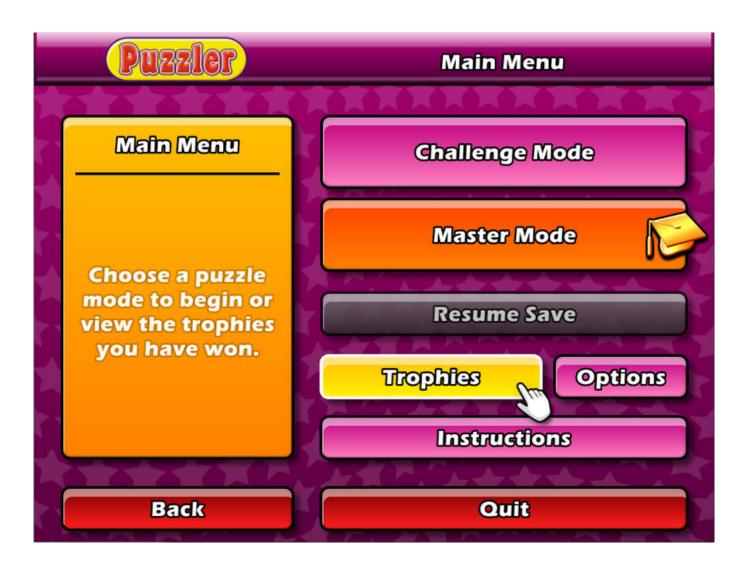
Puzzler World 2 Download 12 Mb



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About This Game

The highly anticipated sequel to last year's PC hit, Puzzler World 2 brings more puzzles, new games, fun rewards and an all new Master Mode.

Created by the same team that developed the original Puzzler World, the team were able to flex their development muscles and improve on every section in the game. With a revised selection of puzzles and mini-games, brand new Master Mode, a new reward structure and the inclusion of trophies – Puzzler World 2 takes the highly addictive franchise to a whole new level! Each puzzle completed unlocks a bonus game which in turn rewards the player with the all-new prize wheel. Players spin the wheel and see what prize they can earn. Players can win hint tokens that can then be used to buy help if they get stuck on tricky puzzles.

Puzzler World 2 also allows players to unlock special Master Mode puzzles which provide player's with even tougher challenges.

Key features:

- Over 1200 new puzzles and bonus games from the world's leading supplier of puzzle content PML
- Play a wide variety of different puzzles, including; Wordsearch, Fitword, Sudoku, Crossword, Hide and Seek, Link-a-Pix, Backwords, Silhouette and Pieceword
- Unlock additional bonus games Picture Quiz, Splitwords, Chain Letters, Colour-In, Sum-Up, Jigsaw, Hangman, Chain Letters and more!

Title: Puzzler World 2

Genre: Casual, Indie, Strategy

Developer: Ideas Pad Publisher: Puzzler

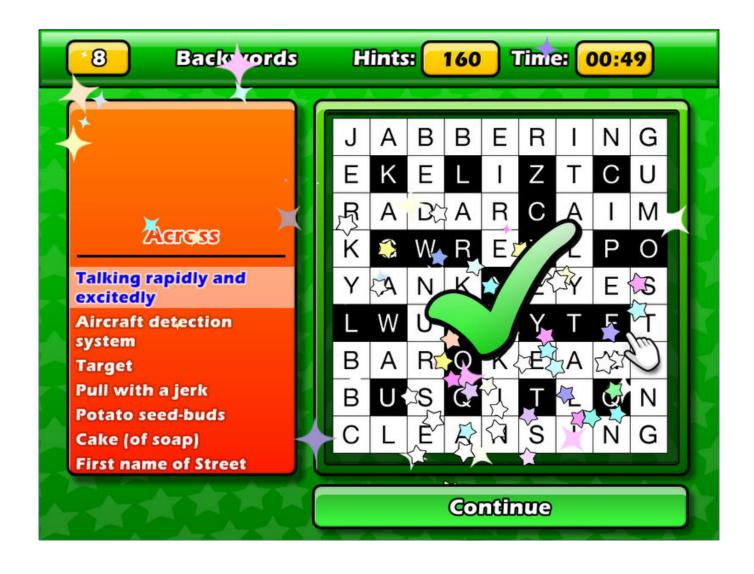
Release Date: 24 Oct, 2011

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English







A very good game for children in development, with a lot of different puzzles, it surely is the best puzzle game i ever saw, but the let down is the resolution, and the fact that it opens in windowed mode all the time. This is more or less an reproduction of the first Puzzler World, but with a better mechanism for hint tokens, a nicer in-game trophy system and some slightly better execution of puzzles. I would recommend getting this over the first one, and as before it's geared towards a younger audience but still enjoyable for older players as well.

