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About This Game

Mosaic: Game of Gods is a game of mosaic puzzles made of different materials.

The Universe exists balancing between Chaos and Creation. They bring harmony and equilibrium; they are watching the flow of life. But, when one of the forces prevails, the world becomes unrecognizable. And so it happened once, when the furious God of Chaos decided to wipe all the life off the Earth.

And now only the Goddess of Creation is able to bring everything back and tame the heart of the God of Chaos.

- 150 vibrant levels
- Charming and relaxing music
 - Fever mode
 - Relaxed mode
- Numerous achievements

Title: Mosaic: Game of Gods

Genre: Casual

Developer:

New Bridge Games

Publisher:

New Bridge Games

Release Date: 31 Oct, 2016

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Minimum:

OS: Windows XP/Windows Vista/Windows 7/Windows 8/Windows/10

Processor: 1.4 GHz

Memory: 1024 MB RAM

Graphics: Any

DirectX: Version 9.0c

Storage: 310 MB available space

Sound Card: Any

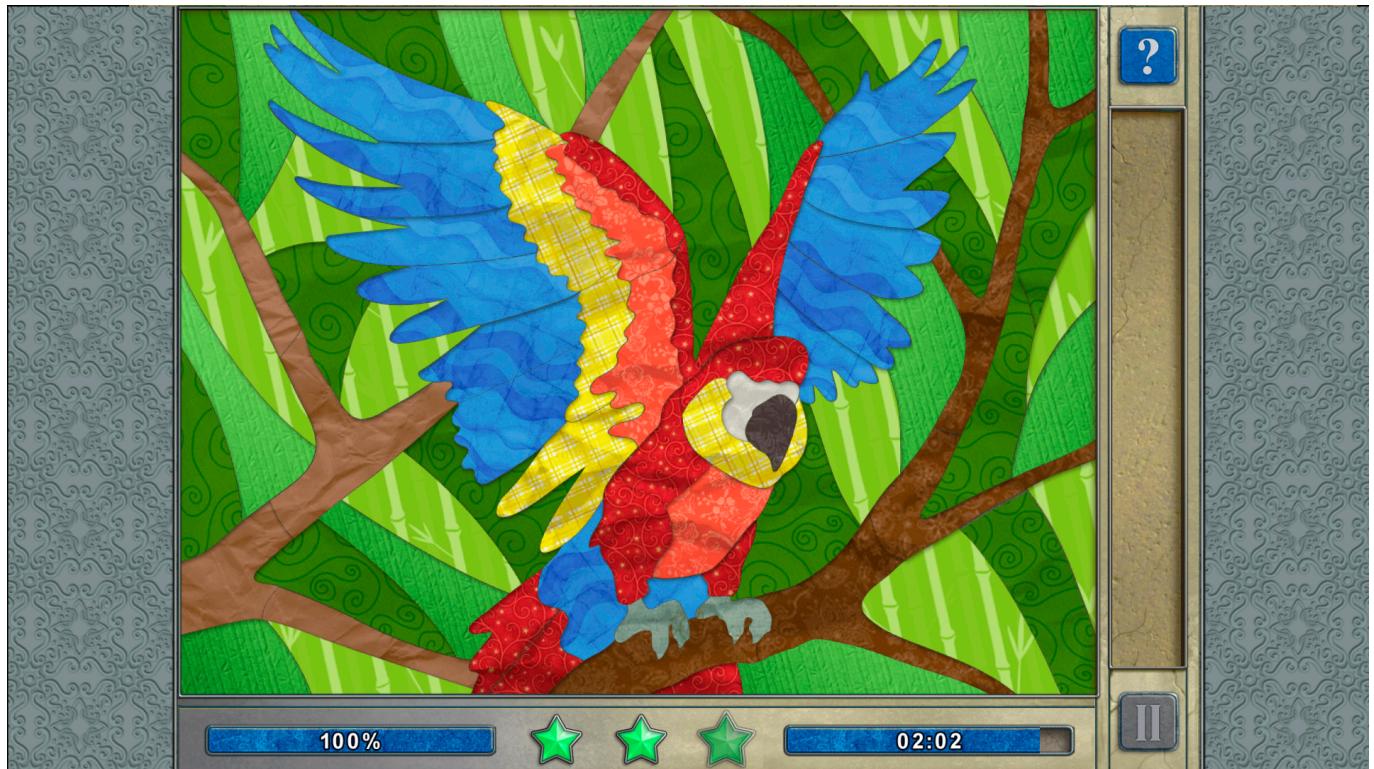
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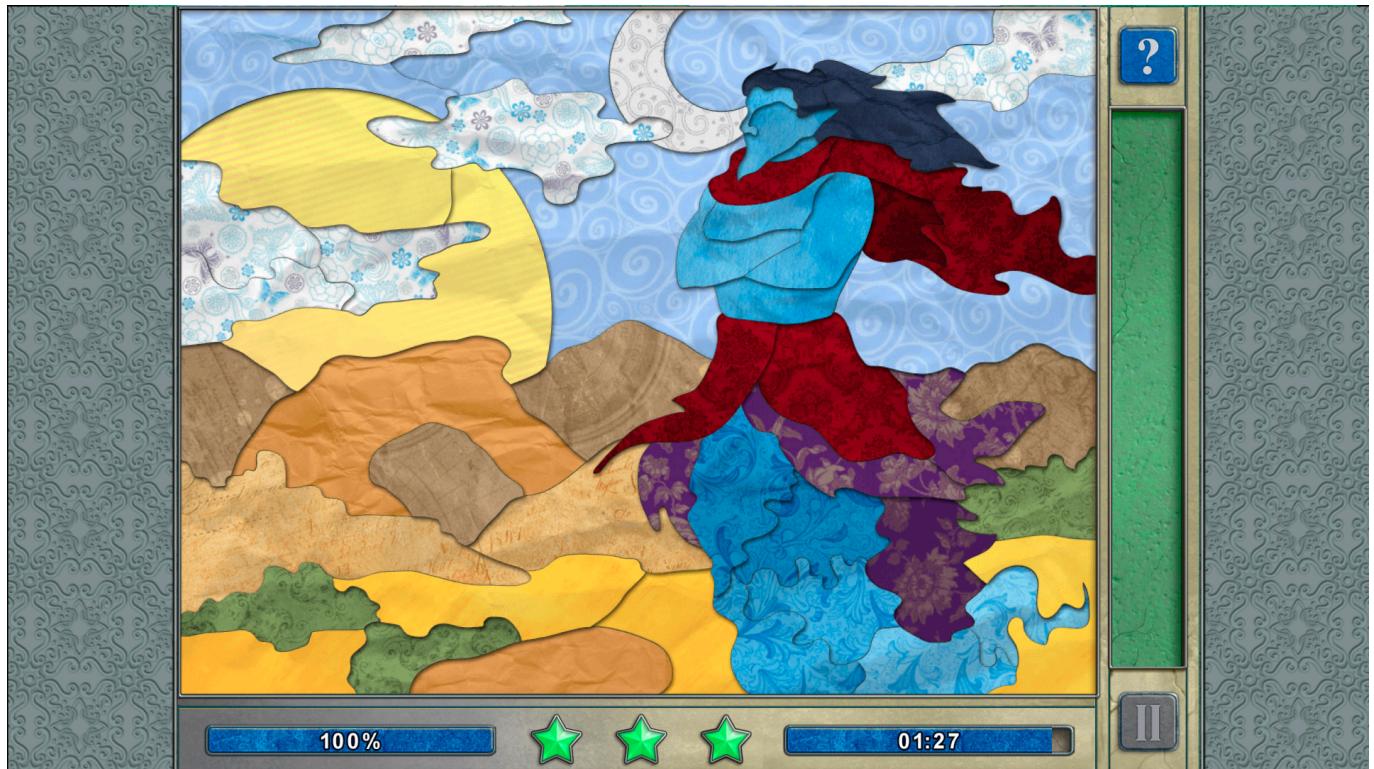


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relaxing and very addictive.... XD. relaxing and very addictive.... XD. Best thing about this game is the simplicity of it and the music. Its a simple puzzle game that can be challenging at times but wow that music is fantastic. I recommend it to any casual player.. Recommended.

