
Faerie Solitaire Remastered Download Easy

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About This Game

This is the Remastered version of Faerie Solitaire. It is a free additional game for current and future owners of the original Faerie Solitaire. If you buy Faerie Solitaire Remastered from this page you will also get the original Faerie Solitaire added to your account.

http://store.steampowered.com/app/38600/Faerie_Solitaire/

Have magical fun in the addicting Card game, Faerie Solitaire! Find and raise a Faerie pet and repopulate the magical land of Avalon using the resources found by clearing each level.

Earn enough gold to purchase unique powerups and specialized upgrades, making each stage a breeze. Chain together combos to fill up your energy meter and save the Faeries!

With 8 worlds, 40 levels, over 400 hands to play through, loads of upgrades to buy, and one exciting adventure, Faerie Solitaire will have you hooked for months, giving you the very best value over any other game available today.

Title: Faerie Solitaire Remastered

Genre: Casual

Developer:

Subsoap

Publisher:

Subsoap

Release Date: 22 Dec, 2017

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English

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Was a nice concept, but like many have said, poorly executed and no updates in too long. Controls suck and many features do not seem to be implemented.. This ain't a simulator. No freeplay, you just get thrown into a storyline and have to do as told. Stick with one of the other Airport Firefighter sims out there! Can't recommend this to anyone..... It's still a great game. Sadly no one plays it anymore. I can only wish that good times will come and I will be able to play this again.. Actually really fun, but I never see people playing it. Hopefully post EA and/or at Christmas the lobbies will fill up consistently, cause what they have is fun.

I don't get motion sick, but I've got a pretty strong VR stomach, don't doubt some are tho.. I enjoyed the DLC, but as I pre-purchased the game, I did not have to pay for it. It is rather short, but if you loved the main game, you will like the add-on. I would only get it on sale due to the length. As others have mentioned, your party is thrown in jail and lose all of their gear. What do you expect to happen though, when you are thrown in prison?? Especially with some of the most legendary weapons in the realm? Do you really think they would just throw them in a chest and leave them there? More than likely the ruler, would give them away to their trusted warriors/spellcasters. So basically deal with it and have fun.. Writing this review is a bit tough, because I used to play this game's - or Maniplanet's - predecessor day and night, and did all sorts of things next to just racing on servers.

Out of all racing games, Trackmania has always been my favorite. A long time ago it was thriving, had a healthy population, and you could do about as much in Trackmania United Forever as you can do in TrackMania² titles.

So where do I start, currently there's a lot wrong with the game. Even though it still runs smoothly, there is a lot that's just wrong.

I guess the best point to start at is the population count, the past couple years there haven't been much players, which is rather bad for the game. Maniplanet is very user driven when it comes to content. Don't expect new content if there aren't players creating them, and as far as I've seen there's not much going on anymore.

On Maniplanet's forums people have been asking for marketing for a long time, but some vets on the forums and Nadeo as well seem to be rather against it. They're not entirely wrong, because in its current state I wouldn't want to advertise for it, that would be a waste of potential players.

Now don't stop reading here, it's not a "PLS MORE PLAYERS PLS ADVERTISE" review.

I'm having a very difficult time to put this to words. Trackmania has been very dear to me as a game, so there are a lot of mixed feelings behind my words.

But you'd think that, before advertising their product and making Maniplanet thrive again like its predecessor used to, they would fix the on-going issues with their game. Well, too bad. Issues like player segregation, bad UI, bugs and other issues have been around for years. The update to MP4.1 was rushed so far that there wasn't even any proper QA testing.

The UI only seems to be getting worse with each large Maniplanet update and I have absolutely no idea what's going on at Nadeo what makes them think their UI design choices will improve the game, it has only done the opposite. I'm not talking about tools like maniascript, map editors, in-game car painters et cetera. I'm talking literally just about the menus, title system and so on.

The title system has been a mistake since the very start. It's been the core problem this game's platform is suffering from. Because there's not enough people to make the benefits work. If Maniplanet had a couple 1000 active players average on steam charts the title system would've worked, but there's too much player segregation for the current population count. As it is right now, pretty much only Stadium is worth buying if gameplay is what you're looking for, forget about the rest. It saves you a lot of money.

