
Puzzle: Underwater World Download Complete Edition



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About This Game

Puzzle: Underwater World is a classical puzzle game invented in 1878, it's still popular today. The sliding puzzle that consists of a frame of numbered square tiles in random order with one tile missing.

The object of the puzzle is to place the tiles in order by making sliding moves that use the empty space.

The game 15 puzzle is made in three different sizes:

- 3 x 3 (8 tiles) – for beginners and kids
- 4 x 4 (15 tiles) – classical size fifteen puzzle for all ages
- 5 x 5 (24 tiles) – for those who like to think

Features:

- Three levels of complicity (8, 15, and 24 tiles);
- Algorithm that excludes unsolvable combinations;
- Realistic animation and tiles sliding
- Moves counter and timer
- Friendly interface with color theme
- Online records services
- Optimized for PC

Info

A sliding puzzle, sliding block puzzle, or sliding tile puzzle is a combination puzzle that challenges a player to slide (frequently

flat) pieces along certain routes (usually on a board) to establish a certain end-configuration. The pieces to be moved may consist of simple shapes, or they may be imprinted with colors, patterns, sections of a larger picture (like a jigsaw puzzle), numbers, or letters.

Sliding puzzles are essentially two-dimensional in nature, even if the sliding is facilitated by mechanically interlinked pieces (like partially engaged marbles) or three-dimensional tokens. As this example shows, some sliding puzzles are mechanical puzzles. However, the mechanical fixtures are usually not essential to these puzzles; the parts could as well be tokens on a flat board that are moved according to certain rules.

Unlike other tour puzzles, a sliding block puzzle prohibits lifting any piece off the board. This property separates sliding puzzles from rearrangement puzzles. Hence, finding moves and the paths opened up by each move within the two-dimensional confines of the board are important parts of solving sliding block puzzles.

The oldest type of sliding puzzle is the fifteen puzzle, invented by Noyes Chapman in 1880, Sam Loyd is often wrongly credited with making sliding puzzles popular based on his false claim that he invented the fifteen puzzle. Chapman's invention initiated a puzzle craze in the early 1880s. From the 1950s through the 1980s sliding puzzles employing letters to form words were very popular. These sorts of puzzles have several possible solutions, as may be seen from examples such as Ro-Let (a letter-based fifteen puzzle), Scribe-o (4x8), and Lingo.[1]

The fifteen puzzle has been computerized (as puzzle video games) and examples are available to play for free on-line from many Web pages. It is a descendant of the jigsaw puzzle in that its point is to form a picture on-screen. The last square of the puzzle is then displayed automatically once the other pieces have been lined up.

Rules

Before you read any further, you should be aware of reports that sliding puzzles can cause insanity. There's no doubt they're addictive and they've certainly made some puzzle solvers tear out their hair and swear a blue streak. When the first sliding puzzle was invented it set off a worldwide craze. That same simple puzzle is still challenging puzzle solvers more than a century later.

Sliding puzzles are cousins of mechanical puzzles, like those that require you to disentangle two twisted nails or to fit a collection of blocks into a cube. They're also related to jigsaw puzzles and to mazes. Rubik's Cube is a 3-D variation on a sliding puzzle.

Most sliding puzzles are two-dimensional. The pieces cannot be lifted out of the frame or rearranged in any way, except by sliding them into an empty space. They are also called sliding-block puzzles or simply sliders. The goal of a sliding puzzle is to arrange the pieces in a particular pattern. That might mean putting together the elements of a picture, forming a shape, or creating an array of numbers or letters. Movement of the pieces is restricted so that you have to move one piece in order to shift another. That's where the madness comes in.

What makes sliding puzzles so alluring? The best of them are deceptively simple in appearance. They might involve rearranging only a half-dozen pieces. A child can understand the idea, and it might look like child's play to solve the puzzle. You don't have to learn any complicated rules. Yet the solution can be so complex that it seems impossible. Some solutions involve 100 moves or more. The puzzles demand logic, problem-solving and sequential thinking skills, combined with a dash of intuition and a healthy amount of patience.

Sliding puzzles started as actual mechanical devices, blocks of wood or plastic in a frame. But they were easy to translate into computer programs and to offer over the Internet. Hundreds of sliding puzzles are available online, and now you can play sliding puzzles on your smartphones and mobile devices.

