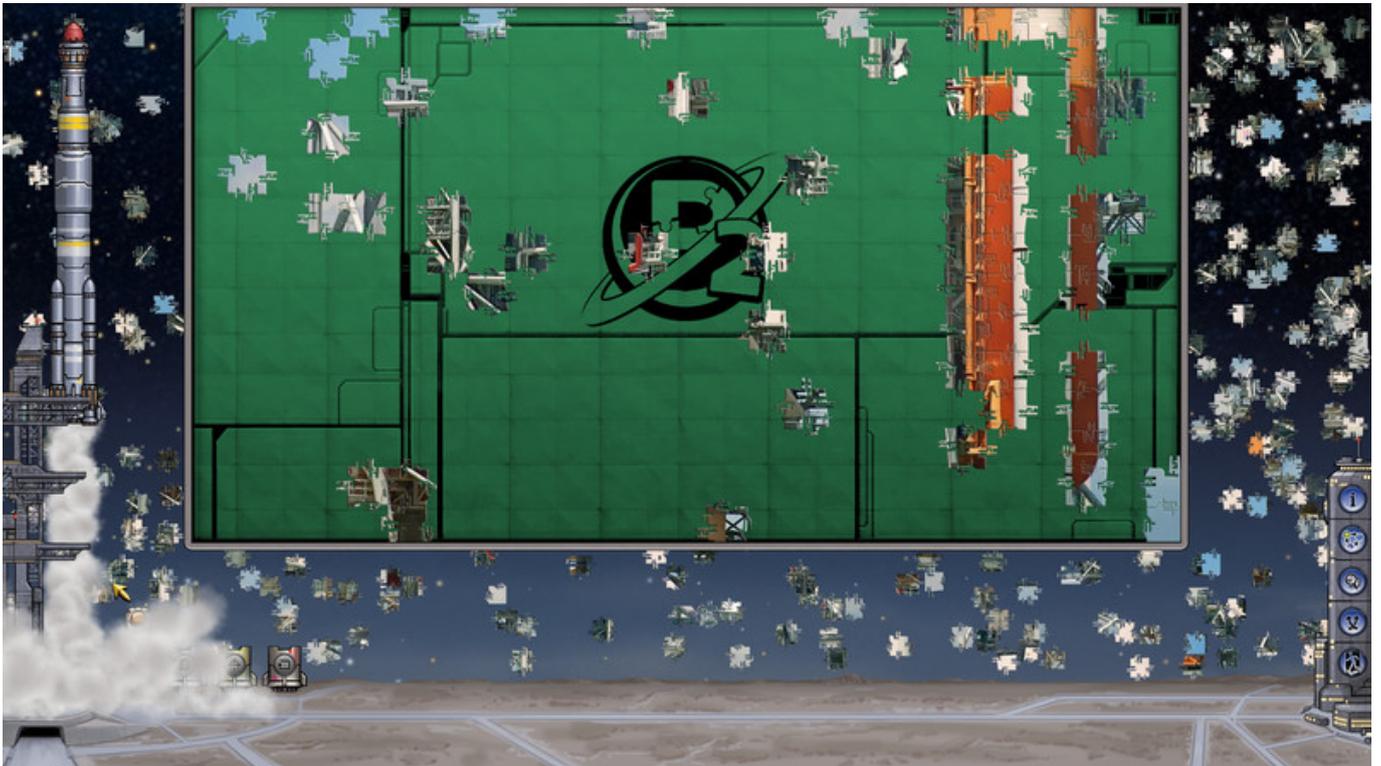


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## Pixel Puzzles 2: Space Crack 64 Bit



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### About This Game

Pixel Puzzles 2: Space is a traditional style jigsaw puzzle game, featuring 25 images in a universal style, with each puzzle piece uniquely shaped in a way no physical puzzle could be.

Use satellites to help solve puzzles. Launch the floating payloads to utilize power ups or build a rocket and save the stranded spaceman from the barren rocks beneath his moon boots.

### Features:

- 25 puzzles in a range of sizes from 60 to 350 pieces.
- Beautiful images of space.
- Auto saving, never lose your progress.
- Peaceful puzzling atmosphere.
- Traditional puzzle gameplay.
- 55 Steam Achievements.
- Puzzle piece rotation.

- 
- Interactive play environment.
  - Power ups to help solve puzzles.