But this brings me to the worst point, communication between developer and community. I'm almost shocked to say this, but the communication between developer and community is amongst the worst I have ever seen. And I've been fairly patient. Unrelated, but as an example, I've been waiting for APB: Reloaded's Engine Upgrade. APB: Reloaded's devs have ceased communication since 2014, before Little Orbit took over last year.

So here's the issue:

A lot of the issues I've written in this review are known for a long time. People have stated them before, but on the Maniaplanet forums - the only way to directly communicate with the devs - they're either getting bashed by veterans, or straight up censored by Nadeo themselves. Hylis himself even admitted he has a hard time resisting to delete posts, because it's not what he wants to read.

. . . I don't know if this will fall on deaf ears or not, but I'll type this up anyways. Not to be negative, but to provide criticism.

Sure, Hylis, I know, a lot of gamers are very entitled, and do not know what's going on behind the scenes. But it's not up to the players to worry about the technical part of a problem, that's why they're players, not developers.

Over the past years there has only been declines. I want to ask personally if you're proud of what Maniaplanet is right now, because it can be so much more. Players need to be more united. And the game definitely needs more players. The game needs content creators.

Hylis, the negativity you dislike reading is your own doing. You're aware of that, right? A lot of people with negative posts on the forums dreamt of Maniaplanet to be a success, but currently it doesn't look much like it. It saddens them. They're not negative because they hate your platform, they're negative because they love Maniaplanet, but are saddened to see the state it's in.

Hey, unlike the Crew 2, Ubi's other racing game, at least the driving in TrackMania² is good, but until I'm seeing due dilligence and proper communication from Nadeo, I just can't leave a review to recommend the game.

I do hope it will happen, that I can actively play this game again without feeling bad about the state it's in, that I can look back at this review, and look be shocked how things changed.

I might be a no name, too, unlike the vets regularly on your forums, but that doesn't invalidate my opinion, even if it's not positive. I'd like to talk more, to give better insight in my words.

just yuck.

you can see what they were trying to do... but it looks like they gave up half way through.... the first map.. It's a nice dlc on an isolated basis. But they are basically outputting a new 8-10\$ dlc 3 times a year. Given that basically the majority of the dlc content is singleplayer oriented. Why are the few new dlc units locked behind a paywall? There's no way in hell that from a multiplayer perspective, this isn't overpriced. This has morphed into a horrible- pay to compete policy, for mp players. DLCs tend to have ridiculously overtuned units that don't get nerfed for multiple months post launch which greatly incentivise buying it.

CA has proven time and time again that it will only respond to community feedback that threatens sales.
Constructive feedback? -Irrelevant.\uffeff

Take a good look of what happens when the balance team is AWOL and the marketing department is running the show.. I played this, or rather, the original game, Logical Journey of the Zoombinis, when I was very young, and I can remember absolutely adoring every moment of it. I still have the CD! I tried to install it on Windows 7 and you can only get so far before the graphics card just errors out and displays everything in inverted colours or worse.

This remake, while close to what a Zoombinis game ought to be, is not what I had hoped it would be.

While the graphics have been updated to a very high degree and the animations have been redrawn etc for all the characters, and allowed for proper resolutions higher than 640 x 480, the charm of that delightful original game has sadly been lost, and that's really what I wanted to see again. It's a shame because the graphical update is simply fantastic, and the inclusion of the ridiculously enthusiastic announcer and other voice and musical content from the original game is spot-on. However, there's just no charm to it any more.

The Zoombinis themselves move at the pace of a crippled snail - it's become a chore just to watch them move to the next place - and there's no sound for their footsteps like in the original. Zoombinis with feet would have steps, the wheels would make engine noises, springs... spring noises. When they ride the rollercoaster in the crystal caverns, they would yell out 'wahey' or 'yippee' on a successful run, and it just felt so lively and excitable.

The issue with the charm of the graphical update is that the Zoombinis themselves suffer from the TV Tropes entry "Conspicuously Light Patch". This is where, because of their drawn style, they stand out way too much from the beautifully drawn backgrounds, as the obviously only animated figures, whereas in the original, they had lighter outlines and shades to match the background, like they were meant to be there. Here they stand out so much it's almost painful to look at.

What's ACTUALLY painful to look at is when the Zoombinis walk over a patch of the background that's actually in the foreground. In the original game, at the Crystal Caverns, it was possible to see the mine-cart Zoombini travel behind the supporting struts of the track. In this release, the characters are always, without fail, on the topmost layer of the foreground. It's particularly noticeable because of the way they stand out so much from the background, too.