In the next section, you'll read about the wacky history of these diabolical gadgets.

The History of Sliding Puzzles

Sliding puzzles started with a bang in 1880. In a matter of months after its introduction, people all over the world were engrossed in trying to solve what came to be known as the 15 Puzzle. It consisted of a 4-by-4 grid, with 15 numbered squares and one space left empty. The idea was to scramble the numbers, then rearrange them into numerical order by sliding them successively into the empty space.

This first sliding puzzle was invented by an upstate New York postmaster named Noyes Chapman, who came up with the idea during the 1870s. Boston woodworker Matthias J. Rice offered a commercial version in 1879 [source: Slocum and Sonneveld]. He called it the Gem Puzzle; other versions were sold as the Boss Puzzle, the Game of Fifteen and the Mystic Square. The fad took off in the early months of 1880, a puzzle rage that would not be repeated until Rubik's Cube became wildly popular in the 1980s.

Factories could not keep up with the demand for the 15 Puzzle. So many people were caught up in the fad that employers were concerned about workers ignoring their duties to work on the puzzle. Legislators in Germany were seen trying to solve them. Sliding puzzle mania was mentioned in popular songs and plays. Newspapers ran tongue-in-cheek reports of players driven insane by them [source: Slocum and Sonneveld, Bogomolny].

A dentist from Worcester, Massachusetts offered a set of teeth and \$100 to any person who could solve the puzzle from a certain beginning arrangement. He later raised the prize to \$1,000. People all over the country tried to win this grand sum, but none succeeded. What they didn't know was that only half of all the possible arrangements of pieces can be solved. The dentist's set-up was not solvable [source: Slocum]. The fad faded by the summer of 1880, but the 15 Puzzle remained as a classic slider.

The next development in sliding puzzles came about in 1909 when Lewis W. Hardy invented the first sliding puzzle using pieces that were rectangular rather than square. He called it the Pennant Puzzle, giving it a baseball theme. It was also known as Dad's Puzzle [source: Sharples]. Ma's Puzzle, which followed in 1927, introduced two L-shaped pieces, making it even more difficult to solve [source: Storer].

Over the years, there were many novelty variations on the sliding puzzle. "Capture the Kaiser," featuring pictures of the German ruler, came out during World War I. The 1932 presidential election campaign between Herbert Hoover and Franklin Roosevelt was commemorated in a slider. A puzzle from 1934 called "Line up the Quinties" had players sliding squares with pictures of the famous Dionne quintuplets [source: Rob's Puzzle Page].

Since the computer began to play a role in designing and solving puzzles, the variety of puzzles has increased. Hundreds of pictures have been transformed into sliders, and increasingly more difficult arrangements of geometric shapes have challenged solvers.

Move on to the next section to have a look at some of the different types of sliding puzzles.

Types of Sliding Puzzles

Sliding puzzles come in just about every shape and form that you can imagine. There are literally thousands of variations. Some are actual mechanical puzzles, others are computerized versions. The most basic ones require you to assemble a pattern. It could be a picture of a cat, a flower or a painting like Grant Wood's "American Gothic." The image is divided into nine sections with one section missing, the pieces scrambled in a 3-by-3 grid. Your mission is to reassemble them in the right order. Harder versions divide the picture into 25 pieces in a 5-by-5 grid.

In addition to these basic sliding puzzles, which are variations on the original 15 Puzzle, puzzle inventors have come up with some intriguing and highly challenging designs:

Dad's Puzzle -- As we've seen, this slider was originally called the Pennant Puzzle. It has a large 2-by-2 square, six 1-by-2 rectangles, and two, small 1-by-1 squares. It's like moving furniture in a crowded room. The object is to shuffle the largest piece (the grand piano) from one corner to the other by sliding other pieces out of the way.

Rush Hour -- This is an award-winning slider developed in the 1990s. The goal is to free a red car from a traffic jam by moving cars and trucks backward and forward to make space.

Sokoban -- The name of this Japanese puzzle means "warehouse manager." In Sokoban, the player maneuvers a man around a space so that he can push boxes into the area where they belong. Because the man can't pull boxes, pushing one into a corner is a dead end -- complex and challenging.

Quzzle -- Puzzle inventor Jim Lewis used a computer program to help invent this slider, which he claims is the hardest simple sliding puzzle to solve. A variation on Dad's Puzzle, Quzzle demands great subtlety and insight.

