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## Jewel Match Solitaire Patch



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### About This Game

Take a fantastical journey across the kingdom in this beautiful new Solitaire adventure! Travel across an ancient land rebuilding epic castles of old.

Over 200 levels in all, plus many Solitaire variants including Klondike, Spider, Freecell, Pyramid, and more! Dozens of unique game play variations mix up the classic Solitaire such as locked and frozen cards, obstacles to remove like vines and wax seals, and many power-ups like wild cards, jokers, and shuffles.

Search every last level for gems and coins to purchase new castle upgrades and power-ups. Jewel Match Solitaire is the ultimate relaxing Solitaire game!

#### Features:

- 200 Solitaire levels!
- 12 variants such as Klondike, Spider, Freecell and Pyramid Solitaire.
- 5 beautiful castles to build and set them as desktop wallpapers!
- Tons of gameplay variations and power-ups.

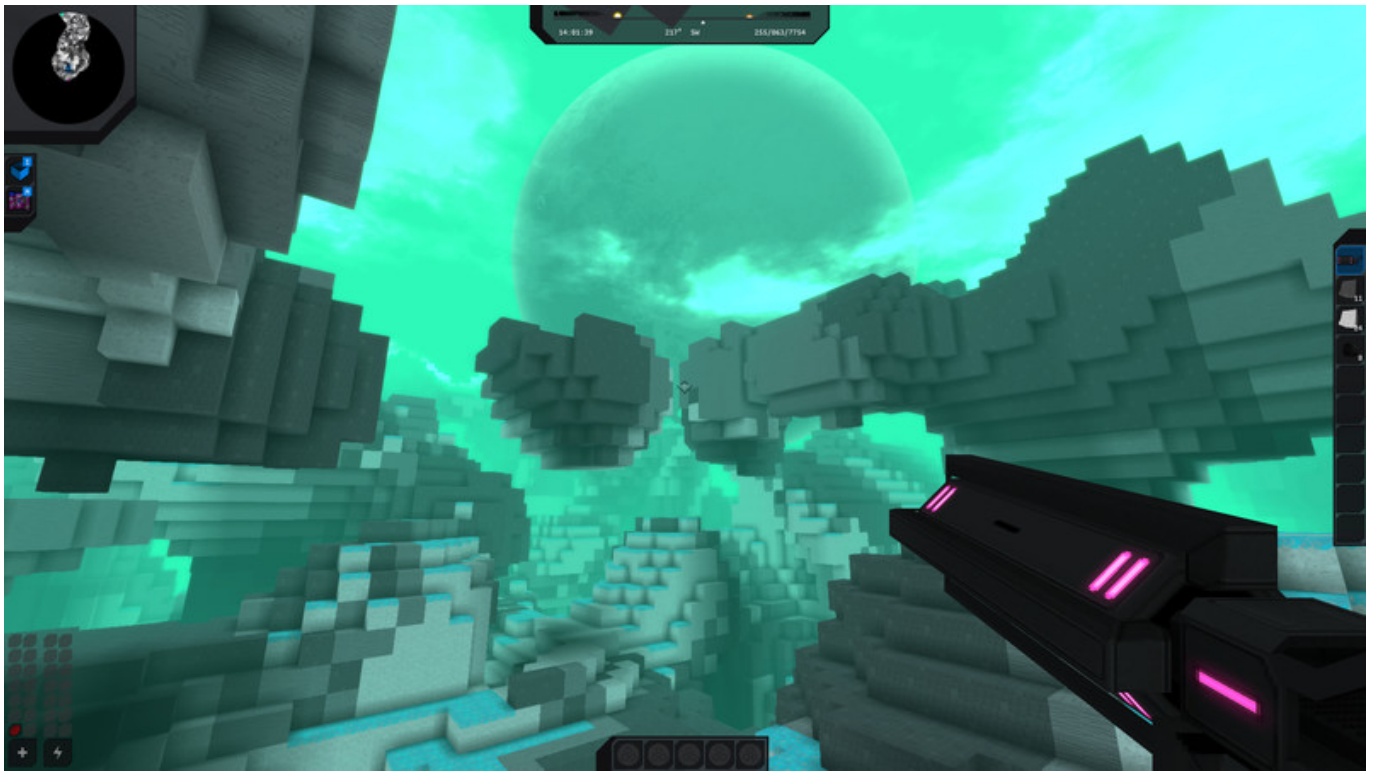
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- 3 different playmodes: relaxed, normal, hard.
  - Dozens of trophies to achieve.
  - Choose from several card decks.
  - Beautifully relaxing soundtrack.

