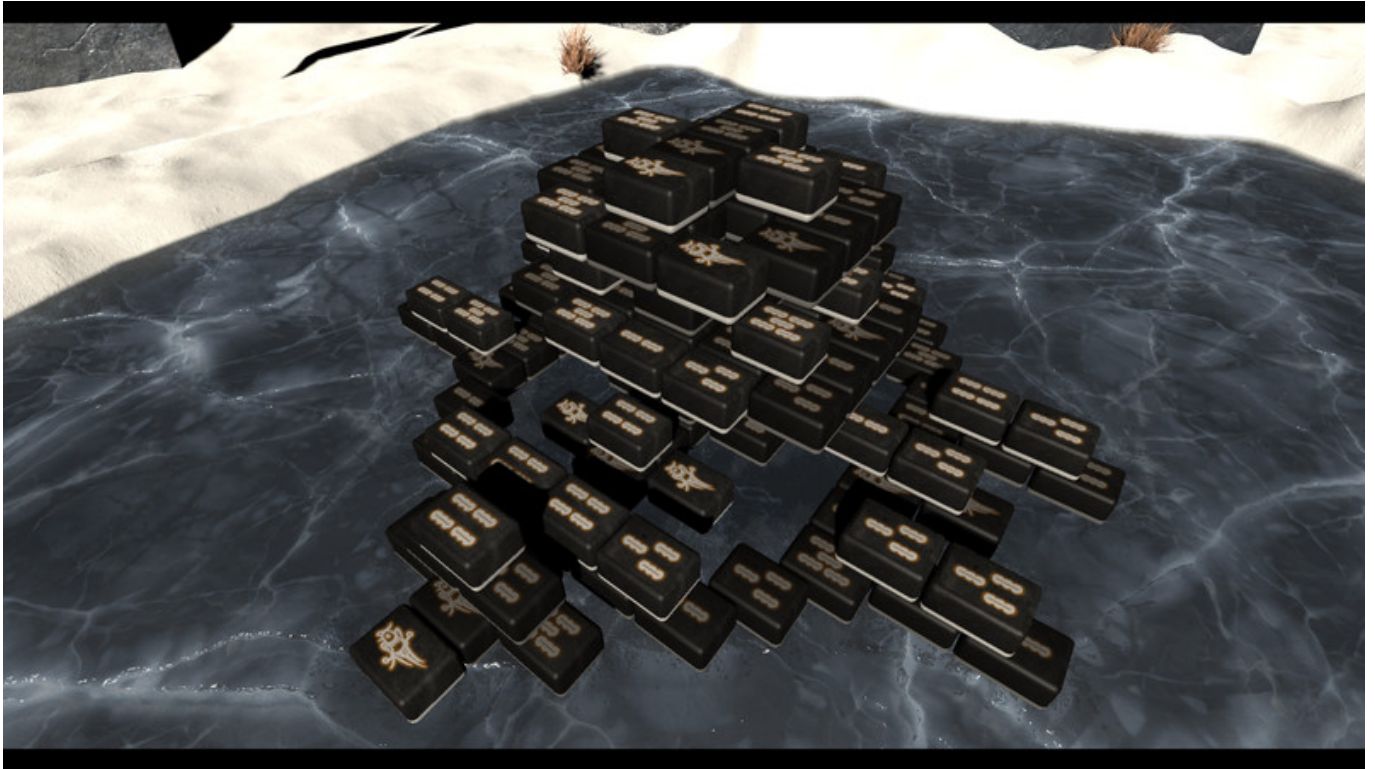

3D Mahjong Worlds Free Download [FULL]



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About This Game

No matter if you are a mahjong master or a beginner, this game will be your best choice!

Creative design of solid 3D mahjong levels, simple game rules, suitable for everyone!

It's transformed from the traditional matching game and brings relaxing experience to players in 3D way.

Be the master and pair all the cubes to eliminate them on over 60+ levels!

Game features:

- VR and non VR mode. It mean's everybody can play with this game! The non VR mode control is keyboard and mouse
 - Classic and 3D style levels.
- Optionally you can use both controller at the same time to remove tiles.
 - Rotate, move and zoom the board.
 - Teleport around the board to find the best angle.
- It's a simple puzzle game which is suitable for any age groups.
 - Auto hint and shuffle function, in case if you'd get stuck 🤖🤖

How to play:

Choose two identical mahjong tiles to pair and remove, which can only be done, if their left or right side is unblocked (no neighbour).

