeded them the question remains. Why?

I look at the forum and I see numerous other people posting the same exact error. How does one scrutinise that? The only way to best describe the situation is tragic and unfortunate. Indeed,as I was told,this error is quite common. Well then I suppose quite a lot of other people have experienced buying a game such as this and been unable to even launch. The feeling is liken to falling down a deep hole in which there is no bottom.Someone in the futrre may see this error and recognise some way to fix it. So I will post it here for that simple reason:

The UE-4 Trailbreaking Game has crashed and will close.

LowLevelFatalError

[File:D:\Build\++UE4+Release-4.18+Compile\Sync\Engine\Source\Runtime\RenderCore\Private\RenderingThread.cpp]
[Line: 1015]

GameThread timed out waiting for RenderThread after 30.32 secs

Bye the bye,this error completely prevents player from moving past launch. At the present time there is no fix and no updates have helped in any form whatsoever.. games fun as hell sadly the game is dead like most fighter's that are not tripple A titles on steam if its on sale and you got friends grab it its very fun. Its as fun as it looks, although it takes a little bit to get the hang of it.

I hope they add some more single player aspects (mostly, being able to use the VOCs you can buy in the store instead of the presets).. One man MMORPG which is better than a lot of the free to play garbage cans. I'm not saying this is the next best thing but honestly, if this one person can make an MMO like this, imagine what a team of this person can do.

Bounel reminds me of back when I used to play custom RPG maps on Warcraft 3... You grinded XP for skill points and you found random loot or bought it from stores. This game is exactly like that. Large map, random monsters, random loot, and you grind xp... Become a criminal or a hero! For 4.99 and an open mind, you might get sucked in like me.

There is a hardcore mode with varying levels of difficulty. When you die, you cant play your character for X amount of time. So if you want a real challenge, brave the world in hardcore mode.. Tiny Build had recently told me they were sending me out a code for Dungalot but as I hadn't asked for it I really wasn't too bothered, so when it arrived I thought I'd take a look but I still wasn't sure if I'd write a review. I'm not big on games that move over from the mobile platform to PC as nine times out of ten they just don't work for me. Dungalot has been a pleasant surprise in this respect, it's not all that bad.

Dungalot is described as a hybrid between a dungeon crawler and minesweeper and it's a pretty accurate description, but it's far deeper than that. The game is played on a 5x5 grid that's covered with rocks, as you uncover each square you might find one of a few things. Items, food, enemies or the dungeon key which is perhaps the most important thing, as opening the door to the dungeon takes you to the next floor. Enemies will restrict you from uncovering the squares around them until they are defeated but don't be tricked into taking on every enemy as this is a quick way to die, rather avoid it if you can. Food is needed for progression as moving to another floor with no food will give you a penalty to your health and items offer a range of benefits to the player like bombs to fight enemies or buff giving potions. Items used correctly can be a life saver and you quickly learn to manage your inventory to match your style of play.

The game also has a selection of mini games and diversions to partake of which pop up as you quest, these are a nice little extra that keeps things fresh. All in all it's an enjoyable experience to play with a fair bit of humour in the narrative too and while I'm not a huge fan of puzzle games which I would consider this to be I have found myself playing quite regularly. It also helps that the art is pretty good in its cutesy anime style, I'm a sucker for good artwork.

The heart of Dungalot is a mobile game no doubt, but it's not a mobile game that needs you to keep playing every hour to collect something or do something, there aren't even micro-transactions and this helps to make the experience a pleasurable one. I'm not being forced to play or strong armed into spending money, I can hop in as and when I please and have a quick blast. It doesn't matter if I played an hour ago or a week, which probably makes me play it even more.

It's not a hard game to understand, it's a simple puzzle game that's all about having a bit of fun. It's enjoyable and the fact it came out on mobile first really doesn't matter as this is just a puzzle game that happens to have been on mobile, it looks great and plays great on PC instead of being a bad port of a bad game which is what I've come to think of when I talk about mobile ports. There's no earth shattering graphics or gameplay that reinvents the wheel, it's a colourful, bright and fun little game that I highly enjoyed.

. Its cool. But... it add all of these as new cars, rather the modifications to existing ones, so its now even harder to find a model your looking for. Havent seen a 200SL since I was in the repairing other peopls cars phase of the game.

If this was more like the engine swap ability, it would be killer. But 10 second Malch is a riot, even if (for some reason) its Deloran powered.. This game did not capture me at all. The dialogue got a bit too drawn out at times and I didn't realize when I bought the game that it would only be the scrambled picture puzzles. I will not be buying future chapters of this series.. I would not bother with this game seriously, yes its cheap however type in minidayz in on your web browser and play a free game that is loads better.