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Title: Pixel Puzzles 2: Space  
Genre: Casual, Indie, Simulation, Strategy  
Developer:  
DL Softworks  
Publisher:  
DL Softworks  
Franchise:  
Pixel Puzzles  
Release Date: 19 Feb, 2016

a09c17d780

**Minimum:**

**OS:** Windows 10, 8.1, 8, 7, Vista, XP

**Processor:** Intel® Core 2 Duo

**Memory:** 2 GB RAM

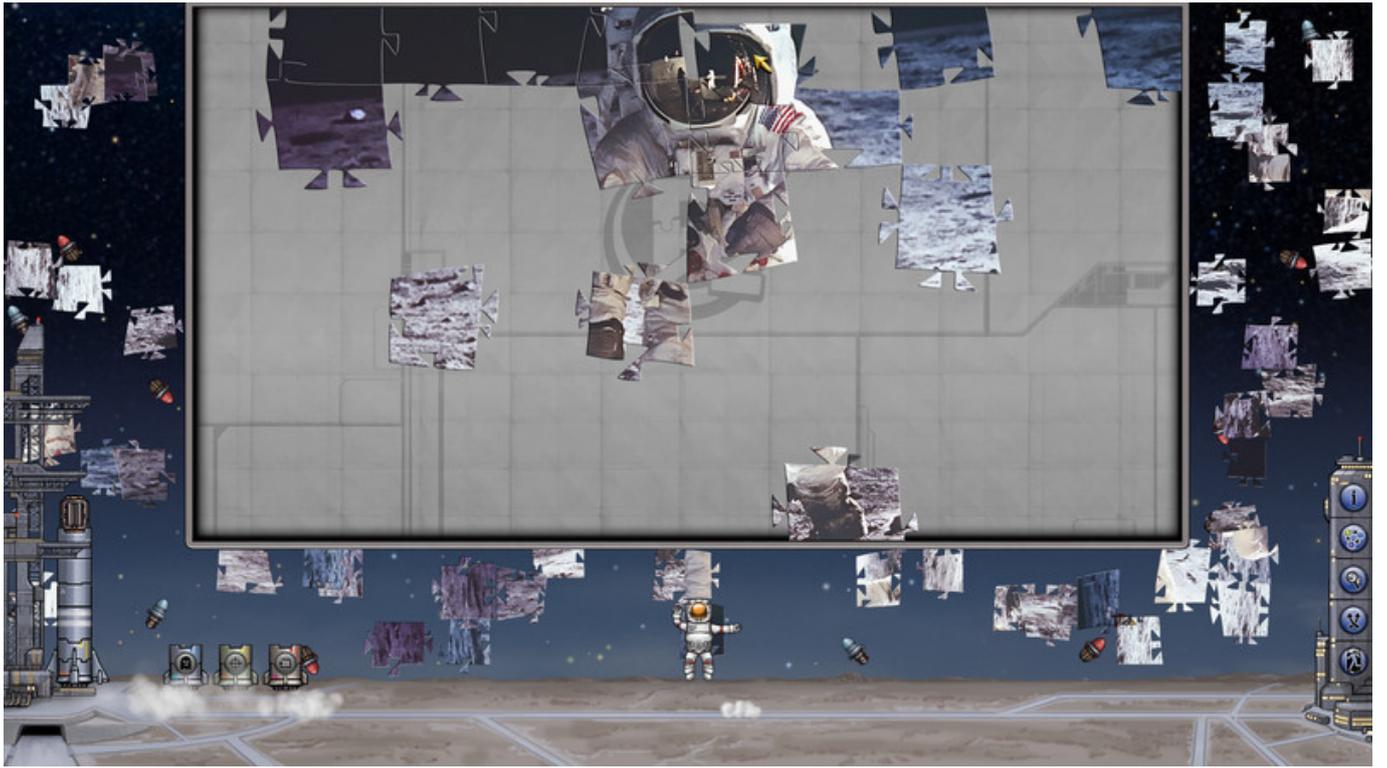
**Graphics:** DirectX 9.0 Compatible

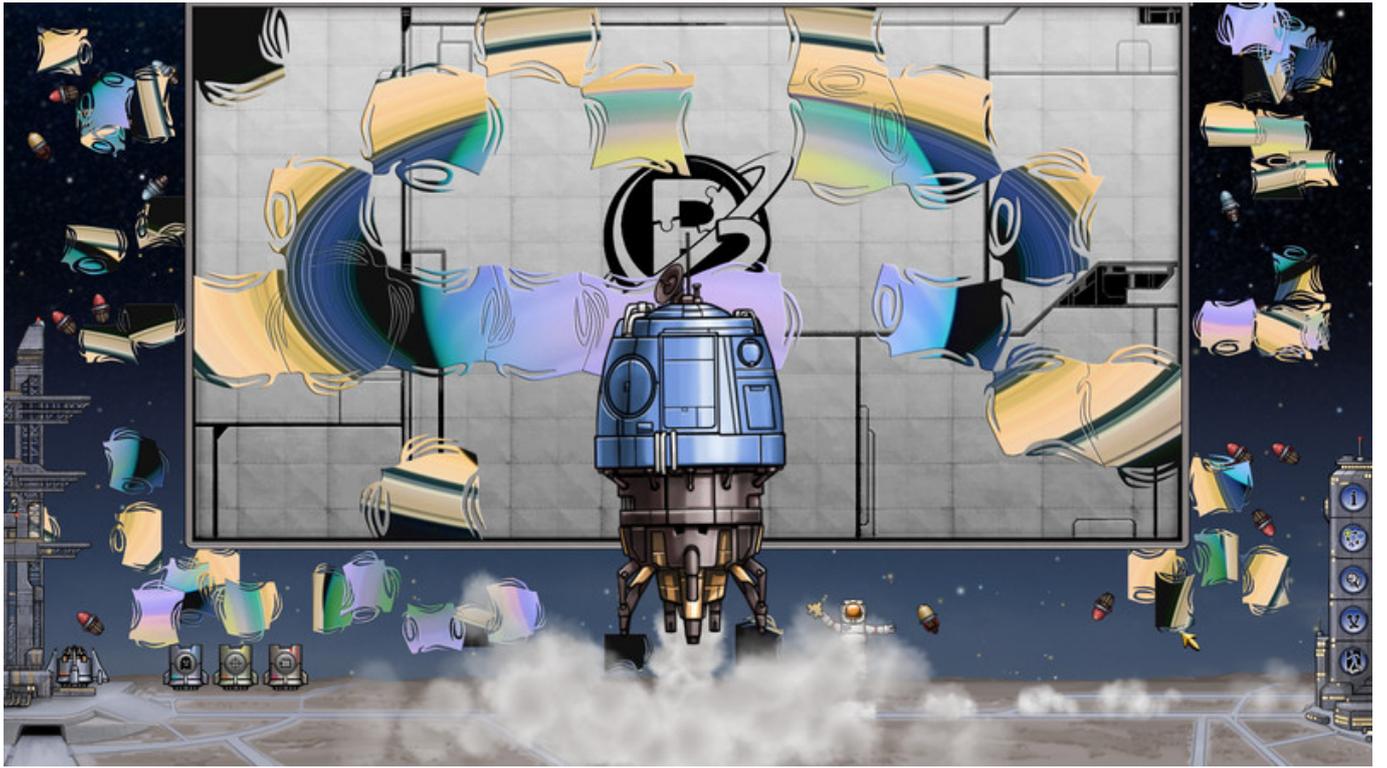
**Storage:** 250 MB available space

**Sound Card:** Generic Sound Device

English







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Game has an annoying astronaut bouncing about getting in your way... you can grab said astronaut and drop him from top of screen, catching him just before he hits ground, and keep doing this.. keeping the astronaut in a constant flux of falling.

That is, until you miss him and his helmet shatters killing him off.

10V10 would kill astronaut again. good gayme ♥♥♥♥♥. Really nice, beautiful pictures, relaxing game :). If you like jigsaw puzzles in real life you would probably like this game.

It took me 35 hours to complete every puzzle twice.

. **TL;DR**Review: Definitely the bad apple in the Pixel Puzzle bunch.

Bugs: Crashes on exit; No save date lost. Puzzle alignment is off.

Achievements: 100% completion possible by solving all puzzles without using any power-ups (and using them to launch the rockets instead).

Final Verdict: **3/10**

*The designs are a bit uninspired, the NASA logos are blurred out, and the jigsaw alignment is slightly off to the topright which can cause some annoyances when trying to place side and corner pieces. The difficulty is easy for all puzzles but takes a steep jump up at the final puzzle..* And another game played from the Pixel Puzzles Franchise.

Not much different from [Pixel Puzzles 2: Anime](#) except the pictures.

A little difference comes in place when you want to get some help solving the puzzles. There are rocket parts floating around. You decide to put them together to build a rocket, or use them to get hints about orientation or position of a puzzle piece.

I really like, that it had achievements for solving every puzzle without using the rocket pieces to get hints. They were not too hard to solve, the biggest with 350 pieces took me around 3 hours. The smaller one with 60 pieces only 10-15 minutes.

I didn't like a bug at puzzles with 220+ pieces, where pieces at the edge of the puzzle board dropped below the board, if they were not in the correct spot. Often you either had to pick them up instantly, or you have to shuffle the floating pieces by pressing the 'S'-key, because they were stuck under the board.

