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## About This Game

**NO ENGINEERING, ALL PROCRASTINATION!**

SHENZHEN SOLITAIRE is a brand-new solitaire variant originally developed for SHENZHEN I/O, and is now available as a standalone game! It's simple but challenging, and oddly addictive.

- A brand-new solitaire variant inspired by Mahjong and FreeCell!
- Simple to learn, but persistently challenging!
- Over 98% of deals are solvable!
- Win 100 games and become immortal! (with a Steam Achievement)

NOTE: If you own SHENZHEN I/O, you don't need to purchase SHENZHEN SOLITAIRE! After solving a few puzzles in SHENZHEN I/O, a link to a full version of SHENZHEN SOLITAIRE will be placed on your in-game desktop for you to play.

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Title: SHENZHEN SOLITAIRE

Genre: Casual, Indie

Developer:

Zachtronics

Publisher:

Zachtronics

Release Date: 15 Dec, 2016

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English

# FENIX RAGE

▶ Play

Games

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Stats

Options

Credits

Exit









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good train, its legit. does the job. works well. sounds are meh. i give it 7/10  
i do recomened buying it. but if an updated version comes out i recomened getting that xD. Correct hidden objects game.  
No shadows, no lights.  
Good graphics. Move over "Snakes on a Plane"...

This is the epic action zombie blaster that takes place on an empty airplane. You and endless hordes of undead ridiculous looking assets will glitch and awkwardly maneuver about in a war of comic utter failure! Fight inside the plane! Fight on top of plane! Even take control of the plane! Weeeeeee!

See my First Play and Review video here:

<https://www.youtube.com/watch?v=142KpSqlbuE>

[I think the developers behind this game have been studying the same "How To Make A Steam Game And Get Rich in 30 Days" training courses as the infamous Digital Homicide developers behind the Slaughtering Grounds. And all their hard work shows when you play this masterful game... masterfully awful! Awful controls. Morbid awful mechanics. and God awful physics make this game qualify for one of the best ways to waste your money this year!](#)

[You'll swear this game is a joke. Like you'll be hoping that at anytime as you awkwardly fumble around with this catastrophe and fight horrid controls that a screen will pop up and say "Just Kidding!" and then start an actual decent game... But no! This is real people. This is really a game that's asking nearly \\$20. and that's just for the base game! They already have add on content available on launch day that will serve only to increase the amount of refund dollars Steam has to issue for as long as this game is available here.](#)

[You can choose which ridiculous hero you want to control from three when you first start the game should you choose to battle the zombies. Imagine the Slaughtering Grounds in \(or on top of\) a plane speeding through the air. But this game has an added perk in which you can also choose from the main menu to control the plane to either try and shake off zombies as you fly.. or just fly in a free fly mode admiring all the puffy clouds popping in the sky instantly like popcorn all around you! Yay!](#)

[While this game is slightly better then the Slaughtering Grounds I compared it to. this game looks like something Digital Homicide would release. Knowing this is the first product by Shangri-La Game Studios offers some level of hope. This is their start, right? Everybody has to start "somewhere", and they can only improve from here! While I gave this game an 8% score. I look at these developers with confidence and hope that their next game scores at least a 20%. I know it's a lot to hope for, but I believe dammit! :-\). Pretty good especially if u think bout all the time its already in early access](#)

[. Tidalis is an easy to play match 3 game that manages to break new ground. It revolutiones the genre with the unique streams concept and shows that there is more to things than matching tripplets of blocks. The game is simple to play. yet there is depth in the game. while it is easy to make a long chain. it is trickier pulling off a deep combo. But is all the more satisfying. The game has a lot of variation. so you are not going to get tired of the same old stuff over and over again. The story mode offers a wide varity of challenges and that is just the start of the challenges.. Seems dead.. Good diner dash game. love the series. still can play it over and over again to beat my score.. One of the best of its kind I've played. I did not encounter any glitches or bugs. Looking forward to Part 2!. This game sucks. the controls are total♥♥♥♥♥ Don't waste your time. could have been good but the devs were too lazy to implement workable controls. They just cop out and tell you that it's "best played with an Xbox controller" well that's too bad because i'm on PC ♥♥♥♥♥♥.. -English-](#)

[OK. ok... i already say i am a LeatherIceCream fan \(creator of the game\).](#)

[I played the game entirely. not completed all the achievements but i think i have completed the game.](#)

[I'd like to say. 3 dollars are slightly ok as a price. well. i prefer something like 1.](#)

[I explain. the game is not a PERFECT platformer. obviously it have problems...](#)

[Not all the weapons are usefull in all levels. for example: having items like the bomb and the axe. will create problems with path containing the breakable rocks.](#)

[Alot of times i had to commit suicide ingame because the entire rock bridge was destroyed.](#)

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Same argument for the only melee weapon, the Backscratcher (i don't really know the name).  
Swinging a hit with that weapon standing on a brakeble rock bridge, can be fatal.