Pros

you can laugh at your charicter for swimming on land

Steam will refund you so you can go buy a can of coke and a packet of chrisps

You wont get lost in the world (only cos its tiny)

Cons

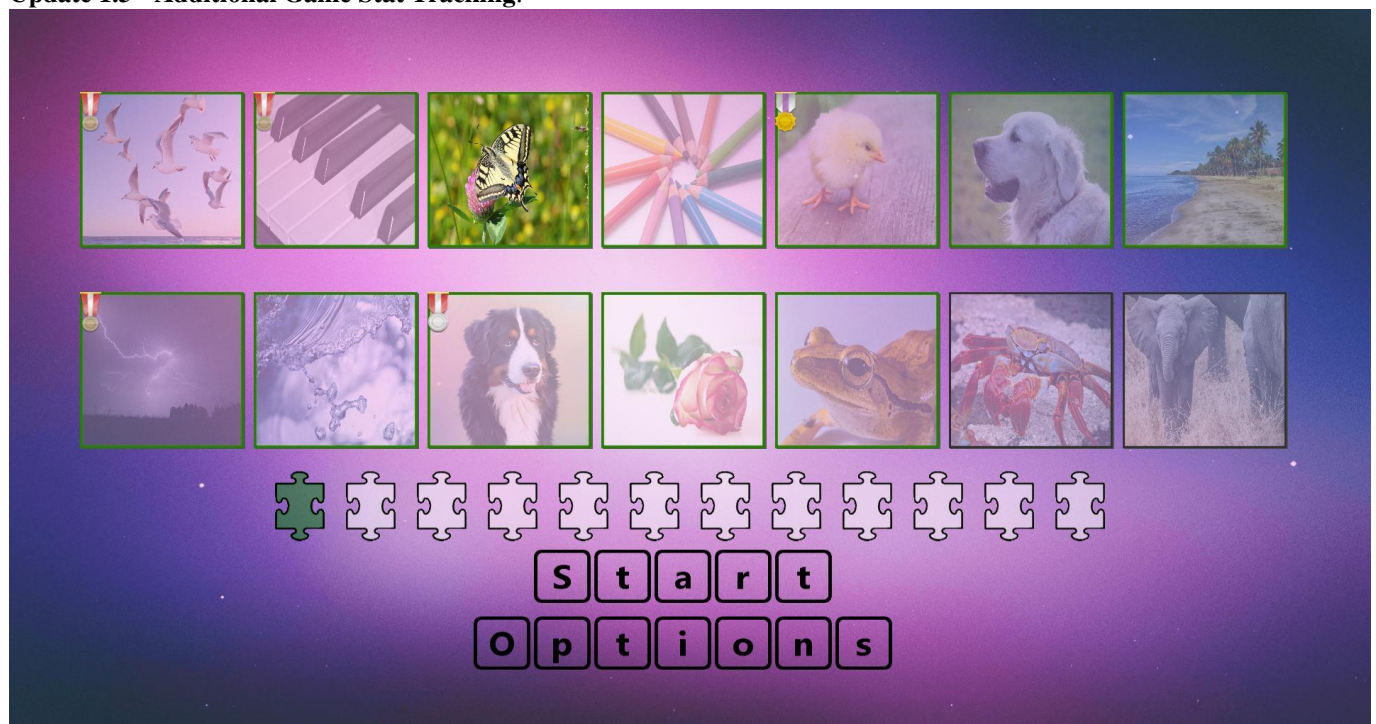
No updates for over 2 months

More bugs than a Bearded Dragon could eat

10 mins at most of gameplay

Could have been a good little game but even my 5 year old son found it boring

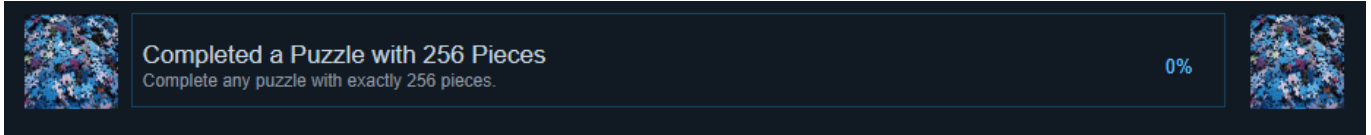
Update 1.5 - Additional Game Stat Tracking:



Digital Jigsaw Puzzle now tracks the completion of each jigsaw puzzle and the associated puzzle size upon completion. A medal is rewarded upon puzzle completion based on the puzzle size. The highest medal is displayed on the puzzle preview screen.

-
- A bronze medal is rewarded for 16 pieces completed.
 - A silver medal is rewarded for 64 pieces completed.
 - A gold medal is rewarded for 256 pieces completed.

A new achievement was added for the completion of a 256 piece puzzle.



Notes:

- The piece count was not tracked before this update. It not possible to retroactively reward the medals.
- The custom puzzle does not count towards achievements or have a medal rewarded upon completion.

. **Easter Week Sale - 50% Discount:**

Easter Sale. **Feature Preview: View final image during the puzzle:**

Feature Preview: View final image during the puzzle . Update 1.3 - New arrangement mode called the Swimming Pool!:

Introducing the new arrangment mode called - Swimming Pool!. **Update 1.4 - Image Preview and Winter Puzzles Added:**

Update 1.4. **Update 1.2 Is Released! 14 new halloween puzzles added for FREE!:**



New Puzzles:

- 14 New Halloween Puzzles
- 2 New Non-Halloween Puzzles

New Background:

- 1 New Background

New Easter Eggs:

- 2 Puzzles have special completion screens. See if you can find them!

Option Menu:

- Toggle full screen in the options menu (Hotkey F11 still available)
- Game will save your preference for full screen

Overall changes:

- The text is no longer stored in images. The font is rendering in game.

As always - new content is included in the base cost of the game. You will never pay for an update or additional content! . Update 1.7 - Scroll Mode Updated, Zoom Feature, and Extended Save Options:

Update 1.7 Release Notes:

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