Only con I can see is that the developers didn't link their in-game trophies to Steam achievements, so it only has the same simple set as the first game, which are fairly straightforward to play through for those of you looking for simple puzzle games or just a few more achievements to rack up.. Puzzler World 2 is worse than Puzzler World 1.

- * PW2 has one achievement bugged (see worldwide statistics)
- * PW2 link-a-pix needs scrolling (very annoying) even when it's not bigger than the link-a-pix in PW1
- * Reward animations take twice as long = twice as annoying, with mandatory wheel-spin and all
- * 4 new puzzle types
- * only British English (PW1 had American\British\4 other languages)
- * same difficulty level (easy-medium
- . Better than the first one by a mile, the addition of awards made this so much better. Highly recommended to all puzzle fans.. Got stumped on the 2nd puzzle. Kept skipping puzzles where I had no idea wtf I was doing. I completed $4\15$ of the first set of puzzles. There are 560 puzzles not including the master mode. Hard as $\265\265\265\265$ yet I still really enjoy it. Definately buy if you like feeling like an idiot lol.. Not nearly as fun and Puzzler World 1.
- 1. There is no fullscreen for higher resolutions\screens only windowed.
- 2. Somehow the whole engine is sticker\slower the engine just doesn't seem to work as well.
- 3. Puzzles seem simpler somehow. For instance the Word Search doesn't have as many words to find.

Sad, really. Seems they just don't care enough. Puzzler Word 1 is great. Simple but really good fun.. I totally like puzzles... I also like Cheevs.... so this is a really great game for me.

Fair warning - it is really really simple and probably waaay too colourful for a lot of people but I had a good time. It is like one of those great big puzzle books you used to do as a kid, you know the ones you could get at the dollar store?. The first Puzzler World was better in my opinion as far as the interface goes. This one made some unnecessary changes that only served to lessen the quality of the sequel.

The new link-a-pix is a lot more annoying especially since you have to drag the screen around to find the corners of the puzzle. I'm not sure why they decided it was a good idea. They could have just as easily added in a zoom function.

They removed codewords and added 2 other types of puzzles to replace it. Why was it removed to begin with?

Aside from the 2 things I pointed out, the game is pretty much the same. It goes on sale often so it's a nice little purchase that can entertain you anywhere between 5-20 hours depending on your enthusiasm for puzzles both easy and challenging. Is this game bad? No. But it does have problems. And you cannot not compare this to the first one. The puzzles are still here, and mostly good, but the new ones that they added aren't as good. "Backwards" is effetively a combination word search and crossword puzzle that becomes trivially easy once you realize that, on a computer version, you can just black out the entire board and then erase the words. They altered Fitwords so that you can grab and drag words onto the board, which is very useful... when it works. They've updated a lot of features, made the resolution bigger, made Link-a-Pix be a scrollable window now instead of trying to jam everything onto one screen (a change I didn't like a first, but it is growing on me), they added a Master mode with harder puzzles once you've played through enough in Challenge mode. They added a trophy room. There are problems with Picture Quiz where some of the answers are subjectively wrong (for example, asking you to count something in the picture, but the answer is only from one portion when there are others visible elsewhere). And, the biggest change from the first, this one seems to be locked in UK English. So, for the American audience, there are going to be spelling errors and references/phrases that don't make sense. All in all, if you really like these kinds of puzzles, and have already burned through the first game, then yea, pick this one up. But if you haven't finished the first, stick with it. You'll be glad you did.