You can use your controllers to zoom in, zoom out or rotate and move the objects. The board will automatically reshuffle if there are no tiles to be paired.

After you remove all mahjong tiles the level is complete.

Title: 3D Mahjong worlds
Genre: Casual, Indie
Developer:
PixelBrain Studio
Publisher:
PixelBrain Studio
Release Date: 16 Apr, 2018

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Minimum:

OS: Windows 7 SP1, Windows 8.1 or Windows 10

Processor: Intel® Atom X5 1.4Ghz

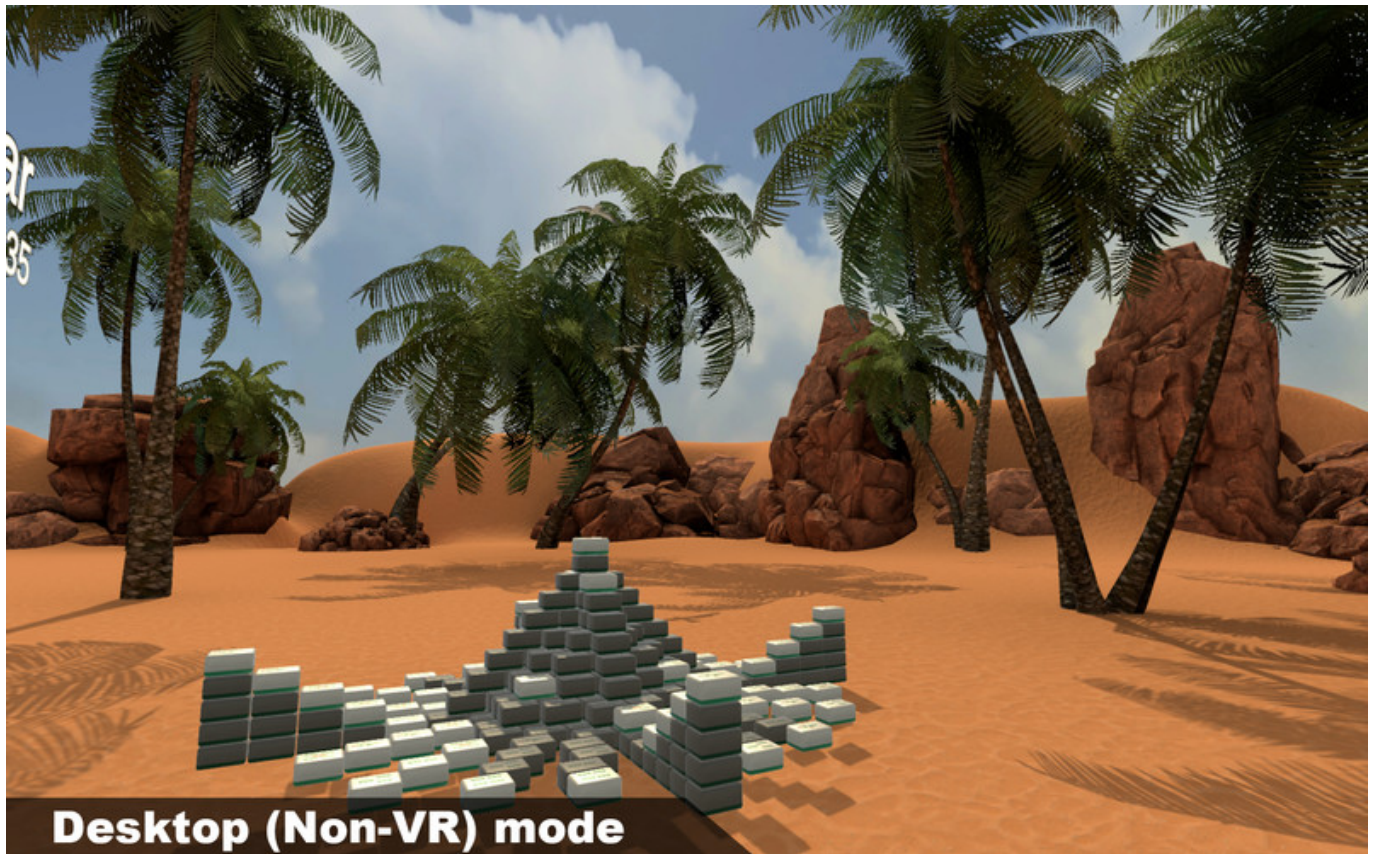
Memory: 2 GB RAM

Graphics: Intel HD 4000

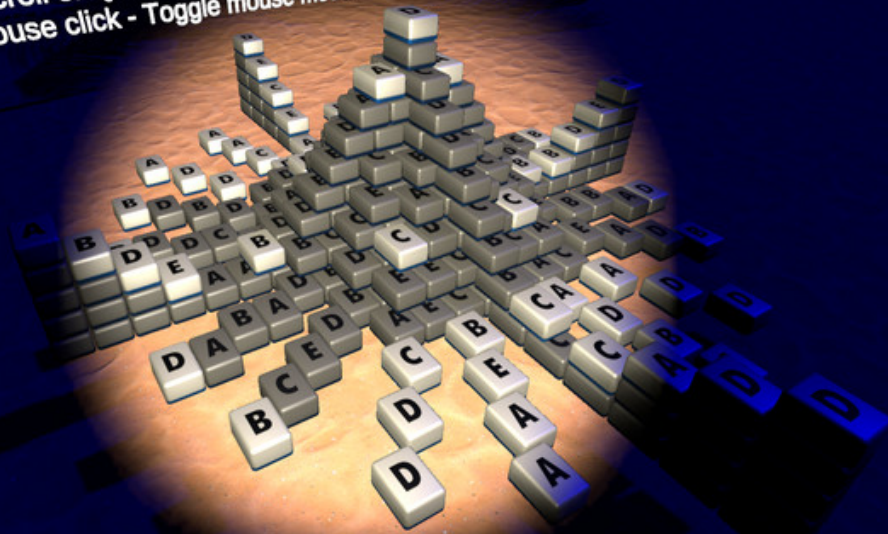
Storage: 900 MB available space

Additional Notes: This is the minimum configuration for normal desktop non VR mode

English



Cursor arrows - move/rotate the board
WIS/A/D keys - player movement
mouse scroll or Q/E keys - board zoom
Right mouse click - Toggle mouse mode





A very nice VR version of Mahjongg. The graphics are very nice and the tiles are solid looking. You can rotate the tiles to see all of them. You can also enlarge or reduce the size of the tiles to suit your taste. The 3D is very nice. The only thing I would change if I could, would be to give the user a selection of different tilesets. Such as American tiles with many different themes to them like "Things around the home" theme, and "Traffic Signs", and "Football Teams", "Christmas Tiles", etc. A selection of different tiles would be very nice don't you think? It's a nicely done game and I'm glad that I purchased it. I would recommend this game for everyone. :). no no no. Played for 5 minutes, got nause even without VR.

good idea to do mahjong in 3d, execution beyond terrible. A very nice VR version of Mahjongg. The graphics are very nice and the tiles are solid looking. You can rotate the tiles to see all of them. You can also enlarge or reduce the size of the tiles to suit your taste. The 3D is very nice. The only thing I would change if I could, would be to give the user a selection of