The worst thing about the game is the hotspots. Good luck trying to enter your name on the very first screen of the game. I couldn't until I restarted the game in windowed mode. Perhaps resolution plays into it too. I'm not sure. I just know that you will have issues clicking on certain things.

At least Mudball Wall survived. ... well, partially. As I said, the Zoombinis' walking speed cripples the pace of the game when you have to wait 20 seconds each for them to get into position. Maybe I'm being nitpicky. The puzzles are sound and, well - puzzling! Especially on the harder difficulties. It's a decent game; I do recommend Zoombinis. But I personally wouldn't recommend this specific remake. If you can find a copy of the original and install it without issues, do that instead.. If you are in to really simple games that make no sense and make you feel old as\u2665\u2665\u2665\u2665\u2665 then this is for you ;D.

- * No Objective
- * Not Fun (My opinion)
- * Only played for 16 mins and have no clue what the game is or suppose to be
- * Very confusing on what to do (No tutorial or info\plot)

Overall this game makes no sense and I personally don't enjoy spending my time on these types of games. If you are a FPS,

MMO, MOBA, or RPG player, than do not venture into these games. I tried something new and now I want a refund. My first Impressions:

What we have here is a side scrolling RPG in the same vein as Valkyrie Profile's gameplay with a touch of Radiant Historia (Attacks that hit rows/columns). And a Lvling up system similar to level 5 JRPG, mainly Rouge galaxy.

The world so far has so much fluff and flavour. most npcs have something to say to every party member while each member have things to say about individual items, objects in the world, even opened chests.

Graphics are very "indie", with some stiff animations for attacks or movement. But from what I can see the beauty of this game is not skin deep.

Will update review after a greater playtime.. A lesson all devs should learn: just because you can make your game sparkly and pretty doesn't mean you should. There are 3D magic eye pictures that aren't as visually busy as this, meaning it's ridiculously hard to distinguish between what can damage you and what can't, and you will be hit by things you didn't see in the glare and bloom.

Bezier is not just pretty, it's pretty boring - destroy X number of shields whilst surviving for three minutes, repeat for next level. There's a boss that'll show up and kill you in the last thirty seconds if you haven't taken out all the shields, I assume you fight it at some point but I really don't care; I've played 20-odd minutes and I'm so bored of this, I'm fed up of the game constantly reminding me to use auto-aim every other minute because lord forbid you want to control what direction you fire in yourself and would rather your weapons didn't overheat within three seconds thanks, I'm annoyed by how quickly the health/power pick ups disappear and more than anything else I'm so bloody frustrated by constantly being hit by things I can't see!

Buy Beat Hazard instead - even at full the visual flares aren't as obnoxious and you get to listen to your own tunes.. Tense and very difficult, this isn't a game for everybody. Your interface is very fallible, and at times comes under direct attack. You will lose your visual display, your communications will be cut preventing you from issuing orders, your troops may panic, or go space crazy at times. If you can't stand games that use the interface as a difficulty mechanic and occasionally remove control from your hands, this isn't going to be your game.

Having said that you will not be getting your hands dirty in this game. Instead you get a chance to be one of those guys that sits in a comfy chair back on the ship, watching the commando team as it breaches the spooky alien vessel through a glowing CRT, sipping a fine scotch whiskey as the whole mission goes pear-shaped and everybody gets killed. Don't worry, you can always hire another crew. The important thing is that you didn't even need to wear pants for this operation.. Short story. Is it great? It was all right. The idea of the game is very good and has a lot of potential. Give it a try if you want your choice matters.

Nantucket **Announcing Masters of the Seven Seas!:**

Ahoy there,

we are happy to announce our next DLC for Nantucket, Masters of the Seven Seas, coming this summer.

Masters of the Seven Seas introduces the Challenge Mode, a new game mode set in a new cylindrical map of the whole world with randomized whaling areas, new cities to visit and new events.

You can check the DLC page, with more details about the new features, [here](#) and add it to your wishlist now!

Part of the content of the DLC (new events and a few new features) will be released for free to all the owners of Nantucket as part of the next patch for the game, coming just before the release of the DLC. We are already planning more content for the months to come, so, thank you all for your support and keep helping us with your feedback.