I think the levels are not well made, not all of them. The first 3 chapters are ok, but the others...  
The enemies some times are way too much in one single area, making the game, not hard, but frustrating.  
Turning back to the Backscratcher, the game is mostly optimized with the high range weapons like the knife etc.  
so the Backscratcher is kinda difficult to use in some areas or vs enemies like the plants (or even worst, the zombie plants). Do  
not let me start on the electrified boxes! Most alot of times i had to sacrifice a armor or even worst because i had to move quickly  
with enemies just right in front of me! They are too much some times!  
Let's say it alot easier, everything must be balanced in some way.

Also the game, after some minutes, have some strange fps loss. (lol dunno)

The bosses, well, the bosses are ok! Yes, the names... but doesn't care.  
They are not that hard and too much easy, i think they are the most well made.

The game is not FULL of bugs, is well scripted for being an indie game.  
I really liked to saw better animated sprites, Leather is very good making animations, but here, he just got a little bit lazy.

The game it self is well made, need some fixes, but there is a lot of time!  
I believe in Spears n' Spades! And i love the charathers!

Rate: 6.5/10

100% GAME COMPLETED EDIT: I want to remember that the game is not optimized for every weapon, some levels are  
very hard without some kind of weapons. The Backscratcher is completely useless in Darkworld,  
as the new stage, adds a lot of difficulty e spamming enemies.  
As i said, a lot of Bosses in this Darkworld are very spammy, cause most of the time, they mix  
their attack patterns, making the avoid IMPOSSIBLE. This is not for the final boss in Darkworld,  
but mostly in the normal bosses, and the final boss in Lightworld.

I can say, the game is not possible to be finished without dyng.  
The weapons are not good balanced.  
In the end... i hope this things are going to be fixed

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-Italiano-

OK ok, dico subito che sono un fan di LeatherIceCream (creatore del gioco).  
Ho completato il gioco, ma non lo ho finito completamente, ho tralasciato alcuni achievements che poi far\u00f2.  
Devo dire che 3 euro siano, ok anche se sarebbe meglio solo 1.  
Vi spiego, il gioco non \u00e8 un platform perfetto, ha ovviamente dei problemi...

Non tutte le armi sono utilizzabili in tutti i livelli, ad esempio l'ascia e la bomba creano  
problemi con i livelli contenenti le piattaforme che si distruggono.  
Spesso ho dovuto suicidarmi perch\u00e9 l'intero ponte fatto di piattaforme distruggibili era rotto  
e non potevo quindi superare il burrone. Stessa cosa vale per l'unica arma da mischia  
nel gioco, il Grattaschiena (non s\u00f2 come si chiama). Tirando un colpo su un ponte distruggibile  
potrebbe essere fatale.

Credo che i livelli non siano ben fatti, o meglio non tutti.  
Di solito capita di incontrare troppi nemici oppure in zone sbagliate, rendendo il gioco, non difficile, frustrante.  
Tornando al Grattaschiena, il gioco \u00e8 ottimizzato maggiormente per armi lanciabili, il Grattaschiena essendo  
l'unica arma da mischia non funziona bene. Spesso \u00e8 difficile raggiungere nemici come le piante (o peggio le piante

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zombie). Non fatemi parlare delle scatole elettriche! Troppe! Spesso mi sono ritrovato a superare percorsi di fretta ma con nemici davanti a sbarrarmi! La loro quantità è troppo alta. Facciamola semplice, il gioco a bisogno di alcuni bilanciamenti qua e là.

Inoltre il gioco dopo un'ora o qualche minuti, cala di frame permanentemente.

I boss, sono ben fatti! Tralasciando i nomi...

Non sono difficili né facili, forse la cosa più riuscita nel gioco!

Il gioco non è PIENO di bug, è ben scriptato per essere un indie.

Mi sarebbe piaciuto vedere sprite animate meglio, so bene che Leather è bravo in questo campo, ma qui è stato pigro.