Daughter in the Box -- Another Japanese sliding puzzle. The player tries to free a girl (the largest of the blocks) who is trapped in a prison of shapes. This one, too, is a more difficult version of Dad's puzzle.

Junk's Hanoi -- Junk Kato, a master puzzle designer, came up with this deceptively simple puzzle. The player has to reverse a pyramid of blocks by moving them within a restricted space. It only uses a small number of pieces, but the solution requires a large number of moves.

New and increasingly tricky sliding puzzles are being invented all the time. At this point, it looks like slider fans will never run out of challenges.

Read on to find out the one secret that will help you to solve any sliding puzzle.

Solving Sliding Puzzles

Sliding puzzles can be incredibly difficult to solve, as anyone who's tried can tell you. Mathematicians categorize sliders as PSPACE-complete, which is a measure of their mathematical complexity. Essentially, it means that even computers find it hard to come up with a solution [source: Hearn].

There is no universal rule that lets you solve a sliding puzzle, though many stumped players wish there were. As you work on a succession of sliders, you tend to develop an intuition about how to move pieces around the playing space. You'll get better, but each puzzle will still be a challenge.

The 15-type sliding puzzle, because all of its pieces are squares, is one of the most straightforward to solve. If you need some help, here are a few hints:

Begin by maneuvering the 1 and 2 into their proper positions in the upper left corner.

Position the 3 in the upper right corner.

Maneuver the 4 under the 3

Now slide the 3 to the left and the 4 up; the first row is done.

Repeat this process with next row, leaving row above intact.

Complete the puzzle by rearranging the pieces in the last two rows until they are in position.

Sometimes it's easier to create "snakes" of pieces in the proper order rather than put them in their final position individually. If you're assembling a picture, study the design carefully before it's scrambled. It's harder to solve if you're not clear about the final outcome.

While you can find walkthrough solutions to some sliding puzzles on the Internet, most players aren't interested in getting help. The fun of sliders comes from the "eureka!" moment when you finally stumble on the solution. One general rule is that it can be helpful to concentrate on solving individual areas of the puzzle, while always keeping the larger picture in mind. You might start with one row or a particular corner.

The real secret that applies to solving every sliding puzzle ever invented can be summed up in one word: patience. Keep trying. The longer it takes, the more satisfying the solution.

