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About This Game

Collect all the gemstones in this Match 3 game.

Slide gems to combine them and create combinations of 3 or more.

Complete numerous levels with different missions and exciting challenges.

Combining 4 or more gemstones results in a powerful booster to destroy even more gems. Discover boosters to destroy rows, columns, all gems of a specific type, or even the entire table!

Can YOU complete all the levels?

Features

- Simple to play! Slide gemstones to create matches.
- Four different types of missions: reach the target score, collect a specific number of gemstones, remove colored tiles, or get the trophy to the bottom
- Two different completion modes: limited number of moves OR limited amount of time
 - Five boosters to help you complete levels
 - Each level completed
 - Fifty original levels to complete

MESSAGE FOR ACHIEVEMENT HUNTERS

To get 100% of the achievements in this game,
it is necessary to have the DLC [Mighty Gemstones - Hardest Level](#)

Title: Mighty Gemstones
Genre: Casual, Indie, Simulation, Strategy
Developer:
Fabio Cunha
Publisher:
Fabio Cunha
Release Date: 1 Feb, 2018

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English







the mighty gemstones hbo. mighty gemstones. the mighty gemstones

Great intro to what should turn out to be a great game! Love the hands on approach to teaching important principles of science and technology. As of now, I'm looking forward to more modules and to see what the team can come up with.. While I wouldn't personally recommend this, it's got some things going for it. It does a good job of blending in the RPG elements with the sandbox gameplay while still giving you absolute freedom. Took me a few tries to figure out what the hell was going on but once you start slapping on weapons, upgrades, jet packs, and grappling hooks you can enjoy yourself.

Maybe it's more to your taste than it is to mine. It's got Trading Cards so may be worth checking out if you're curious and it's on sale.. Edit 07/07/2015

Just finished the storyline and the game definitely left me wanting more. The devs are also very responsive, I encountered a bug and it was patched immediately. Another patch dropped today so it is obvious the devs are looking to support this game. Very pleased and looking forward for a continuation of the storyline!

Original Review

This game is an amazing accomplishment because it does something that a lot of these new space fighter games have not done, remind me of the old days. The flight mechanics are straight old school. Many have complained about the lack of strafe but old school games like Wing Commander did not have strafe. Slide however works exactly like it did in Wing Commander 3.

I do have two complaints and please note I have not yet finished the game. The ships, while controlling great, do not feel to have much speed. There are afterburners but they are used up quick, which I do not mind. I just wish there top speed of the craft was higher. My second complaint is that I have only been allowed to pilot two different fighters. Again I have yet to finish the story line so maybe I will get additional starfighters as the game progresses.

If you are a fan of old school starfighters I highly recommend this purchase.. This DLC is very good the plane flies well, not all clickable switches V buttons do anything(shame). its got a GPS GARMAN 295 map which is good when you want to know where you are.

It has an Auto pilot where you can set your heading and ceiling but it will not follow a set GPS in the GARMAN so you have to follow the HDG course.

The heading select gauge (center top row) is a bit odd, as is the pointer needle which sets the heading, which works with the GYRO HEADING DRIFT gauge (second left, top row gauges) it all works but it just an odd way of working the HDG.

The engine on start up sounds just right, so is the very throaty idel. In flight the sound is spot on. (ive had the pleasure of being close up to the real thing at an air show.

I think the graphics in the cockpit could be better, It reminds me of the graphics in the TOM & GERRY Cartoons, lol watch one and you'll agree.

But all in all it's a good flier.. Great game!. pacific strom allies does not work for me it keeps on crashing at stat up i would say stay away from this game. **PROS:**

+ **FREE**

+ **charming art style**

+ **nice soundtrack**

CONS:

- **really short game time**

- **mouse pointer does not disappear**

- **a couple of bugs\glitches**

Comment:

This game looks cute and as a casual platformer it's fun. Both the art style and the soundtrack help you relax while playing. Level design is good although not perfect. Like collecting the tokens seems a bit counter-intuitive, some require you to kill yourself in order to get them. Luckily you only need to pick up each token once. The game might still need a bit of polish. After finishing and collecting all tokens (I got the achievement) it shows me I am missing all 3 tokens on the last level and 1 from the level before the last. Also the hitboxes are inconsistent in some parts, especially against spikes and flames. Overall a nice little indie game that, while flawed, will give you some platforming fun for a little while.

If you liked this review you can find more on the [Curator page](#) or in my [Review Corner](#).. [Not worth the full \\$15 price, but a great game to pick up when it goes on sale.](#)

[Don't set a goal to sit down and beat this game. It isn't that type of experience. This game is great for picking up and playing whenever you have an hour or two to kill.. The translation is a little spotty, but the puzzle design is actually quite well done. For a game made by one person, this was an impressive feat.](#)

Absolutely unplayable. This is the worst game ever. Nobody knew a game could be this bad. Sad!. It's a 2019s really good game, short and fun ... nothing more to say. The first few minutes are extremely frustrating, learning to jump through what the course is going to be, rather than what it is. However, it becomes insanely fun once you get used to it. If you're as lucky as I was in finding plenty of friends willing to push through that initial learning curve, you're in for one of the most amazing party game experiences of your life.

I'm also in love with the whole "Pixar end credits" aesthetic.. I turned into an 8-year old russian kid after playing this game.

I love this.. It's like Tank Battle: 1944, but in Africa! Animations are lit for a game like that!. Sadly this game has been abandoned with the updates, One of the biggest issues of this game is that the fullscreen resolution is terrible if you have 16:9 monitor or a larger screen, it will look really pixelated with black bars to the sides.

Also, the story is really basic and nothing special.

If you are a kid you might enjoy the plot, it lasts around 3 hours.

And that's about it.. Good game.

You can earn achievements.

You can get trading cards.. It looks like a pretty simple and crudely illustrated game ... and it is. But it is also a good amount of fun. Build your tower based upon cards "dealt" to you each turn, cast spells that can be either offensive or defensive, and protect your tower (or dungeon) whilst attempting to destroy your enemy's. The random nature of the cards results in hilariously great, balanced, or woefully awful hands that influence your construction and strategy each game differently; the tutorial could, perhaps, be a bit more in-depth to assist your learning curve, but once you get a handle on it the game moves briskly and has some surprising depth. Single player doesn't appear to have any campaign besides just playing the AI over and over, and it suffers as a result. Multiplayer can be a bit hit-or-miss (mostly miss, unfortunately, but through no fault of the devs) as there aren't a tremendous amount of players online at any given time. With better graphics and a "larger" publisher this game would be much more highly reviewed than it is; as it stands now it is a very good yield of fun for the investment. Recommended.

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