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Title: Jewel Match Solitaire  
Genre: Casual, Indie  
Developer:  
Suricate Software  
Publisher:  
Grey Alien Games  
Release Date: 26 Jul, 2018

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English







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Its a pretty good game that could use more levels/features, but its very fun and challenging, which I like! Recommended 9/10. Darkstone the Game that Set in action RPG's for Console and PC Gaming

Opinion: 9.5 out of 10

.5 off for a few bugs but considering that this game was made for PS and Windows 98 thats saying alot. Disturbing, Unfinished and confusing as ♥♥♥♥, it holds a bad funny on my list with certain jump scares. Recomendated for people who dont have the stanley parable. 3.5/10. Where do I begin? There are an amazing amount of poor design decisions in this title:

- 1.The melee weapons are FAR overpowered, you can beat the entire game with the knife.
2. The weapons have a durability meter that is pointless, the game is too short; you'd never break a weapon even if you went out of your way to kill every enemy in the game with one.
3. The game gives too much ammo and supplies, you never feel in danger of running out; towards the end I started having to unload the ak-47 into enemies just to save space for other types of ammo.
- 4.Some of the weapon inventory icons do not represent the in-game items/weapons.
- 5.Zombies are very slow so you can run through the entire level pacifist style if you wanted.
- 6.The game just ends by kicking you to the title screen, At first I thought it was a bug or something so I reloaded and beat the game twice just to be sure.
7. Some assets don't have a Physical forms in-game (you can walk through set-dressing objects like buses and cars)
8. Some assents DO have physical forms that MAKE NO SENSE!! You can't shoot through bushes or glass...
9. Enemies don't do enough damage.
10. You can stun lock with your knife so the zombies don't stand a chance.
11. Nonsensical invisible walls.
- 12.Its mostly an asset flip. There is nothing wrong with buying assets tp import into your games; but the game isn't aesthetically pleasing when you notice the midevil underworld minion zombies stampering next to the office temp worker zombies.

Do mind that this title ISN'T in early access; This is it. THATS ALL SHE WROTE! For \$ 1.09 CAD I could have gotten a snickers bar... So the question is did I enjoy this game more then I would have say a crunchy chocolate waver bar-?

No. I'm going to get a refund. -Which is unfortunate, but I insist the the developer of this game NEVER GIVE UP! You've gotten the base of creating a game; not pour your effort into your next project! Take what you've learned from making Inventiun 2 and make sure that your next game is properly balanced and created.. Cool retro sounds and visuals, horrible controls, awful handling. You'll be in the walls the whole time. Not sure how a developer could have played this and felt it was acceptable to release.

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- Indirect Ant Simulator
  - Upgrades
  - Different Types of Ants to Control

- **Super Repetitive**

All in all, if you're not a person that doesn't like repetitive games, then this is definitely not for you. It's a really classic, relaxing game with relaxed graphics and gameplay, and it's a pretty good steal, because I bought it during an 83% off promotion sale, so it was only \$0.50.. Me: Oh look a stray game! What's the matter?

game: \*wimpper\*

Me: so you say that your owner made you a cool arena shooter where your weapons are powered by wubs?

game: \*Bark\*

Me: Wait, so they promised a extreme mode and some upcoming DLC only to dump you away for no reason?!?!?

game: \*wimpper\*

Me: Guys who made this game, you dun \*\*\*\*ed it up!.. good story and gameplay. Still thrying to beat ep. 2. :D. Whilst I enjoy LOGistICAL as a whole, I do not feel I can recommend this version of it.

LOGistICAL: Chile is, according to the store page, "a nice easier addition to the LOGistICAL series." I would disagree with that statement. The Chile map is large and long, and even at maximum speed, feels slow. This is especially the case when attempting to complete the islands to the west of the map, which are not so much challenging as they are frustrating.

Were you interested in LOGistICAL, I would recommend instead the base game, which includes a good tutorial island; or the Italian map. The nature of LOGistICAL: Chile means is does not show the game at its strength, but instead highlights many of its weaker aspects. After roughly 20 hours with it (most of which was spent whilst listening to the radio or idly browsing the internet), all I could see was the weaknesses and poor points of the game; which felt like a huge shame. Whilst I recommend the base LOGistICAL game, I cannot recommend LOGistICAL: Chile.. Epic! Great value for money!

Certainly there are a few bugs in the game, but it is already showing it's great potential! And it is labeled as a Beta.

The atmosphere in the game is just great! The sound design is quite good, giving you the real "Das Boot" feeling!

Manning a submarine with 5 players in first person, and even having up to 4 of those player-controlled subs is totally unheard of and really a blast!

Though, it has to be said the learning curve for targeting ships with the torpedos is quite steep! This is a simulation, nothing arcady. If you want that, you better check for other games.

But if you are into sub-simulations with the World War II theme, this is the place to be! Just check out the tutorial videos before you start going on Feindfahrt with your friends!. It worked for me, you just have to copy the CD key into Uplay after you've bought it. The DLC files are already in the game, so it worked instantly after you go in-game, into additional content and then 'redeem code'.