I was glad to not have a similar minigame as we had it with the Undead-Puzzle.

8/10, recommended for every jigsaw fan. There are a couple of variations compared to how I lay classical puzzles that it kills the whole idea for me

- No fusing segments together, so you can't make the big things off the board and drag it as a whole to where it should roughly fit.

- Auto-fitting and not being able to pick the pieces up anymore if they're in the correct spot. Auto-fit on everything even if it's not correct and allowing you to pick them up again would be much nicer, or just make it tighter so it doesn't autofit nearly as fast.

Note that this is also prone to going trial-and-error through the puzzle. I'd really like to be able to disable that so that I don't accidentally complete pieces I didn't intend to or had settled on yet

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I own all the Pixel Puzzles games, and am a devoted fan, and this release I'd rate average competitively to the rest. It has a similar amount of content to Birds and Undeadz, and shares the rotation mechanic, which is great. There is a sorting tray and there are no items interfering with your puzzle board (unlike Birds), which is a plus. The art, in my personal opinion, is very repetitive and lacking imagination - I wish there were more planets such as Mars and for instance a puzzle portraying the insides of a spaceship. The steam achievements are significantly more grindy - as to complete all you cannot use any hints. Furthermore some of the tiles have very difficult borders (dozens of spikes) which basically forces you to click all over and hope for the best, rather than giving you a chance to use your spotting skills to combine edges. I highly recommend grabbing Undeadz, Anime and Birds over this one if you are considering them. All in all, I do recommend this game and am waiting for a new release.. I was [having sex] with this girl... and it was pretty wild; I explained to her that I'd not had it in 2 years because I'd been in the VD clinic.. she replied 'How's the food? ... I'm going in tomorrow!'. Probably my favorite Pixel Puzzles 2 game, The space theme was relaxing to play though the minigame rocket was an unnecessary addition.

#### Pros:

- Plenty of puzzles of each difficulty.
- Relatively low cost.
- Very nice art.
- Achievements and Cards.
- Owning the game appears to give you the puzzles in Pixel Puzzles Ultimate as well.
- Relaxing music.
- Settings save throughout the game shutting down (This doesn't work in all Pixel Puzzle 2 games is why I'm including it here.)
- Rotation lock option.

#### Cons:

- The astronaut minigame while entertaining for one puzzle quickly becomes nothing but a chore.
- There is an exploit that makes it possible to complete the puzzles without effort, there are even scripts available to do it for you making the effort legit players put in pointless.
- The floating pieces become annoying.

#### Summary:

As stated above this was probably my favorite Pixel Puzzles 2 game, if you're looking at it you know exactly what it is and it's exactly what you expect.. I own all the Pixel Puzzles games, and am a devoted fan, and this release I'd rate average competitively to the rest. It has a similar amount of content to Birds and Undeadz, and shares the rotation mechanic, which is great. There is a sorting tray and there are no items interfering with your puzzle board (unlike Birds), which is a plus. The art, in my personal opinion, is very repetitive and lacking imagination - I wish there were more planets such as Mars and for instance a puzzle portraying the insides of a spaceship. The steam achievements are significantly more grindy - as to complete all you cannot use any hints. Furthermore some of the tiles have very difficult borders (dozens of spikes) which basically forces you to click all over and hope for the best, rather than giving you a chance to use your spotting skills to combine edges. I highly recommend grabbing Undeadz, Anime and Birds over this one if you are considering them. All in all, I do recommend this game and am waiting for a new release.. The best of Pixel Puzzle series.

Would buy again.. Yet another puzzle game in the series. Most of mechanics i already covered in reviews for the 1st game and for the second series. All pictures are ok, i wouldn't call any one of them an incomprehensible repetitive mess \*cough, penguins, cough\*.

So, new mechanics of trading hints for achievements is kinda cool and encourages clean completion, and assembling the rocket itself is fun at the beginning, but near the end it becomes a tedium.

Works fine in UHD UWS, with pillarboxing, and fine in windowed mode.

As always, if you want one \u2014 it is one.. Last time i was playing a puzzle i was a kid. this game, got me hooked up in less than 5 minutes and i bought another part of it. It's relaxing, and sometimes even difficult. The shapes are amazing, the pictures are nice, and i recommend this game to everyone who wants to unleash the inner kid. :D Great game!. doing reviews cuz i can. Firstly if you don't like jigsaw puzzles, you can stop reading now.

Simply all members of the Pixel Puzzles series are designed for jigsaw lovers. They are a true delight to play and here's why..

