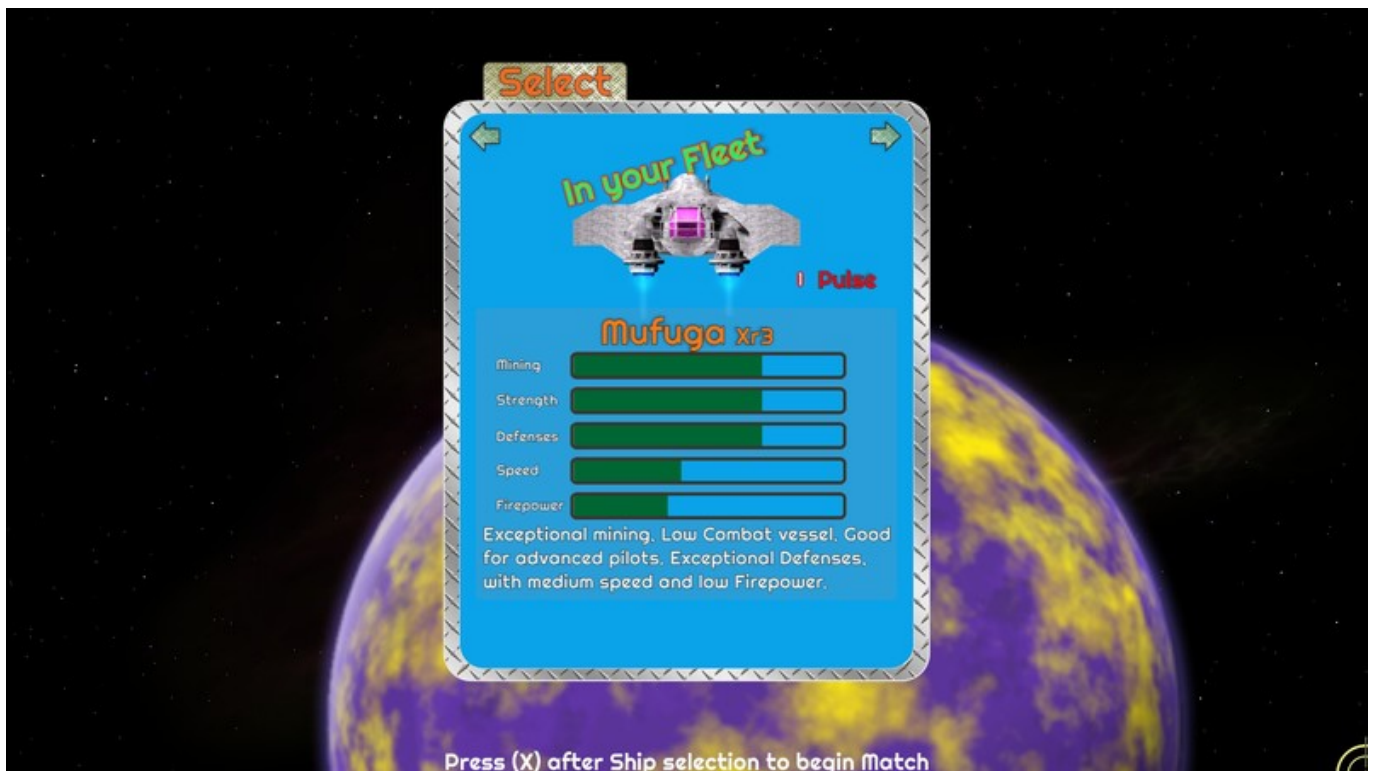


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## Rooms: The Unsolvable Puzzle Download Setup



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## About This Game

Rooms: The Unsolvable Puzzle is a unique puzzle game inspired by sliding puzzle and platformer games. In a twisted mansion made of rooms that slide like puzzle pieces, player should find a way to the exit by moving rooms and using what's inside them.

As the player explores the mansion, various gadgets are introduced and make the puzzles more tricky and challenging.

Set in a fairy tale-like world full of magical objects and spooky stories, player takes a role of an innocent little girl, Anne, who was accidentally trapped in the mansion. As the story unfolds itself, player goes through the dark legend of the twisted mansion.

The game has 144 levels which are divided into 4 themes (mansions). Each mansion has basement levels where Anne can use her special abilities like using a cellphone to teleport, placing a bomb, and moving all rooms at once.

Rooms: The Unsolvable Puzzle is a long awaited, official and fully realized sequel to Rooms: The Main Building, critically acclaimed and an award winning IGF finalist game released globally on Nintendo DS, Wii, and Steam. [Rooms: The Main Building](#) has sold over 400k units since its release in 2010.