Stay tuned!. **Patch 1.3 is out! More to come.:**

Ahoy there,

here we are with patch 1.3, a small update to solve a couple of issues and add some additional materials.

Fixes:

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- * Fixed block on early game loading on lower end machines
 - * Fixed auto combat saving the last used deployment set

Additions:

- * Added a night version to all the harbors background image introduced with the previous patch.
- * Added implementation to "Songs of the Braves" DLC

Songs of the Braves is the first DLC for Nantucket, a collection of 10 new sea shanties performed by the Roaring Trowmen, the Bristol based band behind all the shanties present in the game. The DLC will be out on monday, November 12th, [at this link](#).

In the next weeks will keep working on additional content. Some of them will be part of future patches while other part of new DLCs to come in the next months. Keep following us and hit us with your feedback to keep improving and growing the game!.

Nantucket is out now, with a 10% launch discount!:

Ahoy there,

the wait is finally over. Nantucket is out now with a 10% launch discount that will last 7 days. Buy it now!

Thanks to all the people who supported us during the development. It's been a long and exciting journey, we hope you will enjoy the game.

If you have any questions or problems, join our community hub and get in touch with us.. **Patch 1.1 out!:**

Ahoy there!

After 10 days of beta testing, patch 1.1 is officially out.

Here are the changes contained in this update:

- Implemented a Fast Combat Animations option to speed up combat animations. The option can be found in the game settings and it has to be activated, since the default option is "off" to help new players understanding what's going on.
- Added a separated volume slider for sea shanties and an option to disable them, since now they keep playing till the end and maybe some people would not enjoy it.
- Implemented Controller support
- Added the option to not pause and mute the game when tabbing out. This could be useful if you play the game in window mode or while doing something else.
- Added "Take All" button in Post Combat interface
- Added damage to the Tusk Strike attack of the narwhals, since the "bandages" ability was making them too easy to hunt.
- Changed hunt risk formula to increase chance to have a low risk hunt
- Added tool tip informing the user about the risks of automatic combat, now you know the chance to lose a man
- Decreased chance to lose men during automatic combat. By investing in harpoon technology and good hunters you can have "0% chance to lose a man" automatic hunts
- Changed de rerum animalia skill effect (now all the sea creatures cards are played face up, not just the ones attacking the whaleboat)
- Decreased difficulty of combats in Main Quest 1

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- Shanties are no longer stopped by entering a city, quest events or combats, they keep playing till their end. They are still stopped by cut scenes.
 - Changed sleeping days of events in order to reduce events recurrence
 - Increased prices of large ships, since moving from a medium ship to a large ship was too fast.
 - Decreased price of small ships (not the base one)
 - Changed crew lay to decrease lay pressure in the end game
 - Reduced effect of the traits greedy/generous (just for crew members)
 - Fixed rare block in combat during the tutorial
 - Fixed attack commands doing negative damage (= healing the target)
 - Fixed Butcher skill not giving bonus on extracted blubber
 - Fixed weak and strong traits adding bonus damage also to non-weak men
 - Fixed Stray Bullet random condition adding Bleeding only for one turn
 - Fixed “In Vivo Testing” skill giving XP bonus only to the character, not to the whole whaleboat
 - Fixed wrong XP bonus given in some cases
 - Fixed safe docks disappearing when the crew was losing men with “Safe Docking” skill
 - Increased influence radius of non-main quests
 - Fixed wrong sea names in Whaling Area quests
 - Fixed pirates chasing ship for long distances
 - Fixed pirates waiting for the player exiting the harbor
 - Fixed wrong quest description when completing a whaling area quest
 - Fixed typos in events
 - Fixed typo in Main Quest 1 description
 - Fixed text in Main Quest 2 description
 - Fixed typo in post quest interface for main quest 7
 - Fixed Main Quest 3, where a particular set of choices gave you no chance to fight Diabolito
 - Fixed events in storm areas not checking who is at the helm to properly trigger
 - Minor gameplay fixes in events
 - Fixed typo in final credits subtitles

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- Fixed typo in Unstoppable combat ability description
 - Fixed event with merchant ship, in which you were losing money and barrels buying grog
 - Fixed trivial quests options not considering the captain “resuscitation” skill
 - Fixed captain xp bar showing wrong fill ratio
 - Fixed black market skills affecting also Merchant’s selling prices
 - Changed cannon compartment name to simply “cannon”
 - Fixed a few typos in newspaper headlines
 - Fixed yearly autosave not working
 - Fixed tooltips of Generous and Greedy traits
 - Fixed morale bonus for captain’s Xenophilous trait
 - Fixed a few typos in interfaces

Our next step is working on Mac and Linux versions of the game. If you are interested in participating to the beta for those two versions, write us at beta@picaresquestudio.com. **Patch 1.2 out! The game is now available on Mac and Linux.**
Ahoy there!