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## Pixel Puzzles 2:Space

is a wonderful addition to the series. You get beautiful space art for the new set of puzzles. There's a new side game meshed in. And best of all for once there's no annoying factor to contend with this time around.

The pros  
very pretty art to reassemble  
challenging cuts to the pieces as always  
fun mimi game  
enjoyable rocket launching (hint: always launch the main rocket before finishing your current puzzle)  
there is no annoying fairy, koi, or zombie to deal with

Pixel Puzzles 2:Space is an excellent experience and real fun to play. Relaxing and stress relieving with no puzzle box to store or pieces to pick up. Beautiful art with a fun theme. So for a most enjoyable jigsaw puzzle time, you should add this to your collection.

Rating 9.8/10  
reason... there are never enough puzzles

Interested in more reviews like this : [http://steamcommunity.com/groups/Original\\_Curators\\_Group#curator](http://steamcommunity.com/groups/Original_Curators_Group#curator)

**PATCH - 21/MAR/2016 - Version: 1.1.1.44:**



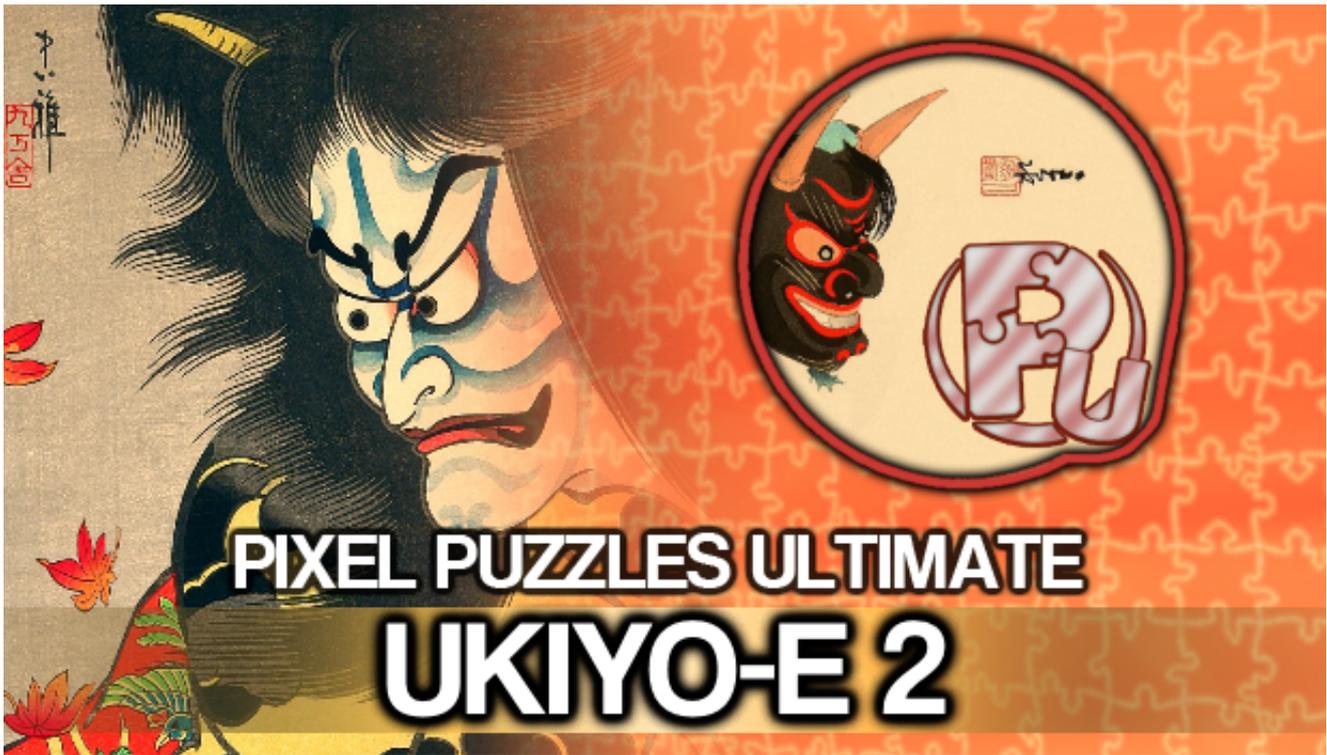
Version: 1.1.1.44 is now live and contains the following additions and changes.

This is just a quick patch fixing a bug from the last patch that is making the game crash when a puzzle is completed with a dead astronaut.

Full list of additions and changes:

1. Fixed game crashing upon completion with dead astronaut.

Enjoy!!! **Ukiyo-e 2 - OUT NOW!**



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