Story...

The title of this game hints to a story, perhaps to a story on a deeper level. It sounds like the game would happen between two deities who both want something. That sounded extremely interesting to me. While I didn't expect too in-depth background due to the type of this game, I was still disappointed by the lack of it. There are exactly two cut scenes, at the beginning and at the end. The title mislead me quite well for making me believe something particularly exciting would happen between the packs you have to finish.

Characters...

There's not much to the characters and that's not really surprising. Still, the two main characters (and I use that term loosely) have a connection to each other. It's hard to tell what kind of relationship it is, because they never, even once, speak. So in that as well, the characters lacked depth.

Gameplay...

It's very simple, but nice nonetheless, if you know what to expect. I expected the Fever Mode to be a timed version of the main game, but it's not. You have a certain time to finish a mosaic and you gain more time every time you finish one. So you can go on as long as you have time. It was a pleasant surprise for me, since I typically do not like timed versions. It was a nice add to the slower, more relaxed version. If you start with a Fever Mode, maybe the game mechanics work differently? That I can't say.

Art...

When you first begin the game, the main screen has BEAUTIFUL art. It was gorgeous, and had quite sharp details. The colors were wonderful too. It was pleasant to look at and I expected it to apply to the whole game.

But. I was once again disappointed. The cut scene animations don't have similar style at all. Admittedly, animations rarely look as good as the main art. But the level dropped down a lot, almost made it look ugly. Visually appealing games are my thing, so to be first introduced to an amazing view and then to have it change... It was a true shame. The only good thing is, that there were only two cut scenes.

As for mosaics, all of the packs had different textures. From glass-like to rough, it was interesting - and some of the textures made the gameplay more challenging.

Music...

I loved the music. It hit me immediately when I began the game. I actually wished that I could listen to it some more, which is rare for me. I liked the main tune the best, but the others were quite pleasant to listen to too.

Conclusion...

I enjoyed this game enough to recommend it. It might typical to this type of game, but it has a good soundtrack, mosaics with different textures and two modes. Achievements were nice and not too hard to get. And it's not horribly pricy either.. Fun little Mosaic game. I'd recommend it if you like puzzle mosaic games. 9V10

Mosaic: Game of the Gods is jigsaw puzzle game that draws inspiration from stained-glass artwork, the pieces being put together in a beautiful mosaic painting. It begins with a minimalist, yet gorgeous cinematic that is a simple retelling of the older creation myth, chaos destroying everything and being put back together by order. It's a simple setup for the reasoning behind the puzzles themselves, but it's effective in its approach.

There are six packs of puzzles, each with 25 puzzles, the last of which puts a unique spin - pun intended - on the base puzzles. Jigsaw puzzles usually wear out their welcome in video games pretty quickly, but this one is keeping me entertained to the end, because of how different it, and how relaxing it is. Each puzzle has three stars to obtain - one for completing the puzzle, one for finishing it without mistakes, and another for doing it in the allotted time. It's a nice system that is there for completionists, while not disrespecting the time of those who just want to finish a puzzle at their own pace. The unique take on the old jigsaw game is welcome, the only other game of its ilk that does something differently and good at the same time is *Plexus Puzzles*. It's nice to see more variety in the genre.

The only issue I have with the game is that you only have a limited number of pieces to choose from at any given time. You cannot scroll through all the remaining pieces, which is unfortunate given the fact that the beginning layout of the puzzle changes each time, so it takes some control away from the player. This is a small issue, as it doesn't effect the enjoyment and relaxing aspects of the game all that much.

Finally, in regards to the gameplay, there's Fever Mode, which is for those who really like a challenge. You start with a set time limit to solve a series of puzzles, all in that time limit. You gain time by finishing a puzzle, so the faster you solve them the more time you will have to solve the next one. It's effectively a Boss Rush mode in a puzzle game, which adds replay value to a type of game that usually doesn't have any.