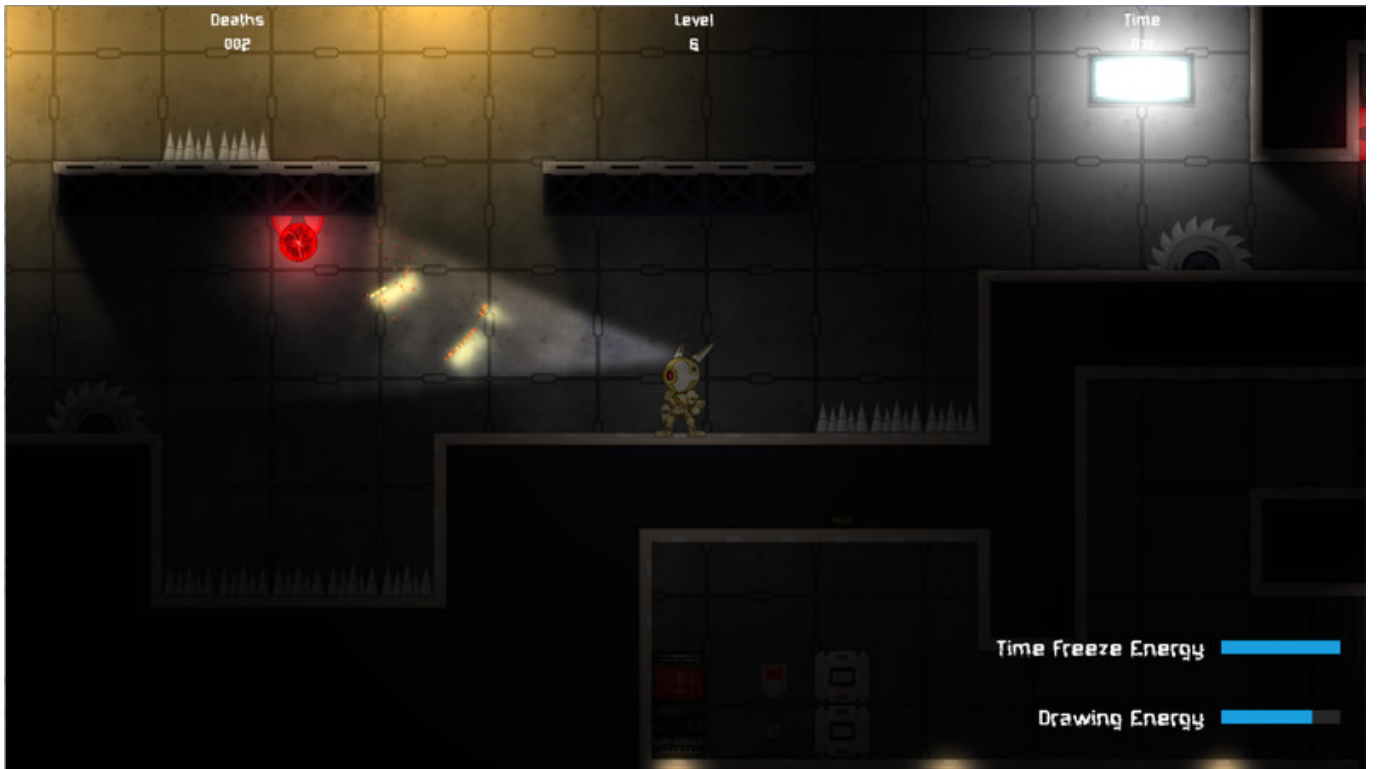
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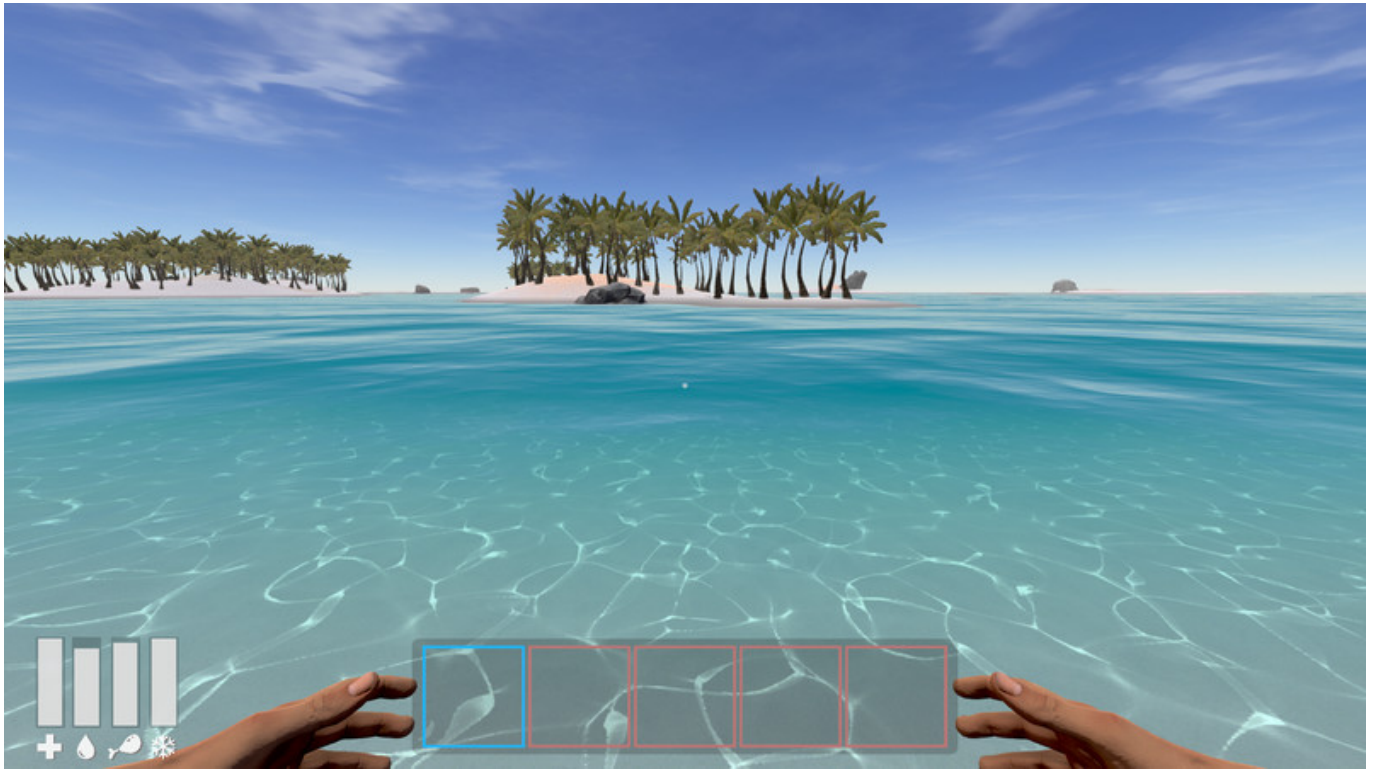
Title: Puzzle: Underwater World
Genre: Adventure, Casual, Indie, Sports, Strategy
Developer:
Puzzle: Underwater World
Publisher:
Puzzle: Underwater World
Release Date: 2 Aug, 2017

