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## About This Game

A game of numerical reasoning for practicing your logical thinking.  
A game of exploration and collection which may recall your childhood memories.  
A drawing game for you to paint your dreams freely.

Create pixelated images through various numeric arrangements.  
Only with great analytic ability and keen perception on images, can you correctly guess what it is.  
Simple drawing operations, fresh music and colorful images will bring you excellent gaming experience.

### Game features:

1. Each picture is elaborately designed. With lovely animals, nostalgic items and fancy poems, you may recall your childhood memories, or marvel at the fantasy.
2. You can draw a picture and let others guess what it is (idioms, quotations, poems, etc.) You can also guess pictures drawn by others, which is a great fun.
3. This is a stage for everyone to draw the most fantastic and artistic pictures within the finite space with colorful and magic brushes.

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Title: Magic Pixel Picross  
Genre: Indie, Strategy  
Developer:  
Shandong Jerei Digital Technology Co.,LTD.  
Publisher:  
Shandong Jerei Digital Technology Co.,LTD.  
Release Date: 29 Jul, 2017

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** windows7,windows8,windows10

**Processor:** 64-bits

**Network:** Broadband Internet connection

English,Simplified Chinese





**Regina**

Err...I couldn't find anyone when I woke up. What's happening?

Q.SAVE Q.LOAD AUTO SKIP BACKLOG MENU



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magic pixel picross

Hey I liked this game alot however I have not come anywhere near completing it. The key bindings are very strange, they need some work. I would recommend this game but I still have more to play first in order to give it a definite good or bad rating. Hopefully you guys can see some of the game-play with the video below.

<https://www.youtube.com/watch?v=AA9qd8xBk14&feature=youtu.be>. This is an interesting game. It reminds me in some ways of a game I played awhile back. I think it was called Cradle of Rome. Anyway, you build stuff with money you get from completing Match-3 (and other) puzzles.

Can be quite enrapturing.. Pales in comparison to the rest of the franchise.

Large amount of pointless exposition.

Frequent glitches that cause crashes to desktop.

Intriguing outdoor environments, but box you in to small sections of it.

Decent combat, but not memorable.

Game overall feels bland and uninteresting.

Unreal Gold is a much better single-player campaign.. Junk. Not worth a dime.. For \$1 this shmup is a great deal!

I had a quick play through and I'm really impress with the gameplay. Collect enough coins you can upgrade your weapons and ship and there are plenty of customizing available in the shop that can be access anytime during in game play. I also love the retro graphics with scanlines and the overall graphics is just amazing.

This game isn't easy and you will die a lot. I like the challenge and the difficulty level is just right for a shmup fan.

There's no gamepad support at the moment but Devs are working on it. Lucky for me I have a Steam Controller and able to map KB input.

Also edit your S3DClient.cfg file to enable Fullscreen and set resolution.. In the current state of the game, I cannot recommend this game.

The game is built as a Multiplayer game, but rarely do you get a crew big enough to run with or you just alot of friends and run a big a ship. Not much inbetween the two cases.

I believe the game and the design has promise but after listening and trying to give feedback to the devs, which they sometimes talk in discussion threads, turned out to rude and refuse to listen to their playerbase.

This game is a good game IF you setup a server for yourself and friends, but as a MP game your not going to have fun UNLESS it is a fresh server and you are a large group.

I love the idea of crewed ships and lack of a conveyor system, but they have added a simple conveyor system and automation systems which punish you for using them.

The ACTR can only move one TYPE (Ex.Iron Ore) from a list sources to ONE destination of cargo pads. They require heat sinks which are expensive and last maybe 2-4 minutes before needing to be replaced and in most cases you need to move 3-5 items around so you 5 the hulking ugly things all over the ship to do a chain. And these things are expensive to build and run.

Then the Automation system, if you turn it on and it does nothing it "wears" away the module just for being on. I can understand if it was doing something like mine or refine something to "wear" away the automation module and they last about 3 mins or so. The devs keep destorying designs, for example solar panels are kinda ugly, but as of now the only way to power a ship without fuel. So they allowed us to turn the around to "hide" the shiny side and still function. This has been like this for long time now not so much. Same thing happened with the fuel tanks as for the longest didnt require hoppers, now they do and made them unusable in most of ship designs. So main thoughts dont be surprised if a workshop ship doesnt work or the ship you spent hours building stops working.

I had high hopes for the game, but I dont think this game is going to make it unless they change course.

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Final thoughts

Good game IF you setup a server yourself and friends to play on, but isnt as described.

Control are OKish, but do need some work on ship control and targeting

The Devs dont listen to feedback so if anyone ask for something to make the game better forget about them listening. But, if there is a bug they will fix as of writing.. Easy to learn, hard to master: that is how I describe this game. Play on hard mode and never use your fingers as a rangefinder. Good times.

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not my type of game. I have been playing a few shmups of late mostly on my megadrive, Gynoug, Thunderforce 4, Rtype 3 on the GBA and also Gradius rebirth on the WII. Thunderforce being my favorite shmup. This although not as good as Thunderforce is still a pretty good shmup for only a couple of quid probably on par with Gradius Rebirth in quality however is more playable due to the lower difficulty. Powerful feeling weopens, plenty of onscreen action with a tirade of bullets and enemies barely allowing you to escape by the skin of your teeth. Should tide me over until I buy hellfire or Musha (probably a repro at these prices) on the megadrive.. If you like good old Ultima-style (or a bit more advanced Diablo-looking) RPG's, with a darn good setting, Eschalon Book's your call. It's got a sensible story, loads to explore, blockades to explode and traps to exploit against your many newfound enemies.. stay away. this game has as much appeal as a hit on the head!. This game is short and simple. It's a prequel to Echoes of the Fey - Episode 1. It recounts how Sofya and Heremon (from episode 1) became friends and how Sofya gained her powers. This game would be a good introduction to the series, as it's free to play.

Since I really enjoyed episode 1, I was glad to see the story's beginning in episode 0. This was also an interesting use of the Unreal Engine 4.

I definitely recommend this to anyone interested in episode 1, but is unsure of whether to buy it.. If you get it for under 1 euro maybe.... Imagine being 11 years old, and this game being new, I bought this on RealArcade back in the day... Imagine my 23 year old self's surprise when this was on Steam.... Question is did it hold up to time... Answer is yes? This was a fantastic, quirky little forgotten gem in PopCaps portfolio, and it still is a fantastic little title... Go ahead give it a shot, the ride with the Stromboli Clan is excellent since 2005... This is a criminally overlooked title, and in all honesty deserved a lot more attention than it ultimately got... Also ignore the two idiots with negative reviews... One is a Neo Nazi, as his blog evidences who was expecting it to be a "pizza simulator" whatever that is lol. and the other is an idiot who thinks this game isn't worth 5\$... Its worth more than that XD... Neither has more than 0.5 hours in the game.. Truly a wonderful little puzzle game.

In the same vain as Limbo and other such puzzle games, the silent protagonist in a big daunting world, going around solving puzzles trying to find your way to wherever you're going.

The puzzles are fantastic, the world is pretty and the character is adorable.

Fully worth the money.. I bought the German campaign to command German troops... most of the missions follow an "advisor" and you command foreign troops (bulgarian, ottoman, etc) through tedious stealth missions. The mission triggers are very finicky and it can take a long time to progress if one isn't triggered and you have to do it yourself.

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