



I'm not robot



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Escape game 50 rooms 1 level 30 puzzle

Puzzle games come in all shapes, sizes, themes and tones. Some can be as brain-permeable as designing the next Mars rover, while others are so simple that babies can figure them out. The most notable start with a unique gameplay mechanic and expand it throughout the game. All five of the following puzzle games are fantastic and simply worth your time and energy. As far as our methodology is concerned, we have averaged the criticisms and user results for each game on Metacritic. We note that this method provides the clearest picture of how well the games were received between the time of release and now overall. 5. Pushmo Source: Nintendo Composite Metacritic Score: 86.5 Pushmo is often billed as a puzzle platformer, but it's much more of a puzzle game than a platformer. You control an adorable rotand character that starts each step at the bottom of a wall divided into shapes. Your task is to wade around, pull out the shapes in the correct order so that you can jump on them to reach the top. The trick is that you can only give each shape three tugs before they stop moving, creating some seriously tricky puzzles when the levels get big. Add some teleporters and switches, and you'll watch a game that keeps you busy for hours. 4. Brothers: A Tale of Two Sons Source: 505 Games Composite Metacritic Score: 88 On the other side of the puzzle platformer spectrum is Brothers, a game that is more about navigating a beautiful painted world than solving repetitive puzzles. The unique thing here is that the game has you control the two protagonists at the same time, with a single controller. One analog stick and trigger controls one boy, while the other controls the other. It's hard to wrap your mind around first, but eventually it clicks. The idea is to solve environmental puzzles to make your way to a tree that offers an antidote to your father's illness. And unlike most puzzle games, this one tells a deeply touching story. 3. Portal 2 Source: Valve Composite Metacritic Score: 91.5 The original portal did the incredible feat of developing a gameplay concept that is so brilliant that it could support an entire game. What Portal 2 did was expand the idea in every possible way. The premise is that you have a weapon that can create portals on any flat surface. So you can create two portals, then one and pop out the other. Portal 2 adds all kinds of twists, such as speed gel that lets you spray on the floor that lets you run at superhuman speed, and bounce gel that lets you jump incredibly high It also has a captivating story and a sidekick ball spoken by the exuberant Stephen Merchant. 2. World of Goo Source: 2D Boy Composite Metacritic Score: 91.5 If you want to stretch Goo, this game is for you. The idea is to drag sticky goo balls around the screen to create impressively large structures – structures made entirely of goo. The trick is that every Goo bridge and goo goo must be mechanically healthy, which means that a proper gooey foundation is needed. Figuring out how to offer it without it getting out of the goo is the point where it gets difficult. It is an enigmatic suggestion. 1. Portal Source: Valve Composite Metacritic Score: 92 Often, when a developer introduces a new game mechanic, it takes some time for the company to perfect it. Not so with Portal, a puzzle game Valve, which was released in 2007 as an add-on to the Orange Box compilation set – a set that included much higher-profile games like the Half-Life 2. While Portal seemed pinned at first glance, the players quickly found it as brilliant and captivating as the other classics in the box. The idea is that you have to move from one end of each three-dimensional plane to the other. You have a pistol that can fire portals on any flat surface. Enter one portal and you'll come from the other. Valve managed to develop some really sneaky room designs and explore every nook and cranny of the core idea. If you haven't played Portal, it will miss you. Follow Chris on Twitter @CheatSheetChris Check out Tech Cheat Sheet on Facebook! More of Tech Cheat Sheet Robo5 adopts coolsteampunk style and draws it in fun, cartoon artwork to provide hours of casual and intense gameplay. The concept of the game is simple, but you can say that exactly what the developers achieve. It's hard to argue with the combination here, especially if it's free to play for a large set of levels and only 1.99 dollars to unlock everything. Hang out with us after the break and see a little more about what makes Robo5 a fun game. Robo5 is as simple as it looks when it comes to understanding the controls and user interface, but there are many more advanced moves that will help you later. They are a cartoon robot, and the goal is to climb a structure of boxes and platforms to reach the exit at the top. The first levels work as primers to get the control and mechanics of the game upside down. It uses a mix of quick hints at the top of the screen along with a hand that shows the correct swipe motion to convey the point. Once you get the controls and mechanics down, things are pretty simple. They (as in, the robot) use all lords of pushing, pulling, jumping and climbing to establish the structure. For general motions, tap a position that moves your character only one field (or space) at a time. When you tap the page, you can hang on the boxes and move over the top while you jump up with the tap on the top. Wooden boxes can be Swipe into the desired, while the steel boxes are stuck where they are. If the cartoon styling wasn't a clue, let's not look at realistic physics in Robo5. It takes a bit of getting used to, but boxes are still fully supported and swim as long as they touch another surface on at least one edge. This appears trivial in early levels, but is the only way to later levels. Once you stop forgetting that the mechanic is there, you will be able to use it to your advantage to scale the tower faster. Speaking of timing, the points system when completing levels is based on the number of bonus boxes you collect, the time it took, and the number of power-ups you found along the way. You'll get a star rating -- one, two, or three -- based on how the different components add up. At certain milestones of unlocking stars, start having access to the diary levels. If you're not impressed by the complexity of the regular levels, have fun with the diaries – they put your puzzle solution skills to the test. There is a free version of Robo5 that has a limited but actually quite large, set of levels to play. Unlock all 40 levels, 8 diaries and 2 separate endings for the game with an in-app purchase of USD 1.99. If the styling and gameplay seem interesting to you, definitely try it in the Play Store link above. There's more to this game than you can see at first glance, offering a great mix of casual gameplay and hard puzzles, all wrapped in beautiful graphics. The puzzles of the potion puzzle, which was placed in sealed envelopes for the children to select and solve, come from the book The Great Book of Puzzles, Puzzles and Engimas. The teams had to use simple logic to find the correct answer (a number) to the problem and then select the correct potion on the table with the same number on it. I had six puzzles for the teams to choose from, so no puzzle was repeated between the teams, but choosing the last team still felt as if they had a choice between envelopes. How to make the drinking bottles: I put the potion bottles on my craft shelves. They were small bottles found from craft businesses, and I filled them with clearly colored resin or glitter resin with drug drops. The Harry Potter potion labels were found on the internet and glued to the fronts of the glass bottles. I used shrinking dink (shrink plastic) numbers that had punched a hole in them before baking, so I slipped a jump ring on them afterwards and attached them to the wire wrapped around the neck of the bottle. The puzzles are as follows: CandlesFriar Luke is the administrator of the abbey. Very sparingly, it recycles the stubs of used candles to make new ones. He is able to reconstitute a candle of three candlesticks that he melts together. How many candles can he make from the nine candlesticks he has recovered from the chapel of the abbey this morning? Mechanical alarm clocksYou must be in early morning so that you use your mechanical alarm clock (with hour and minute hands) because it has a loud ring. They put it on the bell at 10 a.m. and go to sleep at 9 p.m. How long will you sleep? Water lilyA water lily doubles its area every year and covers an entire pond after ten years. If there are two water lilies with the same How long would it have taken to completely cover the pond? SubtractionHow often can you subtract 6 out of 36? PasswordA man is coming. The watchman says to him, Five, and the man answers, Four, and the watchman lets him pass. A second man appears. The watchman says to him, Six to which he answers, Three, and he may pass through. One last man appears. The watchman says to him, Four, he answers back: Four, and he enters. Now it is your turn. The Watchman says to you, Seven. What should you answer? BellsQuasimodo, the bell ringing of Notre-Dame Cathedral in Paris, takes three seconds to ring at four o'clock. How long does it take for it to ring at noon? Lunch?

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