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English







So it's good but could be better.

The main satisfaction of this game is leveling up your characters and making your lances.

On the battlefield, you don't control individual characters. Instead, you assign them outside of battle to "lances" which essentially act a single unit on the field of battle.

A lance might contain a mage, a warrior, and a healer type. And when you attack or defend, each of those characters will do their jobs. You can specialize and make an all melee lance, all ranged attack lance, etc., but I've found in general it's best to make all of them have a few melee, few ranged, and some sort of healer.

The game is very very grindy and the combat is decent. It gets a bit repetitive and is not super tactical. In fact it is extremely easy. As long as you take a bit of time to level your party on the armies scattered across each map, you will never have any trouble.

And if you enjoy this game, that is what you will do, because that's where the satisfaction comes from. Because of the plethora of characters and classes at your disposal, you basically get to level someone (often multiple units) up after each battle. And leveling them and outfitting them is the fun part of the game.

The story is not good. It's very linear. Each area has the tried and true "Are you sure you want to continue? You won't be able to come back" trope. The main characters are annoying. They talk about how God is on their side constantly. At one point one of the protagonists made everyone stop so they could say a prayer. Very early in the game you have to catch a bandit - when you meet him he explains that he is against the monarchy and just wants to give some wealth to the downtrodden people, and says you are the bad guy. And your protagonist say you aren't because God wants you to rule everyone basically. I was kind of with the bandit.

The game has a crafting system but it doesn't do a great job of steering you into using it too often. For instance, I have tons of mats for certain items (and unit summons) but don't have the recipes. And you have to find certain nodes to make the items/units, which are not always readily available. This could be streamlined a bit. There are usually ingredients you get from battles, like iron ore, but then you might also need coal, which you buy from vendors, at which point you go ok, this is getting tedious, I'll just buy all my gear.

Despite all this, YES I recommend it! The grinding and leveling and gearing up your units is very satisfying.

I hope the devs iron out and streamline some of the issues (there are some UI and QoL tweaks that would go a long way which I didn't get into - plus make the crafting system better). I doubt the story will get any better, but I can live with that.. What a wonderful surprise this game is! Imperfect, sure, but without question one of the best indie visual novels I've played by far.

To get to the nitty-gritty: I'm here for story and characters, first and foremost, and Queen at Arms delivers with an exceptional amount of creativity, and a refreshing amount of polish. This is the best handling of gender as a concept I have encountered in any game, addressed within the narrative with a naturalness, maturity, and thoughtfulness that are refreshing in the extreme. The characters are fully realized, flawed, believable, relatable, and distinct from one another in personality, voice, and approach; while I have not played all available routes, I am happy to note that not only are the number of options staggering for a small project, with a variety of genders and sexual preferences available, but more relationships than straightforward "romance" are on the table. Relationships take time and many forms, and intimacy is more than physical. Queen at Arms smartly obligates you to choose where to allocate your time and energy both in interacting with your peers, as well as in battle. Some choices might have more optimal results than others, but there's more than one way to win a war, and victory can take many forms.

