
Artifact Quest 2 FULL

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About This Game



Title: Artifact Quest 2
Genre: Casual, Indie
Developer:
Best Friend Games
Publisher:
Best Friend Games
Release Date: 3 Nov, 2017

English,French,German,Russian,Ukrainian,Japanese

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Cute little fun time waster casual game. Cartoonish graphics, fun mini games, a good match 3 game.. I'm no fan of lengthy reviews that take ages to dig for the info I want (and often they don't even mention what I want to know), so I'll stick to the basics: Nice match block game with plenty of levels in different game modes; swap block to match 3, click group of at least 2, and some minigame where you have to put fitting pieces into silhouettes. Specials like lightning and dynamite, obstacles like blocked and covered tiles, and pre-placed rockets to hit separate areas and/or spark chain reactions, as well as different layouts add variety to the levels. Pleasant graphics. Window mode with fixed resolution (1366x768) or fullscreen. Unintrusive sound effects with separate sliders for music and sound effects. (I turn music off first thing in most games, so can't say anything about that.) Casual (non-timed) as well as timed mode. (I did not try the latter.) You can replay any level after you finished the story, if you like to get all stars, or just want to replay your favorite mode. Game pauses when you change the window, without some pesky menu popping up. I could not find a way to turn off the hint that appears when you haven't made a move for a while. There's a story around collecting artifacts, and rebuilding an island village, for which you collect coins and shards while playing the levels. The comments from villagers and cute details on the village screen deserve mention too. I especially like the 'click group' mode, and would like more such games. (Game calls it 'collapse'.) I got the game on sale for 1.49 euro, well suitable for my small funds.. This is a standard match 3 game. There are many levels to go through (150-ish?), different types of gameplay, and achievements, so . There's a story in which you have to save an island by building back a village. It means "gold". However, building said village won't affect at all the gameplay (no bonus, no nothing). I've finished the game with 3 stars for every level - some levels are really difficult when aiming at those 3 stars - fortunately, there's a "casual" setting for those who don't want the hassle. Playing this on Win7 64bit without problem.. This is a standard match 3 game. There are many levels to go through (150-ish?), different types of gameplay, and achievements, so . There's a story in which you have to save an island by building back a village. It means "gold". However, building said village won't affect at all the gameplay (no bonus, no nothing). I've finished the game with 3 stars for every level - some levels are really difficult when aiming at those 3 stars - fortunately, there's a "casual" setting for those who don't want the hassle. Playing this on Win7 64bit without problem.. I'm no fan of lengthy reviews that take ages to dig for the info I want (and often they don't even mention what I want to know), so I'll stick to the basics: Nice match block game with plenty of levels in different game modes; swap block to match 3, click group of at least 2, and some minigame where you have to put fitting pieces into silhouettes. Specials like lightning and dynamite, obstacles like blocked and covered tiles, and pre-placed rockets to hit separate areas and/or spark chain reactions, as well as different layouts add variety to the levels. Pleasant graphics. Window mode with fixed resolution (1366x768) or fullscreen. Unintrusive sound effects with separate sliders for music and sound effects. (I turn music off first thing in most games, so can't say anything about that.) Casual (non-timed) as well as timed mode. (I did not try the latter.) You can replay any level after you finished the story, if you like to get all stars, or just want to replay your favorite mode. Game pauses when you change the window, without some pesky menu popping up. I could not find a way to turn off the hint that appears when you haven't made a move for a while. There's a story around collecting artifacts, and rebuilding an island village, for which you collect coins and shards while playing the levels. The comments from villagers and cute details on the village screen deserve mention too. I especially like the 'click group' mode, and would like more such games. (Game calls it 'collapse'.) I got the game on sale for 1.49 euro, well suitable for my small funds.. Cute little fun time waster casual game. Cartoonish graphics, fun mini games, a good match 3 game.

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