The artwork is beautiful, and never disappoints. The music, while charming and relaxing as the preview says, gets old after a while. The game could use more variety in the music department. With that said, it's a small annoyance.

5 being Average, Mosaic: Game of Gods scores a...

7.5 V 10 -- In a genre that typically does nothing new, Mosaic proves to be both a unique and relaxing experience.. This Game is very BEAUTIFUL!

Pros: Great story, beautiful graphics, very fun and addictive :P, has many levels, can be played normal or relaxed mode.
cons? no cons! :). If you like puzzles and find it on sale, pick it up.. This beautiful game is a must-have for all lovers of patchwork puzzle games. The puzzles themselves are well designed and relatively easy, but the time limit to solve them makes the game fast-paced and challenging at times, and there is a whopping 150 of puzzles in total. The art of the puzzles is very distinctive and nicely looking, and the music is also pleasing to the ear. All in all, "Mosaic" is an excellent game that brings several hours of fun, and which you'll want to play over and over again.. This beautiful game is a must-have for all lovers of patchwork puzzle games. The puzzles themselves are well designed and relatively easy, but the time limit to solve them makes the game fast-paced and challenging at times, and there is a whopping 150 of puzzles in total. The art of the puzzles is very distinctive and nicely looking, and the music is also pleasing to the ear. All in all, \u201cMosaic\u201d is an excellent game that brings several hours of fun, and which you\u2019ll want to play over and over again.. Fill in the mosaic with a limited set of available pieces to build up and complete an image.

Solid puzzle game in the same vein as *Glass Masquerade*, a lot of levels, nice sounds and music, the art is quite simplistic but even at its worst it's not too bad and some of the image design suits it very well.

The one problem I did have with the game was that the RNG can badly shift the difficulty. Get to a new image and have a bad set of pieces out at the start and it's effectively impossible to get through a level with three stars. There is no guide image shown even briefly when you come in to a new level and if it had one it could have helped significantly as I rarely had any difficulty the second time around.

Either way, it's a small issue that only cropped up a handful of times, otherwise the game is solid, and at over 7 hours of play to finish it all up, it's well worth its price, particularly in a sale.. Game Information

Mosaic: Game of Gods is a *Puzzle game that was developed and published by New Bridge 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.

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 are two different difficulty game modes to choose from: Regular and Frenzy. Both of these difficulty game modes has different play style. The regular difficulty game mode has the timed and relaxed option. The frenzy difficulty game mode only has the timed option. It is recommended to play the game in regular difficulty game mode to familiarized with the puzzles before attempting to playing the frenzy difficulty game mode.

There are six chapters with the total of hundred fifty different puzzle to solve. All levels has three stars to earn. The outcome of many stars that is earned depends upon how fast the puzzle is completed and any mistakes were made. Replaying the puzzles helps improve the star ratings.

There are twenty-four 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

There are five different trading cards to collect. The game only drop three of those trading cards. There are several ways to get the rest of the trading cards: Purchased from the Steam's Community Market; Trade with friends; Booster Packs and its' Booster Pack Creator.

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.. Good! This puzzle game contains beautiful puzzles. Very detailed pictures and the pieces always fit when you think they should. Nicely crafted game. Lots of puzzles too.. I give this a conditional thumbs up.

Pros:

- Amazing graphics
- Decent music, though I turned it off and usually play with iTunes in the background.
- Interesting puzzles, especially the round ones at the end of each section that require you to rotate the puzzle to place the pieces. I wish there were more of these.

Cons:

- Game only allows you to see five pieces at a time. Would be nicer if you could scroll through all the pieces in a puzzle, or maybe a shuffle button would be warranted and make the time challenges a more feasible aspect of the game.
Overall a fun and relaxing game. Would be a great game to let your kids play as well.
7.5 √ 10. I thoroughly enjoyed playing through this game. The puzzles are simple and relaxing, but can become more challenging when playing against the clock. The art style is beautiful and very pleasing to the eye. Suitable for adults and kids alike.

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