
Puzzle Agent 2 Free Download [Password]



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About This Game

Not Compatible with Mac OS 10.8.x and above

Agent Nelson Tethers just solved the biggest case of his career. So why isn't he satisfied? There's still the case of a missing eraser factory foreman, a whispering madness is still creeping from mind to mind, and a troubling recurrence of... creatures... is lurking into the town.

The FBI's Department of Puzzle Research has marked the case closed -- are they sweeping it under the rug? Or worse, do they not even care? Worried that the case will languish forever unsolved, Tethers must go rogue and venture back to the eerie town of Scoggins, Minnesota to solve the mystery of "the Hidden People" once and for all.

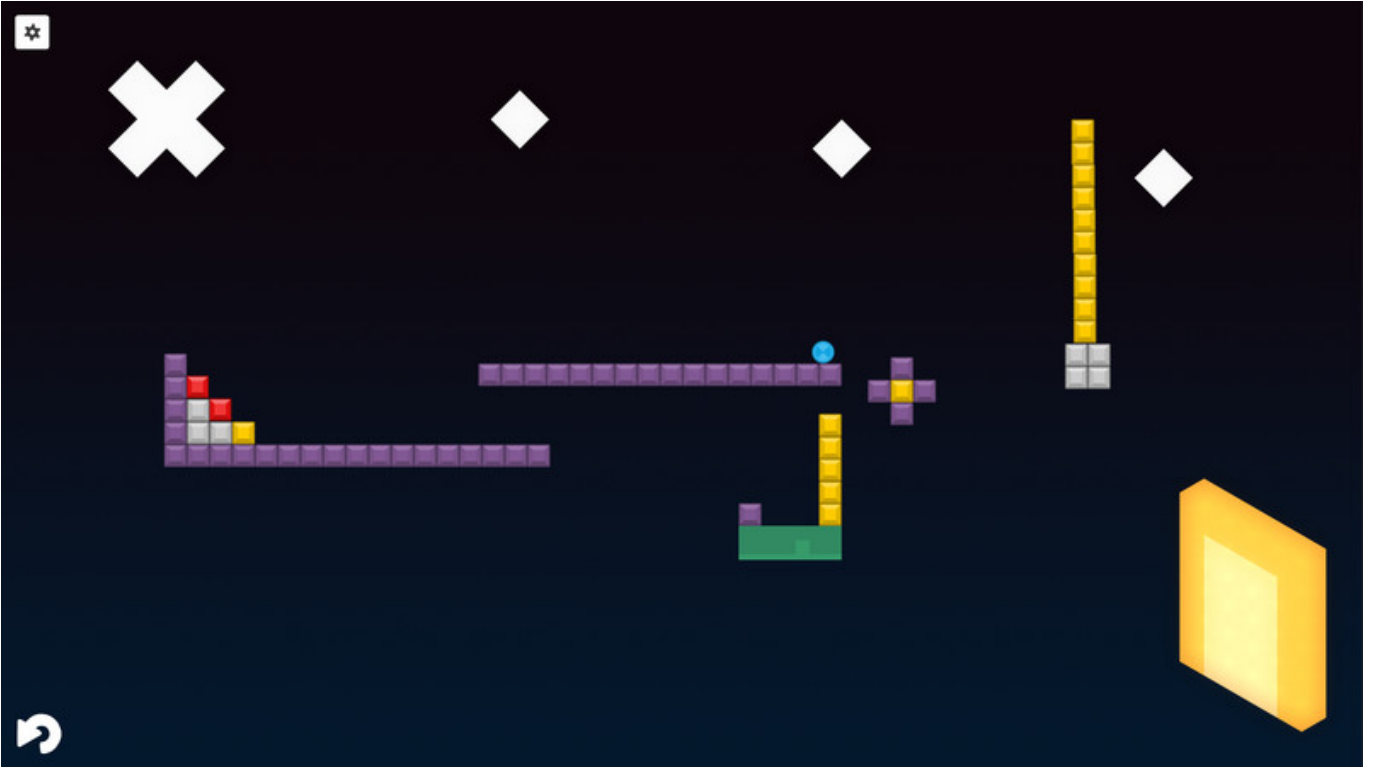
Key features:

- Sequel to the award winning Puzzle Agent (PC Gamer's Game of the Year, IGN's Best of E3, etc)
- Creepy puzzle adventure with mystery and dark humor
- Wider variety of intuitive yet challenging puzzles

Title: Puzzle Agent 2
Genre: Adventure, Casual
Developer:
Telltale Games
Publisher:
Telltale Games
Release Date: 30 Jun, 2011

