

The screenshot shows a level from the game 'Angry Birds Rio'. The main play area is a 10x10 grid of blocks. The blocks are colored blue, yellow, red, and green. The grid is partially filled with these blocks, with some cells being empty. The background features a tropical landscape with palm trees and a body of water. On the right side, there is a sidebar with a penguin character wearing a hat and sunglasses. Below the character are several buttons: a 'HINT' button, an 'ORANGE' button, a 'MENU' button, and a '1-5' button. There are also some icons and a '100% TAKES' label.

- Multi-color mosaic puzzles

Title: Fantasy Mosaics 15: Ancient Land

Genre: Casual, Indie

Developer:

Andy Jurko

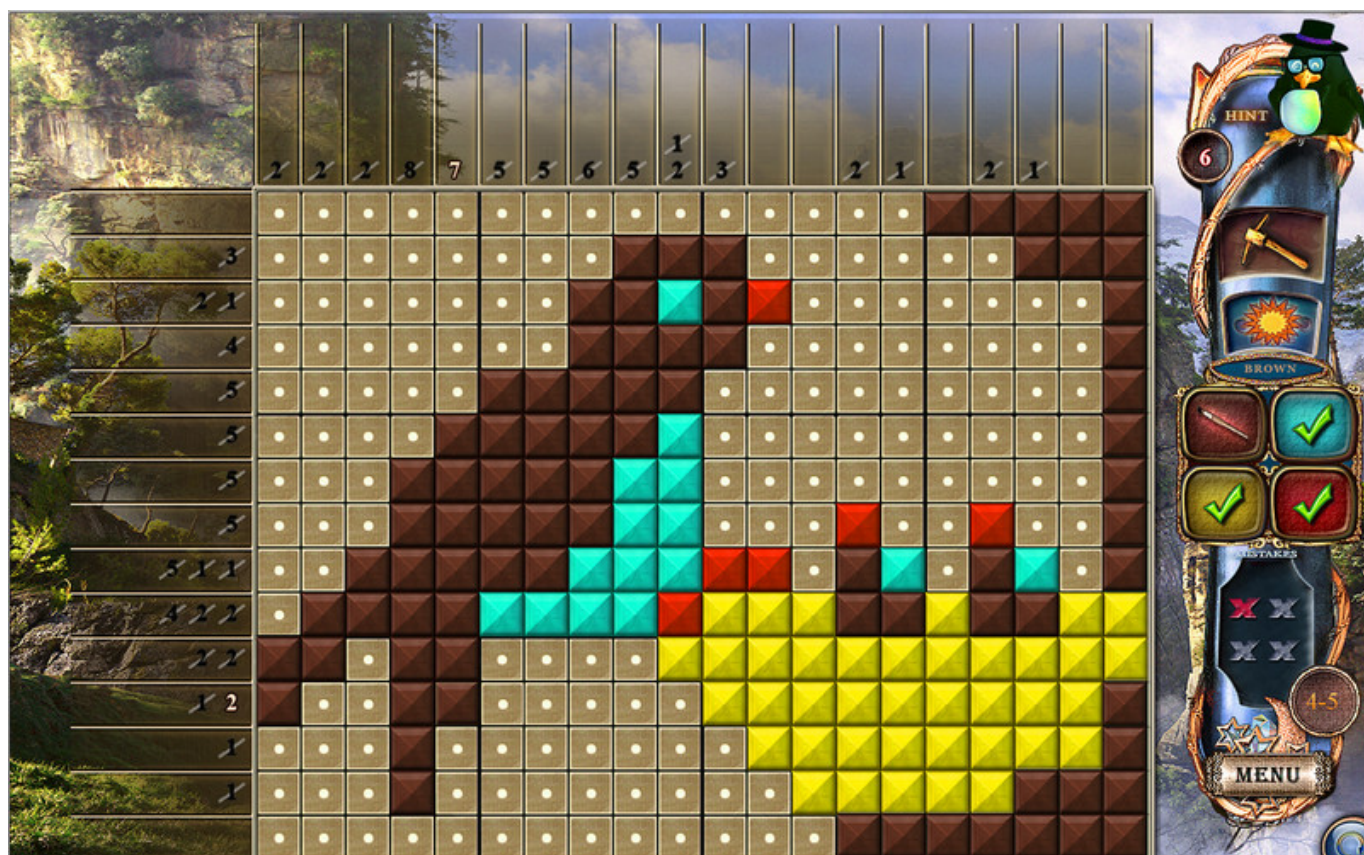
Publisher:

