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Puzzle games come in all shapes, sizes, themes, and tones. Some may be as skilled as designing the next Mars rover, while others are so easy children can figure them out. The most notable starts with a unique game mechanic and expands on it throughout the game. All five of the puzzle games below are amazing and easily worth your time and energy. As for our method, we average out critic scores and user scores for each game on Metacritic. We figure that method gives the clearest picture of how well the games were received in total between the time of release and now. 5. Pushmo Source: Nintendo Composite Metacritic Rating: 86.5 Pushmo is often billed as a puzzle platformer, but it's much more a puzzle game than a platformer. You control an adorably rotund character that begins each step at the bottom of a wall that is divided into shapes. Your job is to rock around, pull out the shapes in the right order so you can jump on them to reach the top. The trick is that you can only give each shape three tugs before it stops moving, creating some seriously tricky puzzles when the levels get big. Add in some teleporters and switches, and you're watching a game that will keep you busy for hours on end. 4. Brothers: A Tale of Two Sons Source: 505 Games Composite Metacritic Rating: 88 On the other side of the puzzle platformer spectrum is Brothers, a game that is more about navigating a wonderful painted world than it is about solving repetitive puzzles. The unique feature here is that the game has you controlling the two main characters simultaneously, using a single controller. An analog lever and trigger controls one boy, while the other stick and trigger controls the other. It's hard to wrap your mind around at first, but eventually it clicks. The idea is to solve environmental puzzles to take you to a tree that is an antidote to your father's disease. And unlike most puzzle games, this one tells a deeply moving story. 3. Portal 2 Source: Valve Composite Metacritic Score: 91.5 The original Portal accomplished the incredible feat of coming up with a game concept so brilliant that it could support an entire game. What Portal 2 did was expand on the idea in what seems to be all sorts of ways. The starting point is this: You have a gun that can create portals on any flat surface. So you can make two portals, then enter one and and pop out the other. Portal 2 adds all kinds of twists, like speed gel you can spray on the floor that will allow you to run at superhuman speed, and bounce gel that lets you jump incredibly high. It also has a captivating story and a sidekick orb voice by exuberant Stephen Merchant. 2. World of Goo Source: 2D Boy Composite Metacritic Rating: 91.5 If you like stretching goo, this game is for you. The idea is to drag sticky balls of goo around the screen to create impressively large structures — structures made entirely of goo. The trick is that every goo bro and goo must be mechanically sound, which means it needs a proper goeey foundation. Figuring out how to give it without running out goo is where it gets tricky. It's a puzzling proposition. 1. Portal Source: Valve Composite Metacritic Rating: 92 Often when a developer introduces a new game mechanic, it takes some time for the company to perfect it. Not so with Portal, a puzzle game Valve released in 2007 as an addition to the Orange Box compilation set — a set that featured much higher profile games like Half-Life 2. While Portal may have seemed ticked on at first glance, players quickly found it to be every equally brilliant and captivating as the other classics in the box. The idea is that you have to get from one end of each three-dimensional level to the other. To do that, you have a gun that can fire portals on any flat surface. Enter one portal, and you'll come out the other one. Valve managed to come up with some truly winding room designs and explore every nook and cranny of the core idea. If you haven't played Portal, you're missing out. Follow Chris on Twitter @CheatSheetChris Check Out tech cheat sheet on Facebook! More from Tech Cheat Sheet Robo5 takes cool steampunk style and pulls it in fun, cartoon artwork to provide hours of both casual and intense gameplay. The concept of the game is simple, but you can tell that's exactly what the developers were aiming to accomplish. It's hard to argue with the combination here, especially when it's free to play for a large set of levels and just \$1.99 to unlock everything. Join us after the break and see a little more about what makes Robo5 a fun game. Robo5 is just as simple as it looks when it comes to understanding the controls and interface, but there are plenty of more advanced moves to help you later. You are a cartoon robot, and the goal is to climb up a structure of boxes and platforms to reach the exit at the top. The first set of levels acts as a primer to get the hang of the controls and mechanics of the game. It uses a mix of quick tips at the top of the screen along with a hand that shows the right sweeping motion to get the point across. When you get controls and mechanics down, things are pretty simple. You (as in, the robot) use all the mansions to shoot, drag, jump and climb to get up the structure. For general movement, tap a position, which allows your character to move only one box (or space) at a time. Tapping the page allows you to hang on and move over boxes, while pressing the top will make you jump up. Wooden boxes can be manipulated with a shroud in the direction you want them to move, while the steel boxes are stuck where they are. If the cartoon styling wasn't any indication, we're not looking at realistic physics in Robo5. It takes a little getting used to, but boxes will continue to be fully supported and float as long as they touch another surface on at least one edge. This seems trivial in early levels, but is it the way to complete complete of the later levels. When you stop forgetting the mechanic is there, you will be able to use it to your advantage to scale the tower faster. Speaking of timing, the scoring system when filling in levels is based on the number of bonus boxes you collect, the time it took to complete and the number of power-ups you found along the way. You then get a star rating — one, two or three — based on how the different components go together. At some milestones of unlocking stars, you start to gain access to Diary levels. If you're not impressed with the complexity of the usual levels, you're in for a bit of fun with Diaries — they put your puzzle solving skills to the test. There is a free version of Robo5 available that has a limited, but actually quite large, set of levels to play. With an in-app purchase of \$1.99, you'll unlock all 40 levels, 8 diaries, and 2 separate endings to the game. If styling and gameplay seem interesting to you, definitely give Robo5 a try at the Play Store link above. There is more to this game than you can see at first glance, a great mix of casual gameplay and tough puzzles all wrapped up in beautiful graphics. Graphics.

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