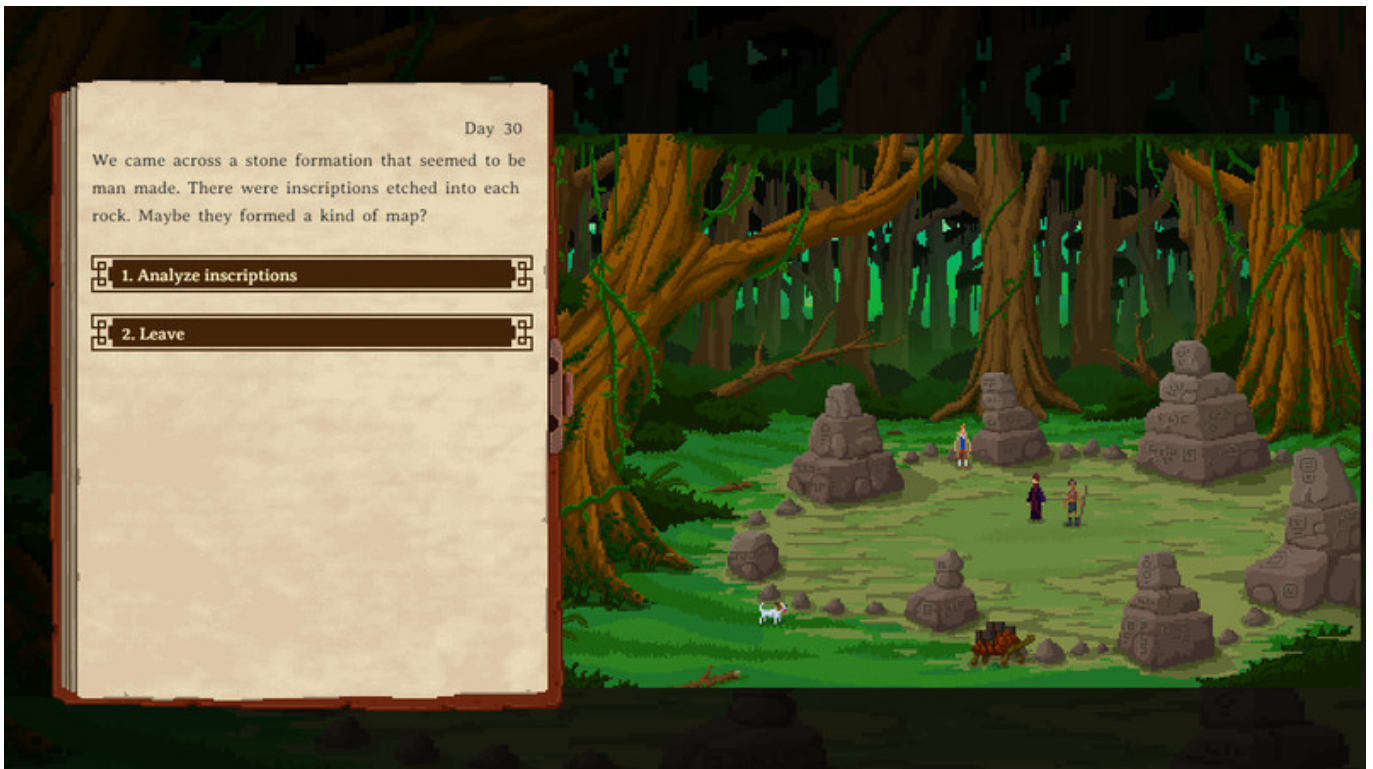Coloring Pixels - Animals Pack Offline Activation Code And Serial

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About This Content

Animals Book

This Animal themed book unlocks 20 additional levels for Coloring Pixels! Inspired by animals in all shapes and sizes covering adorable puppies and rabbits to woolly mammoths and dragons.