The tracks are excellently designed and have a good range of difficulties as always.. As a massive RL fan and someone that has been playing management games for 20+ years I have to say this has some ups but many more downs.

The ups -

Finally a licensed RL manager game is released, that probably is the only up

Good player listings



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### The downs -

Massively overpriced for what you get.

5 minutes game time to complete a set of six tackles which in real life take 60 seconds - that is a joke to let that slip thru to the end product.

15 years behind leading sports manager games - football manager series

Lay out is confusing, looks animated and very amateurish

Watching game play is like a throw back to old EA sports games more than a decade ago

Pop up menu at each click makes me want to drop a bowling ball on my foot

Player stats very inaccurate, actual salary cap is nothing like real life, player wages inaccurate

The more I play the more I am disappointed, the RL had a great chance to put their brand on something good.

But this is what was produced, I hope someone will go check out the FM series of games and suggest they get a serious management game going in 2016 based on facts and not fantasy from someone sitting in a room somewhere

throwing this into a bowl and saying "here you go everyone, its a fantastic RL Manager package" ..... it is not.

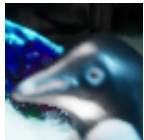
I would wait until this game is on special before you buy it, you will get sick of it very quickly and return to more credible

manager games like the FM series. Fingers crossed if this RL games continues the developers will bin this and have a serious rethink, older sports management game players dined out on this stuff pre 2000. Do better next time, much better.. This game is so dumb almost every time i try to launch it it crashes. i bought it for my brother and my friend because it was in the online-multiplier category.when it would work it would lag severely and i wouldn't be able to move and the exit button wouldnt even work.i would rather keep my money other than wasting it on this awful game.

### NPC/L0\_:

added NPC to L0\_ of adventure

added achievement MountainWalking



### Character Move List within Pause is in development:

We're addressing an issue gamers have complained about for years; Vanguard Princess doesn't have an in-game move list for the characters.

We're currently working on these updates. It should be out within a few weeks.. **Update 0.53:**

- Implemented new main menu background animation when no tank is loaded
- Balanced animals growth time and lifespan
- Active plants limit can now reach 1000 (from 400)
- Active plants node data limit can now reach 64k (from 20k)
- Fixed game logic, mechanics and animations ties to framerate
- Fixed plants not inheriting direct parent node DNA for subparented nodes
- Optimized game startup time by utilizing discrete pool filling coroutine

### Hotfix 0.53a:

- Disabled sounds effects in main menu
- Active decorations limit can now reach 100 (from 50)
- Objects traversed by animals limit can now reach 1000 (from 500)
- Fixed context menu not disappearing when selected node is eaten by animal
- Fixed almanac not generating proper dropdown menus for animals
- Fixed crashes when plants would exceed complexity of 720 nodes
- Fixed plants not resetting mortality flag after loading game
- Fixed sound and music interfering and glitching out

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**. End of year update!:**

Happy New Year!

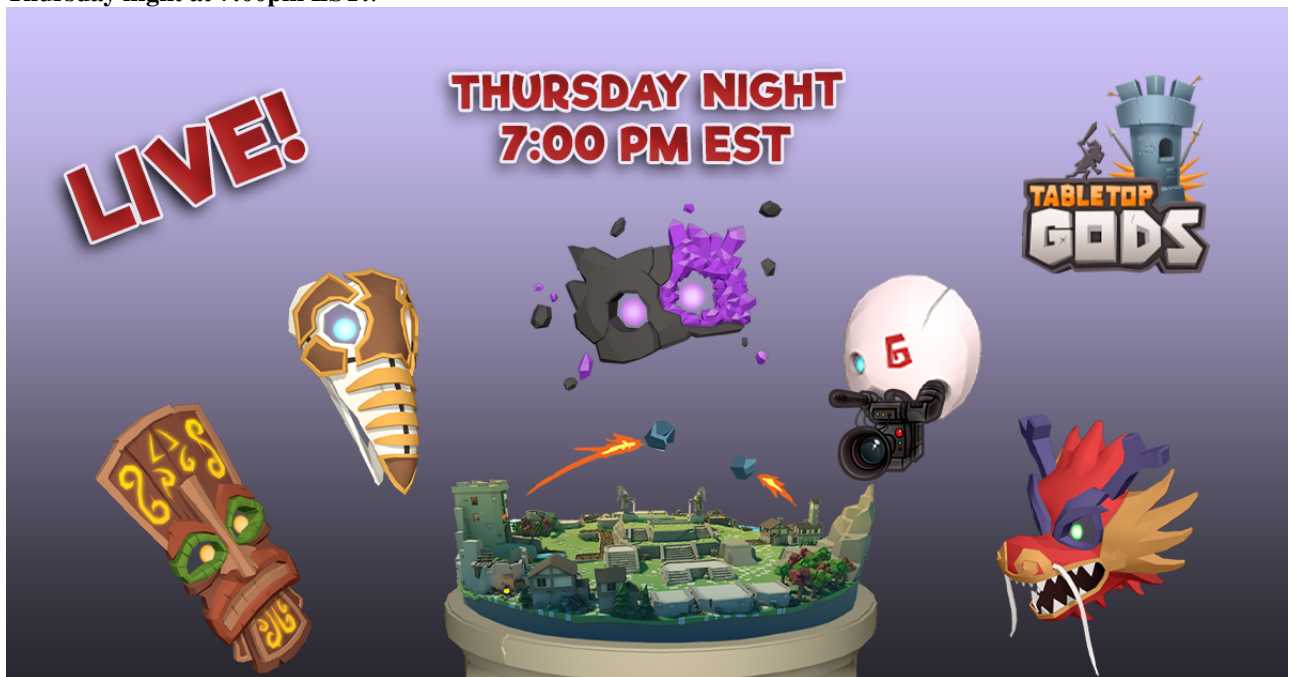
This was a big year as we released Spriter 1.0 and are now on Steam. We also released two new Art Packs, a new promo video, and a new site and forums. Now that the foundation is set, 2015 will be an exciting year for Spriter Pro owners. We already have some amazing unannounced features in the works that we can't wait to share once they're ready to be unveiled.