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English







An amazing game with mind bending puzzles. Star Nomad is simple, elegant, and most of all fantastic! If you are from my neck of gaming you can really appreciate this little gem. Remember games like Trade Wars? Well, they do a fantastic job of recreating some of it's former glory! It could use a serious boost! I would love to see it as a real multiplayer style game. Call it Eve Online Light, you get my meaning if you've played it. Trading, piracy, mercenaries, mining - it's all fantastic. And the real beauty? It is all done casually! It doesn't have a massive punishment system which makes it all the better! You can enjoy the game and if you get blown to bits you will not get too frustrated. Well done lads, well done!. It's not quite done but it's cute, got it on sale for about \$1.. If you're looking for an enjoyable, relaxing, immersive platformer that requires precision and has a thumping soundtrack and clean, simple, "Japanese" esque graphics look no further. The animations of the main character (mostly the run animation) is a bit goofy looking but also fits the overall game created. The presentation of the game itself is pretty solid, however, with cool introductory bits for each level. Checkpoints are scattered throughout the level, but are sparse enough to balance both a challenge and avoid frustration from having to redo too lengthy of a section should you fall off. Numerous abilities beyond "just jumping" ie divebombing onto certain platforms to trigger other effects, as well as a midair kick to activate platforms round the game out from being too simplistic. Add to all of this the occassional "boss fight" and the game is an all-around pretty solid package.

If you see the aesthetics and gameplay and think you might be interested, it plays better than it looks, and offers a unique experience.. This game is really fun and I highly recommend it.

Once I got the feeling of it through the tutorial - which showed me step by step how to start playing it - I got fully involved, got progress and immersed myself in it.

It was really fun when the hunters came because I felt the pressure and I enjoyed that feeling very much!

In addition, it was surprisingly exciting to experience the different kind of traps! Unexpected, with a lot of different ghosts and different monsters.

Whoever plays this game will discover many little and big surprises and will enjoy a good time while visiting this exciting and scary hotel!. Really enjoyed Small Radios Big Televisions. You solve simple/creative puzzles while exploring a deserted factory fantasy world. Awesome soundtrack. Best played with headphones. 9.5/10. It is a very, very short game, about 15-25 minutes of not-conventional gameplay.

It was supposed to be art, and i think they do it well, with a good atmosphere and a real good piano soundtrack.

For those who like to have new experiences - and an emotional one - and doesn't bother themselves with not traditional gameplay mechanics.

This is a solid port of one of the best 4X board games available; this port towers above the computer adaptation of Eclipse. Highly recommended for fans of Exodus specifically or strategic "eXplore, eXpand, eXploit, and eXterminate" (4X) games in general.. Hard Reset is an old-school FPS shooter with a heavy dose of cyberpunk. As Major Fletcher in the year 2436, you have to defend Bezoar city - humanity's last sanctuary from an unrelenting hoard of machines, while uncovering a more sinister plot unrevealing in the background. To do so you have two state of the art rifles at your disposal, one based upon kinetic projectiles and the other based upon futuristic energy tech.

There is no cover system and no crouching, this means quick decisive action is the main style of play. By upgrading your weapons with various modules, you can unlock different firing modes; such as shotgun and rockets for the kinetic rifle, or lightning and homing plasma for the energy rifle. There are no handholding tutorials either, so you have to figure out how best to utilise each module against your enemies. Learning to think on your feet is essential.

You can draw good comparisons between this and the Painkiller series, with each stage divided in multiple sections, defended by waves of robots; progress is inhibited until every last bit of those cursed bots are put down for good. So if you never liked playing Painkiller, this probably won't fare much better with you.

Bezoar is a vibrant city with many dangers lurking every corner, hovercrafts blanketed the skies as neon billiards flickered under the heavy rain. Every stage is unique and distinct from one another, you can tell a lot of attention was placed in level designs. Which is a shame since the cityscape is mostly devoid of life and you will never see many people during game play, the robot menace are fairly uncreative too and they tend to become bullet sponges later on.

The main game consists of 7 levels while the free Exile DLC bought that up to 12. An initial play through lasts around 7-12 hours to complete, while it will take at least 40 hours or more if you aim to complete every achievement. An arena mode exists but it isn't fully integrated with the Steam leader boards, so I didn't bother much with it.

Lastly, a "re-mastered" version was released called "Redux". Logic would assume that Redux will be superior, but with arguable improvements on graphics, a gimmicky "cyber katana" that added no value to actual game play, a seriously dumb down level of difficulty for console babies and no additional modes or levels, you are probably better off buying this cheaper version for now.

In conclusion Hard Reset is an underappreciated gem that can be a bit rough on the edges, but it is ultimately an enjoyable experience to play and a refreshing take on the old school formula. All FPS enthusiasts should look out for it during sales.. This takes all the fun out of the Nancy Drew games. They have taken out movement, and searching and puzzles and speech. Instead replacing it with memory match. Boring!. Cute & Fun Game!. Ehrm... Is that a Phone Game?. BEWARE ANOTHER DOVETAIL RIP OFF. Class 370 missing even if like me you already had it before this DLC came out. You cant even use the class 59!. fun stuff lol. Pitable trash crashes on attempts to load, with or without patch. Computer in use is 8GB RAM laptop capable of running DoTA2 at medium settings.

Do not buy.. poo, just pure poo. its like playing a game from the 1990's or an alpha build

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