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About This Game

Rooms is set in a dark and mysterious house called 'Rooms Mansion', the game plunges you into a virtual world based around 100 challenging sliding puzzles with a twist. In each room or level, you must think carefully and strategically navigate your character to the room's exit by sliding sections of the room, the same way as a slide puzzle. Your character can walk from tile to tile, but remember that only the tile that your character is standing in can be moved.

In this parallel world you need to use an amazing array of unusual items and devices, including telephones that teleport you from one side of the room to the other and explosives, to break through brick walls or other obstacles. And watch out – some rooms are filled with water and will need to be pumped out!

After escaping each puzzle you will be rewarded with four golden puzzle pieces that are required to secure your way home.

The solution is only a doorstep away. Getting there is the easy part. Finding a way home will be the adventure.

Features

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- A unique point-and-click puzzle adventure that is based on the classic sliding tile puzzle mechanic.
 - Play inside of intuitive and amusing rooms as you use objects and your wits to escape.
 - Over 100 rooms to go through as you make your way through the buildings of this mystifying world.
 - Includes Wii/DS exclusive levels.
 - Explore the additional play areas of "Rooms Street" and the "Rooms Mansion" where you can interact with non-player characters, find useful items and more.

Title: Rooms: The Main Building

Genre: Casual, Indie

Developer:

HandMade Game

Publisher:

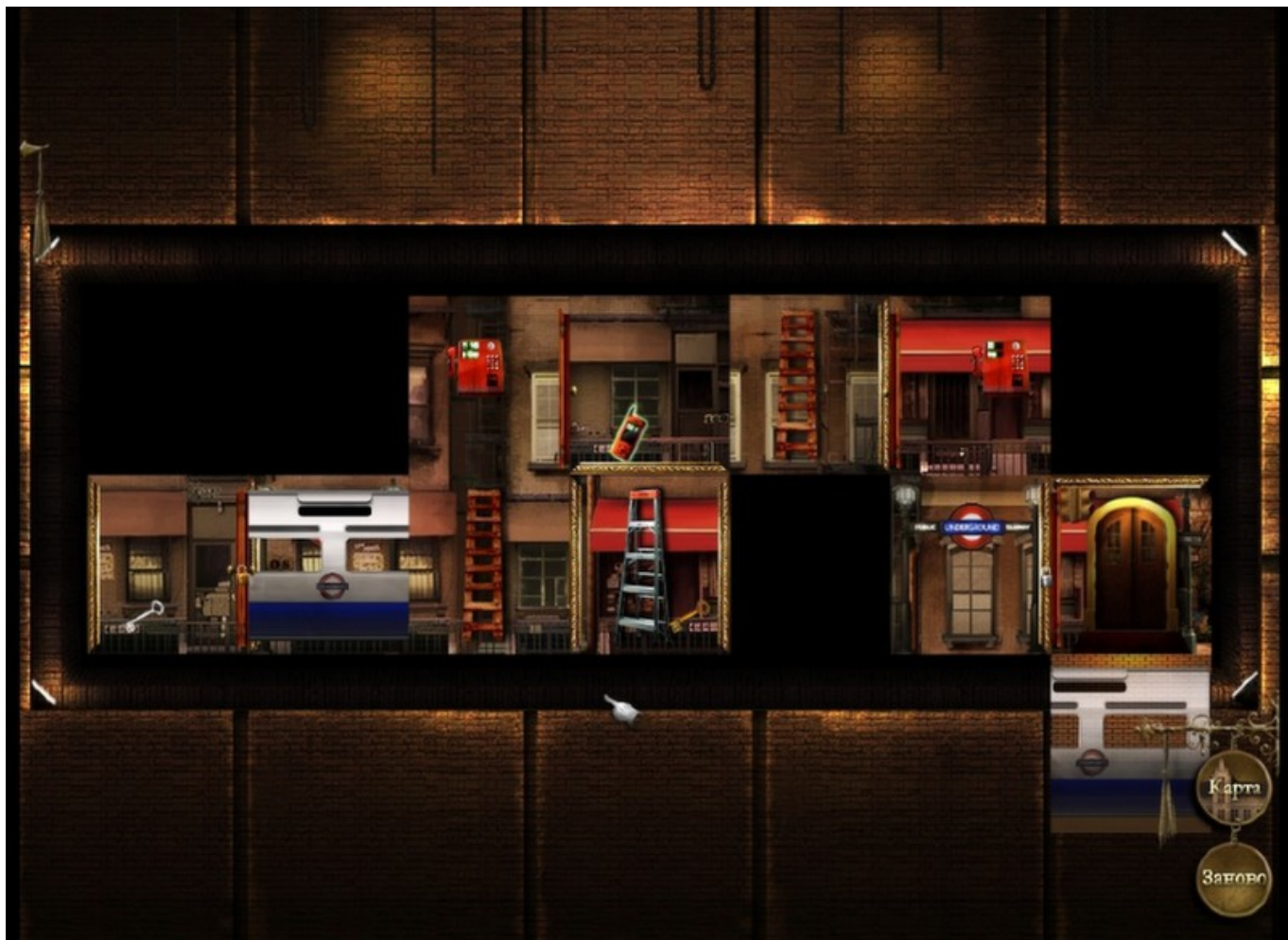
Zero Rock Entertainment

Release Date: 11 Jul, 2014

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English







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It's different....I agree.

But I didn't enjoy the experience. I just couldn't wait "to just get through it" so I could delete it from my machine.

It just felt sloppy and childish. Also, throughout the game, I just didn't know what ridiculous nonsense it wanted me to do next. (Sloppy)

It seemed to be torn between a puzzle game and an adolescent adventure game.

However, if you are young, all of my assessments may be mute.

Perhaps I'm being TOO critical of Rooms because I just finished The Talos Principle but I really don't think so.

I'm going to stick to my above assessment.

. What I liked:

- It works, I didn't come upon any bugs so far
- The graphics are pretty

What I didn't like:

- Having items explained to me by Mr. Book
- The levels are far too simple

Recommended for beginning puzzle solvers only.. I used to own the Nintendo DS version of this game. It is still as good as I remembered.. Love it when I was much younger and still like it when playing this version on steam.

The puzzles are fun (some are quite simple tbh but some are rather challenging), the music is good and I actually quite like the videos they use for the main character's movement, making him a bit cocky and really cute:D. wow this game is fuuuuuuuun..... Meh, it's a boring puzzle game.. It's different....I agree.

But I didn't enjoy the experience. I just couldn't wait "to just get through it" so I could delete it from my machine.

It just felt sloppy and childish. Also, throughout the game, I just didn't know what ridiculous nonsense it wanted me to do next. (Sloppy)

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First impression.

This is a sliding puzzle game with 100 puzzles and a level editor. (I'm not sure where you would find more levels for download, but apparently you can?) The twist is that you can only slide the piece you're on, so the game introduces mechanics for you to switch tiles: you can use a ladder, teleport yourself, switch out the level, and more. There are also locked doors, keys, explosives...

But wait, there's more, it gets meta. At the same you are moving the tiles, you also need to place them correctly so the background picture will look right in the end. If you manage that, you unlock items. And even more meta: these items can be used in a small point&click that is framing your puzzle endeavours.

It's all wrapped up in some photographic art that, despite being 1024x768 (the game scales it up for you if you like) does the job admirably, as does the slightly jazzy music that gives the game an old-time London feel. But you can see that from the trailer and the screenshots.

Solid puzzler, lots of (up to now) casual puzzles that provide a soft learning curve, and are original and fun to do. It took me about 1 hour for the first 20 levels of 100. I'm definitely going to finish this game.. Love it when I was much younger and still like it when playing this version on steam.

The puzzles are fun (some are quite simple tbh but some are rather challenging), the music is good and I actually quite like the videos they use for the main character's movement, making him a bit cocky and really cute:D. very good puzzles. You will spend more time waiting for the character's animations to finish playing than you will spend using your brain. It took half an hour of tedium before I got to a room that was even the slightest bit challenging.. A good puzzle game but not worth the \$10. Soundtrack is extremely repetative, better off shutting it off and listening to your own tunes. Would recommend on a sale.. The 'point and click' adventure aspect of this game is not terribly engaging, but the sliding puzzles are fun, enjoyable puzzles.. clever time-killer. If you enjoy room escape games, don't buy this. It is a sliding puzzle game, not room escape.

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