I'm currently focused on creating a working, fully featured and well documented reference implementation. Once finished, this should make creating full Spriter support for any particular authoring system trivial. And we'll be focusing resources and efforts into helping developers port this to as many languages and authoring systems as possible. Originally we were going to make this a barebones implementation with support for all Spriter Pro features, but we've decided to take a bit longer and include several implementation and playback features that most developers will want in their arsenal.

Sorry for our slow response times on the forums and tech support during the holidays. Don't worry, you haven't been forgotten, and we will respond and help you resolve your issues as soon as we can. We also realize there are a few open bugs with Spriter R2, and we'll do our best to fix them as soon as this implementation is complete.

On a final note, the Steam Sale ends on January 2nd, so there are only two days left to get Spriter Pro for 50% off. Also on [BrashMonkey.com](http://BrashMonkey.com) Spriter Pro and all of our Art Packs and bundles are also 50% until January 2nd using the coupon code HAPPYHOLIDAYS.

Thank you everyone for a great year, and we look forward to making 2015 an awesome year for Spriter users.. **LIVE! Thursday night at 7:00pm EST!:**



Join us Thursday night at 7:00pm EST as we go LIVE for the very first time! Show the world your tactical prowess as we stream this week's meetup live on [Twitch](http://Twitch)[[www.twitch.tv](http://www.twitch.tv)].

Not comfortable with being on air? No problem! We'll be hosting a second lobby for you to enjoy the game, stream free.

Join our [Discord](https://discord.gg/)[[discord.gg](https://discord.gg/)] for more info!. **Our Blender Build Bundle on Groupees!**

Hello dear players! Today we have prepared for you our Build Bundle on Groupees, which can be purchased with a good discount!

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<https://groupees.com/blender>



We hope you enjoy it!) Have a nice day). **TWL: DEFINITIVE EDITION - Road to Release #7:**

DEFINITIVE EDITION

**ROAD TO RELEASE**

MARCH  
15th

Hello! Welcome to [The Way of life: DEFINITIVE EDITION](#) road to release, stage 7! If you don't know already, the game will be out on March 15th, after almost 3 years of development. We are going to post a new announcement every other day with a bunch of info, insights and curiosities about the game and its development. Follow us along until the game is released!

**FEATURE SPOTLIGHT. Cthulhu needs your review!:**

Dear investigator!

Yes, you! The one who bought our game and loved it for the pixel art graphics, the music, the genre, or the atmosphere...

And, you! The one who didn't like it so much but decided not to tell us why so we can fix it or improve it.

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## Cthulhu needs your review!

One of the best ways to keep our game alive is if you help us with a review of our game! It doesn't have to be a huge text and it will take you no more than 2 minutes, and it will help us a lot!

Thanks a lot for your time and your support! Help us keep this game alive in the search list. We will continue adding new content, fixing what's broken, and improving what doesn't convince you.



### . Update:

The update for WTC Redux has started, but won't be completed for a long while yet. There will also be a small DLC for it later on too.. **Update #7:**

Today's and tomorrow's path will be small, I had to take some personal time, Monday will be properly adding the next main mission.

### Added:

-4th ambush added, I expect ambushes to total around 10, spread out through the story.

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Fixed:

-Hard rock, and heavy metal difficulty enemy crossfire damage adjusted to the described amounts.

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