While I feel that the game's greatest strength is in the impressive life breathed into its characters, the story isn't playing a distant second fiddle. I wouldn't say that any plot twists or turns took me by surprise, exactly, but the world is lived-in, the belief systems detailed enough to have divergences and hypocrisies, the magic is grounded and costly, and battles have consequences both political and personal. Nothing happens in this game with a shrug: while the first half of the game's narrative felt (to me) more polished and tight than the second, for the most part it earns its consequences throughout, and even the higher flights the

story takes have a solid foundation. The overall writing in Queen at Arms is obviously lovingly crafted work, and the attention and care lavished on it make its strengths shine in a way that I'd argue few visual novels even with higher production values can match.

From the nitty-gritty to the nit-picky, then: while the writing is terrific, I was ultimately disappointed in the main player character. With a clear story to tell, the player character is written not as the usual bland cypher with a pliant attitude: Marcus Cordale is, more or less, a set personality. While some others might prefer a more nondescript avatar, I appreciate an established presence, myself-- however, I did become concerned early on that one of Cordale's main identifying traits was painful shyness to the point of muteness. Cordale talks very little, uncomfortably little, their verbal shyness so acute as to be remarked on in nearly every interaction for the first half of the game. This gave rise to growing concern, not because I dislike playing a socially awkward character, but rather that as it became abundantly clear that Cordale is destined for positions of authority and power, I wasn't sure how the transition from excessively shy and silent to commanding would work.

It doesn't, frankly. Upon being given a position of command, Cordale's earlier silence falls away almost entirely, without anyone remarking on the change and without any transition. Making the shift in character harsher, Cordale speaks with far more informality and modern diction than is used by any other character in the game; it feels as though Cordale borrows contemporary speech patterns because in contrast to the other characters in the game, they were not established to have a voice of their own. The second half of the story, the plot overall feels murkier and less grounded, but I think that would have been easier to gloss over if the player character had been more consistent, or if their change seemed more intentional. Capping matters off is an incompletely realized PTSD arc that never quite got the emotional or practical purchase it needed to really work, though I nevertheless appreciated the underrepresented effort at establishing the costs of war.

Lastly is the most obvious critique, which is simply the lack of polish in the artwork. Sprites are not bad, but they are amateurish, particularly when held against the excellent background art. It's a jarring contrast, with delicate, detailed, and muted landscapes, and flat, unshaded, brightly saturated sprites. The CGs would have been better left out altogether, suffering as they do both from the frequent VN problem of not resembling the character sprites much, and also of being the weakest art in the game. It feels like three separate artists worked in seclusion on the game imagery; nothing quite matches up, and it makes the overall effect seem sour.

All told-- this is an excellent game, if imperfect, and I wish I'd bought it sooner. I think I'm a bit happier having caught a sale, but really, sale or not, if you think this might be in your wheelhouse, get it. It almost certainly will be a pleasant surprise.. This thing is hilarious, I kitted myself in black white and green all over, and been knifing people in all gamemodes :D it's a silly little thing, but it added some new fun to the game. PANDAS!

With the Panda Exo, the ones facing extinction are ...depends on player skill level... Great game. I played it with two other people (I was in VR and the others spectated and helped). It was amazing for all of us :-)

We need more of this kind of games!

The price is a little bit too high. In my opinion it would be a good deal, because you can play it only once - like the most escape room games.

Sometimes the text messages were hard to read in VR, but that is caused by the resolution of the HTC Vive. By the way: The two other could read everything clearly on the monitor and helped me out ;-). Well I find this game overall fairly good, but it got some issues.

Lets start with the first, crew management, you end up having to perpetually getting new officers from new embassies as you go along and drop out your old crew mostly to staff said embassies, because quite frankly otherwise you won't be able to get your crew up to level, soon enough my old crew were inferior to new crews that were half the level because those crew at half level had better skills than the old ones, this part I find disappointing because any officers you have most likely are going to turn useless which mean investing in them too much is a waste, however if you don't invest in your crew they'll be too low level soon enough to properly run their missions at one point, heck to some level you'll have to level some crew just to feed them to the

embassies too, since the crew you do get from embassies are inevitably much lower leveled than the embassies that you recruit them from.