- Unique puzzle mechanic proven in its predecessor
- 144 puzzle levels=96 main storyline levels + 48 special ability levels
- 4 beautifully crafted mansion themes and music

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- Complete storyline with two endings
  - Full controller support
  - Multi-language support

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Title: Rooms: The Unsolvable Puzzle

Genre: Adventure, Casual, Indie

Developer:

HandMade Game

Publisher:

HandMade Game

Release Date: 1 May, 2015

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English,French,German,Japanese,Korean,Russian,Portuguese,Simplified Chinese







HOWEVER IN CASE OF YOUR MISTAKE ALL THINGS BECOME ABSOLUTELY OUT OF CONTROL...





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No Yuuka Kazami, no play...

Just kidding. This game is actually really original for a 2d fighter, and it's a ton of fun IF you can find people to play it with. Even if you can't though, the story is just long enough to make the game worth playing, IMO. It's also waifu city if you're into that.

And it's worth mentioning that this game was recently updated to include an official English translation. So if not being able to read Japanese was keeping you from trying this game out, fret no longer!

Seriously Yuuka comeback when though? ;\_;. Amazing game. I introduced it at school, and everyone loved it. Showed it at a party and all 12 players were filled with lots of spectators. Highly recommended if you have somewhat competitive friends to play this with. It gets a lot more chaotic when you have more than 6 people playing.

Although there is lots of variety in maps and in modes, I'd only wish that there was DLC that included more of each respectively. Some maps get old somewhat quickly. The modes are fun and enjoyable, but I'm still left wanting more.

Excellent work Roman Uhlig! i loved the game this game is what iam going be playing a lot in my free time. Pretty good Touhou fighting game. Alright compared to the previous Touhou spinoff fighters. Controls work well, though they may require some getting used to. Characters are balanced. Story/Arcade is decent. 8/10

Note that my hours are inaccurate, as I had mostly played on the unofficial english patch version, which does not require Steam to be online.. Hi. Great game but I was would use possibility to move building and thinks somehow cause if u missplace somethink or wanna change it later u cant do it anyhow. Plus some building pictures are wrong too. But i understnad ist just earlyaccess so its fine. Great game agian :). I just love it...

Perfect difficulty, keeps challenging  
Perfect learning curve  
Very strategic  
No bugs

I expected way less from this game, thought it would be a puzzle game with a walkthrough for when you got stuck but due to randomized spawns of the enemies in the campaign, you must be smart or it's game over.

Definitely worth the 10 euro, would have bought it for more if I knew how good it was.. Very glitchy, impossible to play. Honestly- I expected this game to be a lot worse than it is. If I wasn't reviewing it I wouldn't pay \$15, but I've played worse for more. It might be worth it just for the terrible translations.

Take a look here, would you buy it?: <https://youtu.be/V6Vogf0yaiwA>. [Pretty fun game. I played through the Tutorial, Campaign and lots of Survival mode. I have played a few rounds of multiplayer as well. Overall it is pretty fun to play--though might be most fun to play with friends.](#)

[The multiplayer and survival modes both offer leaderboards to compete with friends / everyone.](#)

[I look forward to the community for this game to grow and see where this game goes.](#)

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It's a Zelda clone, except: the spelling errors are embarrassingly bad and frequent, your character quacks when you take damage, design is questionable. Story is so critical to single-player adventure games, and yet it feels like the devs just gave up on the dialogue. You get a plethora of consumable items, but most of them don't have any semblance of a satisfactory description. One of them is a phoenix feather, which you'd imagine resurrects yourself if you take fatal damage and are obviously hard to come by. Then why the hell are you able to equip use and waste them? Worst of all, there's a lot of hidden secrets and caves you blow up with bombs like in Zelda, which sounds pretty neat. Thing is, most of the time though you need keys to actually get the loot which is usually just more garbage consumables, and damn do you need a lot of keys. You can blow open an unmarked cave to find an empty room with a locked door, and if you're all out of keys there's nothing you can do. Pretty much "Rack N Ruin" is the satisfaction of exploration.

IMO, with some respectable polish to the writing if nothing else this game would be stellar. Right now, meh.. Counterstrike + Doorkickers = STO.

This game is good. It has turn-based tactical combat, an CSGO style multiplayer and a cool campaign. I've been in contact with the developers, giving feedback, and they have been very appreciative.

So, this game is good. Solid 7/10. Maybe an 8/10 if they continue updating etc.. :)

Pro: I actually beat the Dev at his own game :D. It is very hard to learn how to play. Sick game , would be nice if there were some more cars (maybe some initial d cars ) also multiplayer would be nice. the UI feels like unfinished compared to <http://store.steampowered.com/app/248610/>. I'm not hungarian, nor a fan of Hungary but it was included in some bundle or another DLC and those are pretty nice paint jobs :)



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