different tilesets. Such as American tiles with many different themes to them like "Things around the home" theme, and "Traffic Signs", and "Football Teams", "Christmas Tiles", etc. A selection of different tiles would be very nice don't you think? It's a nicely done game and I'm glad that I purchased it. I would recommend this game for everyone. :). The Good:

Aesthetically, it is the best implementation of the game in VR.

It makes good use of VR and Vr really adds to the experience.

It has real potential if issues are addressed.

Things that I would like to see (and the bad)

There seems to be no real challenge. What is there is fine for a sort of 'zen' mode and should be kept for that.

But it needs a harder mode with a timer - so you have a bit of panic when up against the clock.

When you have no more moves, the tiles are automatically shuffled - why? Isn't the the very idea of the game to think a strategy to avoid this and to take the correct tiles to solve the puzzle. Obviously, the stages would have to be worked out so that it is the players fault (rather than the game's) if you get the tiles locked.

The one thing that made it totally unplayable for me is when I found out that if you click a tile, the matching tile (if there is one) is highlighted. This removes the very last bit of challenge. All you really need to do is randomly click on tiles and let the game tell you where the matching tile is.

Please put me right if I have any of this wrong (and I will change the review) - or if there is an option I missed somewhere. I could not find one.

So, these issues make it pretty unplayable for me - I did not refund, as I want to support the development of the game and hope to see these issues addressed in a patch. If they are, I will change my negative into a positive and this will be then well worth the price being asked.

My advice, hold up until it some of these gameplay issues are patched.. The Good:

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