
League Of Mermaids Password

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About This Game

From the creators of the award-winning Atlantis: Pearls of the Deep and Legends of Atlantis: Exodus comes the next big underwater Match-3 game, League of Mermaids! Help Lea 5d3b920ae0

Title: League of Mermaids
Genre: Casual, Indie
Developer:
Alder Games
Publisher:
Legacy Games
Release Date: 23 Jul, 2013

English,French,Italian,German,Dutch,Japanese,Russian,Swedish

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Game Information League of Mermaids is a Match 3 game with physics that was developed by Alder Games and published by Legacy Games. Game Visuals I want to mentioned that the visuals in the game is well done. The visuals can be adjusted in the game's option menu. Game Audio I want to mentioned that audio for the game is well done. Even though the audio is somewhat simplistic and repetitive. The audio can be adjusted in the game's option menu as well. Gameplay There is no difficulty game modes to choose from. All levels have their own difficulty. There is a timer in the game. The levels can still be completed even if the time has run out completely. The story campaign mode has three chapters with the total of fifteen levels. There are three bonus chapter with the total of fifteen levels. But they are not connected to the story campaign. There is a zen mode. Endless match 3 modes with no timer. There is an ability to level up in this mode but it would require a certain amount of stars. The bottomless trench mode is to see how far the player can go before the time on the timer runs out completely. The special puzzle

mode features similar puzzles from the story campaign mode. There are sixteen different achievements that can be unlocked from playing the game. Each of these achievements does come with some requirements that needs to be completed before they can be unlocked. Miscellaneous Final thoughts: I have found the game enjoyable to a certain extent. The replay value for the game is low. I would recommend this game, but not at the game's full price value.. Not your regular Match 3 game, the different puzzles and levels mean lots of variety and lots of difficulty shifts depending on the level, story could be better but it's definitely something you could waste time on the Achievements and some of the level requirements for 3 stars are very tedious and annoying but once your past them it does get better. Overall i give it 7.5/10. League of Mermaids is a match three type game with a physics twist, so you drop balls in from the top of the screen to make groups of three or more, and as you clear the other balls fall into place possibly making more triples and clearing. The levels are fairly easy to complete, so the main limitation is trying to get three stars on each level - the second star being for beating the target time (usually fairly well set - you don't need to rush normally, but you can't dawdle either). A third star is dependent on the level - some require a chain of clears (say 9 in one move), some limit you to a maximum number of moves, and some require you to match the three silver hearts. As you progress through the levels a few extra mechanics are added in - frozen balls that need to be matched before they can be moved, and some special bonuses you can collect causing your next ball to explode, or bounce around clearing everything it touches, etc. So mostly the key to the game is how the physics works - and it is completely repeatable (i.e. if you drop two balls down into the same spot, they will bounce the same way, as long as the previous ball doesn't get in the way), however it can be a bit hard to predict the bounce in certain situations, but overall I found once you have played for a while you can predict what will happen fairly accurately most of the time, and it does lead to far more great moments than regular match three games - where you are mostly being congratulated for the right colours randomly falling in, in this case you can see where everything is, so the great moves are far more likely to be intentionally designed rather than luck. In most cases you rarely need to exactly predict the bounces anyway, as most of the time you are firing into chutes, or into a curve that will "catch" the ball softly and direct it the way you want, or on to a pile of balls where the bounce will usually be fairly clear. A couple of minor exceptions are on the flat based levels, when there is exactly one ball thick, it is seemingly impossible to drop it between two balls directly, it always bounces left (or right) 2/3/4 balls, so that can be a pain. There is also a specific level where you collect a bomb and have to fire two silver hearts down the sides and off ramps to be caught at the bottom of the playing field which took me dozens of attempts to get exactly right. So overall it is a fairly decent action puzzle game, but it could be frustrating at first until you get the hang of physics of the balls, which are both the main pro and sometimes the main con of this game compared to more traditional match three games.. Physics-based match-3 dropping balls game. Casual but somewhat challenging. Recommended. Similar to Atlantis: Pearls of The Deep, but more simple.. League of mermaids is a remix of puzzle bobble. Instead of launching bubble here you allow them to drop into the correct position taking physic into account. The idea is great and it could have been a great puzzle game but it isn't. What happened? You can't aim properly. Plain and simple: You. Can't. Aim. The game does not feature any kind of difficulty it features randomness. I felt like flipping a coin trying to get ten thousands of tails in a row. It wasn't fun.. Designed toyou off, randomizer feels like its programmed to give you spheres of colors that would impede your progress at the given moment. This, together with the gravity aspect, makes the game irritating to play instead of relaxing. The genre is so saturated thatyou should play something much better than this.. An astonishing exercise in frustration. I bought this game because I thought it might be exactly the sort of mobile-style fairly simple puzzle game that can distract my young niece when she wants to play on my fancy computer when I have to watch her. Of course, before letting the kid play something, I test it myself, and I found this game too infuriating to play to think my niece would have any fun with it. This is a game that looks on the surface like a "Puzzle Bobble" clone, but it introduces a very, VERY dubious physics system that can cause tiny taps to marbles (I mean "pearls") to make a marble either go nowhere or fly wildly off the edge of the screen at a million miles an hour. You match and eliminate marbles when they "touch", but marbles can easily come to rest a pixel away from one another and not "touch", only to have the next marble you drop to try to finish off a connection send the middle marble hurtling away at mach 2, throwing a differently-colored marble in its place. Worse, the game tries to be clever by making differntly-shaped boards that basically mean you have to blindly drop marbles down twisting chutes and hope that they come out anywhere near where you wanted, based, again, on that awful physics system. This is made worse by the fact that the marker for where a marble will drop is much narrower than the marble, so I'm constantly having marbles bounce off of map tiles that I swear have larger hit boxes than they appear to have, making the game an even more random crapshoot than it already was. That would all be forgivable if the game's level-clearing system actually took its mechanics in mind, but the game demands you clear away all marbles on a board to progress. and then introduces unmatchable marbles that require special powerups to clear. and then makes it so you can only have a limited number of those powerups (including only 1 treasure powerup). and doesn't even make those powerups (which eliminate random marbles) actually eliminate the unmatchable pieces by default, making some boards essentially unwinnable by anything but luck. Aren't puzzle games supposed to be.

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