The next issue is with resource management, starting level 11 your crew will need goods that require resources that might very well not be available, not only that but starting around the systems of the same level we start dealing with Lemurians that also require similar goods at times. I had one planet with Nitrogen in a level 10 system... than the next one in a system level 14. That mean that I didn't have enough Nitrogen to craft sufficient amount of goods for not only my crew but also my visitors, which mean I got double screwed, I tried to rush to get to the system with more Nitrogen, but when I tried to do so I had to face the issue that my crew wasn't strong enough to pull out the missions, so on one hand I need those resources quickly, on the other my crew can't stand it, I would need to get them both trained AND properly skilled, but that take time, but my crew is slowly getting dissatisfied by my lack of goods that require Nitrogen, so I don't have time, so I am more or less stuck between two annoying issues that are squeezing on me, and I can't do miracles. At this point the odds for these resources to pop in from 10 onward should be FAR greater than it is right now, otherwise basically the game become too hard to progress through.

I get that some games like FTL to be based on luck, usually those are 'rogue-like' games, but this one isn't a 'rogue-like' type game, its a 'builder' type game that it be so much possibly based on the luck of the draw and waste many hours of work is foolish, also luck mess with another element which is foolish, the skills, the stats on the skill levels are random, which mean a level 1 skill can be better than a level 5 skill for example, at some point I can accept some... range... on the stats, but that fact that the skill level basically mean virtually nothing however is ridiculous.

The stats of the skills should be growing in layers, and when you reach the next level the stats than can't turn worse than a previous level skills, otherwise its ridiculous, sending crews on high level contracts that earn skills only for those skills to turn out worse than some much lower level skills you already have is a waste of both time and money. I mean their is the stars... I could accept that a level 1 skill with 1 star got the stats equal to a starless level 2, and a 2 star level 1 could equal a starless level 3, and so on, but it goes far beyond that in range of stats.

I can accept the place of luck to some level in such game, but if whatever you can win or lose the entire game become based on it rather than player skills than the game effectively become a coin toss... and that isn't a fun game at all.

Still, the question of whatever I would recommend the game or not, is... ambiguous... the results of my first game aren't all positive, the next one could be better... the fact I have to restart from scratch probably to get the good run is an annoyance considering it means I'd have wasted alot of time already, not because of lack of skills, I was doing good beyond the crew & resource issues. But even all things considered, this game has alot going for it, otherwise, I like the whole building and managing, the fact you have to manage both your crew and your visitors is interesting too, managing resources and crew isn't a bad thing, I mean its better than merely employing tons of mindless drones like in the 'theme park' games, I like that, but if it becomes too tedious its an issue.

Now I think I would still recommend this game, even with my complaints its still pretty good, it got issues, but those could be resolved in updates to 'balance' things out, than it would be golden, I'd get it for sale however since for now considering its issues I'd consider it worth a few dollars less than its currently is sold for, but if the game is going to be heavily luck based like FTL, than its not worth more than FTL, at least with FTL you don't have several hours of work put into it before you are faced with a point in the game where you lose because of bad luck.. This game keep crashing even on lowest graphics settings. I got it really cheap for like around \$3 but was not worth keeping so I refunded it.. I've bought this and all other DLC to support the game and it's progression, I'd love to see some new content, player level increased, bug fixes and other patches to make the game work how it should.

I do love the game but it still needs a lot of work, so I'll help support that anyway I can.

Looking forward to new content, bug fixes, patches etc etc :)))

P.s If Funcom run away with mine and other's money without any decent new content, bug fixes & patches etc I will never support Funcom again.. Eh, 4000+ hours later, they deserve 10 bucks.. Great game!! This game has been well-researched. Great to let your kids play it teaches them useful information about a range of different animals.

I love the game, the story and animation. But there is one thing I would love to have, an online-multiplayer-mode!. The Lost Gardens is a great game and very much worth it. The artstyle is very appealing with the combination of 2D and 3D. The fighting is fun and the overall movement is really fun. The puzzles are a bit confusing but I'd figure them out in around 5 minutes. Overall a great game! I've only played .6 hours so far but plan to play much, much more!. Love this game.

- + Every character has a background and a story. Every. You'll even get to know random gang members story.
- + Masteries skill system is actually good when you get familiar with it (and get more or them)
- + Missions are different, each requiring different approach and tactics (though making a tank out of Albus and drawing all fire on him is a good idea in most cases)
- + Tactical combat is good.. This Game Is A Masterpiece, I have just recently competed this game and I'm so sad that it's over. To anyone deciding whether to buy this game or not take it from me and buy it as soon as you can. simply Outstanding.. bought it bcs i dnt know where to spend my money lol. Small but intense map with slightly different rules. Played it many times already and it still is a blast! Worth the money.

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