After a long beta test phase, patch 1.2 is officially out.

The biggest change introduced by this update is the support for Mac OS and Linux. In addition to that, major updates included in this patch are a complete rework of the scenes loading system, improving loading time by 75%, and the introduction of a new background image for each city, giving them a unique feeling.

Here is the list of changes contained in this update:

Features:

- Implemented compatibility with Mac and Linux
- Added possibility to toggle controller support
- Implemented customization of controller key mappings
- Added difficulty panel in Character Creation

Changes:

- Improved loading times
- Added a new background image to each city in order to have them unique.

Fixes:

- Fixed "Quest Completed" window appearing during combat and blocking the game, during Kahekili and Bass final

quests

- Fixed Game Over not appearing when losing in Main Quest 9
- Fixed block on loading a game from the same scene
- Fixed seadog save files not appearing in the load screen
- Fixed graphical glitches on the first few frames after loading
- Minor fixes in event tooltips
- Fixed quest text of a non-whaling area discovered
- Fixed wrong "Crew healed" notification when entering the port, when the crew had only maimed men
- Fixed music overlapping after the tutorial

. Patch and additional versions update:

Ahoy there!

First of all, thank you all. In these past weeks your feedback/suggestions helped us a lot to decide the first steps to take in order to improve Nantucket. Our first patch is now in beta, you can try it out right now, helping us to spot potential new bugs created by these new fixes, or wait a few more days to experience it polished.

If you want to try the beta, click with the right mouse button on Nantucket in your library, select "Properties", pick the "Betas" tab and select "Beta". You can use [this pinned post](#) to report new bugs related to the changes made.

The list of changes made can be found here at the moment:

[Release notes](#)[www.picaresquestudio.com]

Once the patch will be officially released, we will move on the Mac and Linux version of the game. We will need beta testers for those two versions, so, if you want to help us, follow the instructions contained in [this post](#).

That's it for the moment, thank you again for your support.. **Nantucket: Songs of the Braves DLC is out now:**

Ahoy there!

As anticipated with the latest patch log, we just released the first DLC for Nantucket, **Songs of the Braves**.

Songs of the Braves adds 10 new sea shanties to Nantucket, bringing more than 30 minutes of additional music to enhance players experience while sailing the seas.

[Click here to access to "Nantucket - Songs of the Braves" Steam Page](#)

To celebrate the release of the DLC, Nantucket is going to be 40% off all week long. Keep following us for future updates..

Mac and Linux versions now in beta, more to come.:

Ahoy there!

Mac and Linux versions of the game are now in beta and we are looking for testers.