Contents

The Animal book unlocks the following images:

- Old Dog - 20x17

- Puppy - 29x25

- Bunny - 31x47

- Camel - 44x46

- Eagle - 45x26

- Snail - 48x26

- Dragon - 48x48

- Cat - 50x48

- Mammoth - 54x35

- King Penguin - 55x57

- Seagull - 59x44

- Bear - 60x60

- Tough Cat - 74x74

- Butterfly - 74x60

- Cats and Dogs - 100x102

- Octopus - 119x105

- Geese - 220x152

- Snow Leopard - 252x183

- Clown Fish - 300x180

- Safari - 300x200

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

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Minimum:

OS: Windows 8.1

Processor: Intel i5

Memory: 8 GB RAM

Graphics: Nvidia GTX960

DirectX: Version 12

Storage: 500 MB available space

Sound Card: Integrated sound

English

TLDR: I don;t regret buying this game at 90% off (£1.29 i think). Assuming you play this knowing what you are getting into, you don;t really have anything to complain about. But at full price, i don;t think i could reccommend it.

But as i know what i was buying, i'll give it a thumbs up based on how much i paid. Lets just hope the dev learned from the major miscalculation, and the next one does have a save function!

I picked this up at 90% off, just a quick Caveat. And my review is based on it being that price.

So i was browsing through the specials, and for some reason this caught my eye, It rang a bell for some reason, but was pretty poorly rated, But i clicked it any way, as i have a weird taste in games.

After reading up on it, and checking some of the reviews, i realised i had this game on my wish list for ages, right from the first time i saw it on steam, before it was even released i think. Anyway, i quickly realised that this was the game i was looking forward to, but removed due to the commonly known factor of the missing save ability.

I guess the Devs excuse of not having a save is kinda viable. You run the campaign, and must complete it. There are no saves, so if you mess it up, you gotta start deleting stuff, or restart from the begining. The issue is that each segment of the campaign is actually pretty long.. I spent 2 hours playing through the tutorial and the 1st level, and 2 hours getting through the 2nd level. But thats where the Dev got it wrong, the levels dont take the 20-40 minutes to complete, unless you have done it a few times before and worked out the perfect setup, its gonna take you hours.

Thats where the issue lies, The levels segments/stages should have been made shorter if there isn't going to be saves. I have only played the campaign so far, but i can see where people are comign from about the saves (or lack there of).

However, if you purchase this at a heavily discounted price, and accept that you are walking into something that may take some time to play through, and needs time set aside to actually play it. Its actually worth a play through. Its a pretty decent game, if you can get past the inability to save.

Its not worth the full price, and i'm no developer, but there must be an ad-hoc way to implement some form of save, even if its a full game state or something. Open it up to the community or something and see if anyone else can work out how to fix it.

. 5.0 out of 10

I played the demo weeks ago and quite enjoyed the experience and was left looking forward to the full release. Bought the game and since refunded after a couple of short sessions. As it turns for me at least the demo was enough of this game for me.

The linear level design and effectively scripted enemy makes replaybility unappealing to me. More so as I found many of the enemy enounters unexciting. Open door, enemy camping, around corner, enemy camping. Shooting enemy stand still while taking shots every few seconds. Then you have the melee enemy who run at you in a straight line, it's not very challenging.

The gunplay is nicely balanced, along with a very appealing visual style and added humour. It's bug free and feels very fluid. All good things, you can tell there's a talented team behind this production. It's just the game itself has little to enjoy after a single playthrough as there isn't that much game to speak of. The game can be beat in under 2 hours on your first go, so to me that doesn't resemble good value.

I do understand new content has been promised, and until then I'll be happy to update my review.. i only recomentd this game to people who watch adventure time, if you love the episodes you will love the game 10/10. Bought the game. Got half naked girls.

Can't say I'm not satisfied
11\/10. Playing this game felt like running in molasses: struggling, slowly sinking. Overall the fights are OK, but the running speed and overall features (respawning a thousand miles away, newly looted weapons seem to be not really any upgrade at all)

made me to quit the game fast.
For some people may worth a try however, but don't hope for quick and smooth action.