Andy Jurko

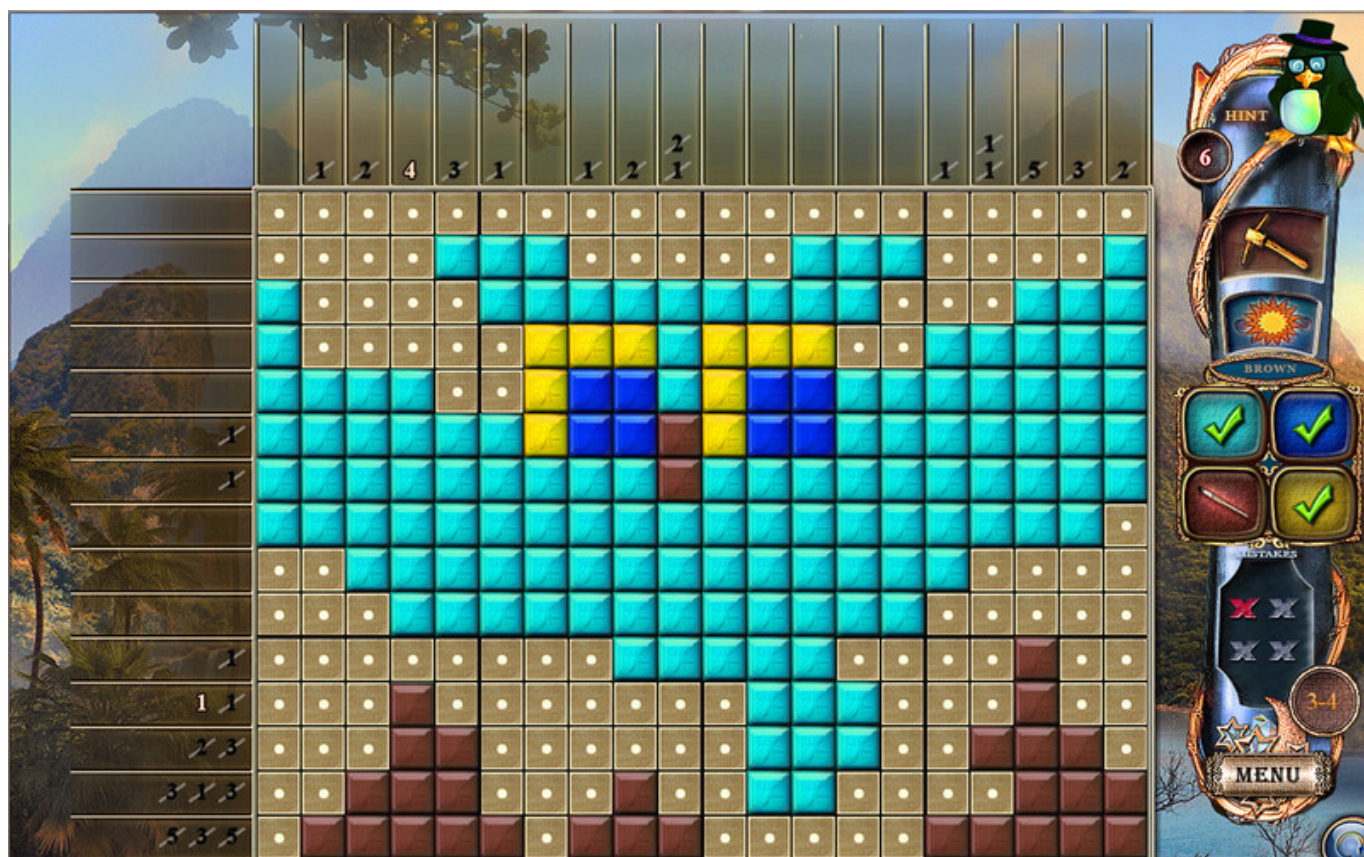
Release Date: 17 May, 2016

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English







Fantasy Mosaics is a series of nonograms (also known as griddlers) games released for iOS and Android before being ported on PC and Mac. I know that because I've added the whole series on Neoseeker. That's why when I saw it on Greenlight, I voted yes, despite the fact that it's just puzzles after puzzles.

The thing is that the 15th opus isn't so much different from the 14th. The only difference is that I wasn't bored at first, as I've grown fond of the series. Also, the number of hours passed in Ancient Land has decreased by half, as I've acquired some thinking patterns, allowing me to go faster and with less errors.

But the question is: what's a griddler or a nonogram? You must reveal a drawing by "blackening" a certain number of tiles in the row or in the line. However, each number represents tiles being next to each other: if you see 3, you know that you have three tiles without any space. The difficulty can vary: between full lines or columns or only tiles possible at the end, you have to think when you have a line or a column of 1-1-1-2-1-3. But like I've said, some tricks can help: when there is a space between two tiles, you know that this space can't be used at all.

The plot isn't really important: a family of penguins travelling around, discovering more colors or unlocking new items for the "garden". What's really keeping me is to make no errors to have three stars or a golden cup (no hint, no mistake). Like in the 14th, the drawings aren't really interesting for me.

And if it's the challenge which is keeping me in the game, it means that you need to be interested to challenge your brain and more if you want to play without the numbers being crossed (which I'm not even doing as I find the casual difficulty hard enough).

The real negative point is a price I find a little too high for what's provided, however, with a discount, it may be interesting to buy. However, the 14th and the 15th games are really similar, it could be only one game if the PC/Mac version wasn't following how they were released on iOS and Android - because, yeah, it's a port of a mobile game.

The 16th game, just released on Steam, is providing more change as the palette of colors is now extended to six, just for your information. But I'm still curious about the earlier works and how the series evolved.. Good picross game, only a few instances of having to guess.. If you've played the previous iteration of this series on Steam ("Fantasy Mosaics 14: Fourth Color"), you know exactly what to expect with this one ("Fantasy Mosaics 15: Ancient Land"). Basically, pure nonograms (20 sets of 5) with the twist that you have to complete four separate color's worth of a nonogram to complete each puzzle. Everything's very visible and doable. My only quibble is that the two tools you get (a bomb-like thing and a pick) aren't well explained (I still don't understand what the difference between them is -- though I hardly use them (only when the game presents me with a logic loop)). This game took me 13.3 hours to complete (no Achievements available -- though they'd be nice in this game). That's about 5 hours less than what it took me to complete the previous game. But, I'm pretty sure it's just because I got a whole lot better at these since then. So, even at its current list price of about \$7, it's worth it. I got the game for about \$2, so that's even better. Definitely recommended.

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