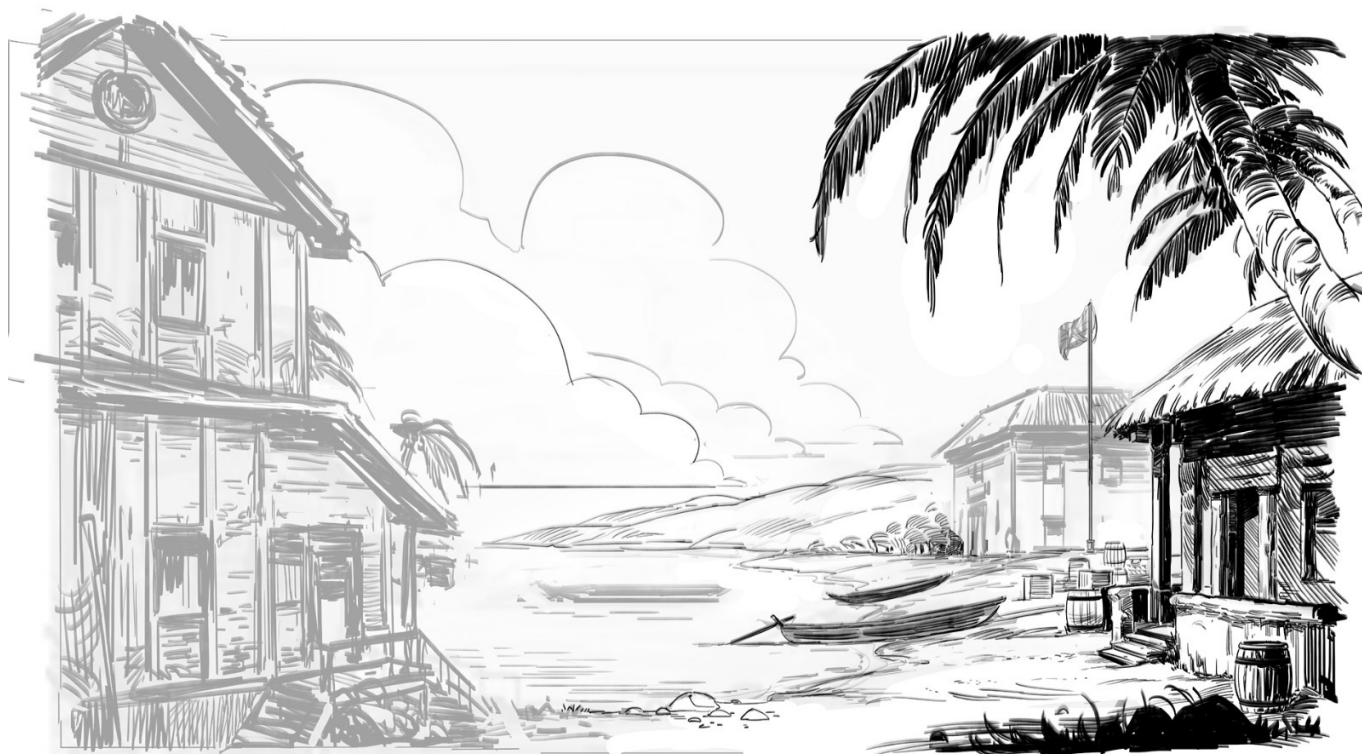
In case you are interested, please write us a mail at beta@picaresquestudio.com specifying:

- Hardware specifications
- Operating System name and version
- Steam username and account page link

If you already own the game, and you have a machine with Mac/Linux OS, you can try the beta for those versions by clicking with the right mouse button on Nantucket in your library, select "Properties", pick the "Betas" tab and select "Beta".

Meanwhile, we are working on additional features. Some of them will be available to you all, while others will be part of a new DLC coming in the next months, adding a new game mode.

Here a glimpse to the new cities images we are working on to increase their variety:



. Nantucket in Kotaku's "Top 10 Games of 2018":

We are proud to announce that we have been nominated by Kotaku's managing director Riley MacLeod in his "Top 10 Games of 2018" list.

<https://www.kotaku.com.au/2018/12/rileys-top-10-games-of-2018/>

We also had other nominations:

Top 5 Strategy Games by thehistoricalgamer <https://www.youtube.com/watch?v=Ql8I48zlaYQ>

Top Indie Games of 2018 by Nookrium <https://www.youtube.com/watch?v=IcsgI8putVY>

MsStandart favourite games of 2018 <https://twitter.com/MsStandart/status/1078159058518065152>

My Best Games 2018 by Videogames e Dintorni [Italian] <https://videogamesdintorni.blogspot.com/2018/12/nantucket-my-best-games-2018.html>. **Price reveal:**

Ahoy there!

We are approaching fast the release of Nantucket and we are really excited about it. In the past days we have reached a lot of youtubers and twitchers, so there are quite a lot of videos out there to watch if you want to know more about it. We are really happy about the feedback we have received and we hope you are ready to enjoy our game too.

Today we are finally ready to reveal the release price of Nantucket: £13.99 / €17.99 / \$17.99.

If you use a different currency, you will be able to see your regional price on our Steam page after the game release.

Add the game to your wishlist and join our community hub if you have any questions about the game.

[Project Highrise: Brilliant Berlin](#)
[PlayClaw :: Overlays, Game Recording amp; Streaming full crack \[License\]](#)
[Cologne Free Download \[portable\]](#)
[World Of Walking Cities download for windows](#)
[At Home Alone - Reward 5\\$ download for mobile](#)
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