Further information: The game contains some fairly serious bugs. Typing in "0" while in a Sudoku game will break the UI and render Sudoku unplayable until you restart the game. In Master Mode, you can't scroll past the first 16 puzzles, even if there are more available. You can click below them and get extra puzzles, but only four of them. This means some puzzles, and thus some in-game trophies, are unobtainable.

its pretty fun idk

8V10. Played this on the DS first then saw it on steam and played it here again, its a good game if you wanna pass some time or do some puzzles, the achievements are easy enough if you can complete 10 of each puzzle. 8V10. Feels like a step back from the original Puzzler World. The Link-a-Pix are zoomed in, with no apparent option for zooming out, and there is no American English option. Just adds frustration when these problems were not in the original. I'm not looking for massive improvements on the original, to at least maintain the level of quality from the original. Just like puzzler world one, this game has an extremely large amount of puzzles to do. However, most all of the puzzles are pretty easy and none of them will really stump you. I'd recommend this game to just tease your brain a little and help you kill some time, or if you really like puzzles like I do. I could also see this as great for some younger kids or to entertain some nephews\neiter needs.

puzzles: 6\/10 (at it's hardest)

game: 9\10. Sudoku, math, crosswords, art and so much more. This is a fun mix of educational activities. I believe there are 1000 activities in this game. Enough to keep you playing for many many days. At the right price, this is a worthy buy, especially for the youngens.. As far as this game goes it provided some light entertainment to kill a few hours. If you enjoy crosswords, Sudoku\u2019s, word searches, letter games and similar puzzles you can\u2019t really go wrong!

Game: 6.5V10 Graphic: 6.5V10

100% Achievement: Easy | Medium | Hard | Very Hard. This game is hard to rate. On the one hand it has a lot of puzzles, most of which are quite easy to chew up a number of hours. On the other it has bugs. For me I am completely incapable of navigating within the Master Mode - the scrolling is broken. So I can't access the Crosswords, Soduko and two other types of puzzles in master mode. Considering I like to Soduko best, this is quite annoying. Trolling the Internet I found many others had encountered UI issues of varying issues, so my complaint is not isolated. I also like my puzzles to be hard, and I spent 100+ hours unlocking all the puzzles by doing all the easy ones in Challenge mode just to find that a bunch of them are inaccessible. ANNOYING!

Because they're at the bottom of the list, I can access the master silhouette puzzles and can click on black dots for 30 seconds - lucky me. :S

I still give it a thumbs up because I spent 100+ hours enjoying the puzzles that I could access even if they were easy. The developer should have more pride in their product than the dscontinuing of support for these UI issues. Buy it 90% off and recognize you're likely to encounter UI issues.. It's addictive and I don't know why. It expends the minutes you usually waste procrastinating. Perhaps not worth the tenner it's advertised at (I bought it in a Humble Bundle for pennies), but has plenty of measure for progress as well as ends up limitless in the umpteen dozens of levels and types of game to do. Easily recommend in the event of a good discount.. Puzzler World 2 is, unsurprisingly, a framework for several different types of puzzles.

The Sudoku works, and lets you take basic notes, but it's not the best Sudoku game out there. The Crosswords are very difficult, because this is very obviously a UK-made game, and you would need a lot of UK-specific knowledge to solve them. Link-A-Pix puzzles are pretty neat, and the big ones get very challenging. The rest are too simple for an experienced puzzle solver, even at their hardest.

The interface isn't very good, but it works well enough. The puzzle instructions are insufficient, but most puzzles aren't that hard. The bonus puzzle\hint system is enjoyable, and necessary if you're not an expert at UK crosswords. Master Mode lets you cut right to the toughest challenges. There are definitely enough puzzles to keep you busy for a while.

This is definitely for puzzle fans only, but caters to beginners, casuals, and experts.. Don't get me wrong. This game isn't too bad...thing is the first game was much better. They replaced the presents with a wheel you spin for letters and hint tokens. They changed some of the mechanics for some games (example: Fitword is kinda wonky. Instead of typing or drawing the letters, you have to drag and drop the words, and it's slightly annoying to do that.) Some instructions are vague (for example: Backwords. You have to shade in the wrong letters rather than the right letters, which is confusing.) Finally, they changed something from simple to very complicated (example again: Link A Pix. Instead of

having a whole area on your screen to link the numbers, you get $1\V4$ of the screen to look at and you can't zoom out. This can be very confusing.) If you are looking for a sequel to Puzzler World, you shouldn't worry much. Just stick to the first game.

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