Il gioco ha bisogno di sistemazioni e quant'altro, ma c'è molto tempo!

Io credo in Spears n' Spades! E amo i personaggi!

Voto 6.5/10

EDIT FINE GIOCO NON DISPONIBILE (Non avevo voglia)

ma comunque non è quasi niente di diverso



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Do you think Super Hexagon is too easy?  
Do you like being constantly disoriented?  
Do you get some sick pleasure from seeing the same game over screen every 2 seconds?  
Do you hate yourself?

If you answered yes to any or all of the above questions, OH BOY DO I HAVE THE GAME FOR YOU.. I fell in love with the sheer scope of the X games when I happen upon X3. Then Terran Conflict and Albion Prelude came out and it made things even better.

originally X Rebirth was kind of disappointing. you had only one ship that you could pilot (which is still the case). it didn't seem "right".

fast forward, and X rebirth has finally matured into a fun space sand box game. graphics aren't the best (namely the character models) but the game plays well and is a lot of fun. there are many options to start the game, starting as a Merchant, Station Manager, pirate, story mode, free play and so much more.

Give it a shot, watch some recent videos... Look forward to the epicness that will be X4 coming soon! (I hope lol). Nicely written, nice little game with a lot to offer.. the graphics have been majorly overhauled for its steam release and it works like a charm =3 play it if you love puzzles as it has plenty of them =3 look foward to doodle devil in the future =3. Here we finally have a seperate release of the Maniac Mansion game available for Steam for the first time. I've previously did a mini review of this game for Day of the Tentacle as it was playable in its entirety in that game alone. So for this review I will discuss the game in great detail since I'm not talking about the sequel this time around. Maniac Mansion was a LucasArts game from the year 1987 that revolves on the plot of a mad scientist named Dr. Fred Edison who wasn't quite himself after he came into contact with a mysterious meteor from space that has mind controlling powers that took away Dr. Edison's free will. 20 years later, Dr. Edison abducted a college girl named Sandy as a test subject for his diabolical plans that are being made upon orders from the meteor. Dave Miller, Sandy's boyfriend locates his captured girlfriend at the Edison Mansion that is located somewhere in the countryside. Rather than calling the police to apprehend the mad doctor, Dave chooses the Scooby Doo route by recruiting two of his friends to rescue Sandy. The mansion is not out of the ordinary as there are traps, hidden rooms, and the presence of two disembodied tentacles that the Edison family keep as pets. With the help of two friends, Dave is likely to rescue his girlfriend or die trying.

Maniac Mansion was an innovating adventure of its time as it was the first LucasArts game to utilize the SCUMM(Script Creation Utility for Maniac Mansion) game engine. Commands like 'look', 'give', 'use' etc. were among the fuctions of the game giving players various options during the gameplay. Future LucasArts adventure games would use this concept until other game engines came along to replace it. The game has six different characters to select with Dave as the default choice with the additional two friends of his being one of the six choices. Each character has his or her own special skills and effects the out come of the game. Among the choices is Bernard who is the only recurring character for the Day of the Tentacle. So I always include him in the party, but you are welcome to choose whoever in order to see the different endings. The game was directed by Ron Gilbert who would later direct the first two Monkey Island games as well as the first Putt-Putt & Spy Fox games from Humongous Entertainment. A then unknown Tim Schafer was among the programmers for this game, he would later write for Secret of Monkey Island & co-directed Day of the Tentacle which got his computer adventure game career rolling.

The overall plot of the game is a parody to various monster B rated movies, the Edisons are on par with the Addams Family and the Edison Mansion was model after the Skywalker Ranch house. Comparing this game to todays games shows how far adventure games have went. This game is dated but should be taken for what it is as it did provided inspiration for future adventure games and jump started some of the original programmers careers. It spawn an even better sequel Day of the Tentacle, which I already said what I needed to say about that game. Read my review on that for more details. Maniac Mansion holds an importance to the history of games, an importance that shouldn't be ignored as given reasons aboved.. \udb40\udc21. This game is amazing! It's super in depth, there's hundreds of planets to visit, hundreds of ways you can set up a ship, you can customize your race/empire, you can rename planets and ships, you can colonize systems and much more! GET THIS GAME!. being a flying panda has never been so challenging before.. I Played over 1000h of KSP (played without opening Steam, so Steam did not registered how much i played) yet I played less than 5h of this DLC, It is more than forgettable.

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