0/10 because of very poor hitboxes you will have a lot of trouble doing a certain quest (Spikey Rivers) unless you chose a specific skill build from the beginning. When I bought this game, I did it understanding that Im not going to find a Need for Speed, whatsoever, but thinking that Im going to find a fun racing game, based on the 50s, with those massive and potent cars, and their rock music. I have to say that I´m quite enjoying the experience. For a Unity game, the car models are very well resolved, and if the sensation of speed is not crazy, Im sure that those real heavy♥♥♥♥♥cars, didn´t run faster than this...

I´ve had hard times in the beginning figuring out the keys to play, as I dont have a pad, but once you do, you can play ok. Anyway, I really hope that devs release the promised patch, so I can get the full potential of the game.

Good job guys, keep at it!. The randomly generated stages in each mission have been removed below level 25 and I can safely recommend this again as a pretty fun Diablo-meets-FPS style game. The various crafting and equipment systems can be a bit obfuscated initially and I would recommend starting on easy mode because the game tends to throw a LOT at you while you start off with extremely weak peashooters but once you have a handle on it you should make a second character and play without easy mode since it unfortunately can't be turned off per-character.. It's okay, I've played worse. but i do like puzzle games.. --OVERVIEW--
I just got this game on release day, and I must, say, it's surprising! Puzzle Ball is, in essence, a spiritual successor to marble-based games like Marble Blast Gold, Ballance and Marble Madness. Being a lover of Marble Blast Gold, I thought that this couldn't hurt and gave it a try. After playing with a few of the scenario levels and checking out the level editor, I must say that this game is amazingly fun for 3 dollars. This game is not as much of a skill platformer as others in its genre, but is more of a puzzle, like the name implies. Figuring out the order in which to accomplish challenges for a high score is important, as some points can be permanently missed if you don't do them at the right times. However, there is never so much chalenge that you will get angry at the game, as the game does live up to its "casual" tag This, the beautiful graphics, and the relaxing music combine to create a surprisingly fun experience, as watching each levels' mechanisms come to life is fascinating, and there is some satisfaction in completing each level.

--THE EDITOR--
In addition, the level editor is quite easy to use, as the description states. It is a simple "pick block and place" style editor. However, the camera and controls of the editor are a bit weird, so there is definitely room for improvement there. Other than that, there isn't too much for me to say about the level editor, as I'm not into taht sort of thing.
>NOTE: There is a "level budget," so you cannot make infinitely big levels! :(

--MENUS--
This is where my criticisms start. After launching the game, you will be treated to a small graphic informing you of the controls. There seems to be no way to bring this up again besides restarting the game. After dealing with the graphic, you will be treated to a menu with no logo and four buttons: "Levels," "Editor," "Options" and "Quit." Clicking "Levels" takes you to a bland screen with the 11 scenario leves shown, with the options to look at user levels. Clicking "Editor" throws you straight into the editor with no options or preparation screen. Selecting "Options" brings you to an options screen where you can edit your screen resolution, quality (idk what this exactly means), your languages (choices of English, Russian, and Dutch), something called "Image Resolution" (I really have no idea what this does), your sound\/music volumes, whether to be fullscreen\/windowed, bloom, and SSAO. There is no way to rebind key controls, although they are standard (WASD) and you shouldn't have trouble with them. While the menus certainly are functional, they are bland and lack depth; but as this is a 3 dollar game, it is acceptable.

--PROS--
>Interesting gameplay
>Very nice graphics
>Relaxing music
>Infinite replayability with the level editor
>Good learning curve

--CONS--
>Only 11 built-in levels
>Lame menus
>Some typical functionality missing (rebinding controls, advanced graphics, etc.)
>Small music selection

--VERDICT--
 >9\/10<
Despite a few flaws, this game is simply astounding for 3 dollars. Enough levels come bundled in to keep you busy for 2+ hours, depending on how slow you take them, and if you get bored after that, just wait! I'm sure the community will make some great ones soon. If you enjoy chilling out and rolling a marble (technically a ball, it's made of wood) around, then this is a definite reccomendation for you! Thanks for reading!

(If you didn't like the review, I'm sorry! This is my first one EVER. Trying to get better at these...). This is probably the best music expansion for EU4, very well done.