Puzzle: Underwater World FULL

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About This Game

Puzzle: Underwater World is a classical puzzle game invented in 1878, it's still popular today. The sliding puzzle that consists of a frame of numbered square tiles in random order with one tile missing.
The object of the puzzle is to place the tiles in order by making sliding moves that use the empty space.

The game 15 puzzle is made in three different sizes:
3 x 3 (8 tiles) – for beginners and kids
4 x 4 (15 tiles) – classical size fifteen puzzle for all ages
5 x 5 (24 tiles) – for those who like to think

Features:
Three levels of complicity (8, 15, and 24 tiles);
Algorithm that excludes unsolvable combinations;
Realistic animation and tiles sliding
Moves counter and timer
Friendly interface with color theme
Online records services
Optimized for PC

Info

A sliding puzzle, sliding block puzzle, or sliding tile puzzle is a combination puzzle that challenges a player to slide (frequently

flat) pieces along certain routes (usually on a board) to establish a certain end-configuration. The pieces to be moved may consist of simple shapes, or they may be imprinted with colors, patterns, sections of a larger picture (like a jigsaw puzzle), numbers, or letters.

Sliding puzzles are essentially two-dimensional in nature, even if the sliding is facilitated by mechanically interlinked pieces (like partially encaged marbles) or three-dimensional tokens. As this example shows, some sliding puzzles are mechanical puzzles. However, the mechanical fixtures are usually not essential to these puzzles; the parts could as well be tokens on a flat board that are moved according to certain rules.

Unlike other tour puzzles, a sliding block puzzle prohibits lifting any piece off the board. This property separates sliding puzzles from rearrangement puzzles. Hence, finding moves and the paths opened up by each move within the two-dimensional confines of the board are important parts of solving sliding block puzzles.

The oldest type of sliding puzzle is the fifteen puzzle, invented by Noyes Chapman in 1880, Sam Loyd is often wrongly credited with making sliding puzzles popular based on his false claim that he invented the fifteen puzzle. Chapman's invention initiated a puzzle craze in the early 1880s. From the 1950s through the 1980s sliding puzzles employing letters to form words were very popular. These sorts of puzzles have several possible solutions, as may be seen from examples such as Ro-Let (a letter-based fifteen puzzle), Scribe-o (4x8), and Lingo.[1]

The fifteen puzzle has been computerized (as puzzle video games) and examples are available to play for free on-line from many Web pages. It is a descendant of the jigsaw puzzle in that its point is to form a picture on-screen. The last square of the puzzle is then displayed automatically once the other pieces have been lined up.

Rules

Before you read any further, you should be aware of reports that sliding puzzles can cause insanity. There's no doubt they're addictive and they've certainly made some puzzle solvers tear out their hair and swear a blue streak. When the first sliding puzzle was invented it set off a worldwide craze. That same simple puzzle is still challenging puzzle solvers more than a century later.

Sliding puzzles are cousins of mechanical puzzles, like those that require you to disentangle two twisted nails or to fit a collection of blocks into a cube. They're also related to jigsaw puzzles and to mazes. Rubik's Cube is a 3-D variation on a sliding puzzle.

Most sliding puzzles are two-dimensional. The pieces cannot be lifted out of the frame or rearranged in any way, except by sliding them into an empty space. They are also called sliding-block puzzles or simply sliders. The goal of a sliding puzzle is to arrange the pieces in a particular pattern. That might mean putting together the elements of a picture, forming a shape, or creating an array of numbers or letters. Movement of the pieces is restricted so that you have to move one piece in order to shift another. That's where the madness comes in.

What makes sliding puzzles so alluring? The best of them are deceptively simple in appearance. They might involve rearranging only a half-dozen pieces. A child can understand the idea, and it might look like child's play to solve the puzzle. You don't have to learn any complicated rules. Yet the solution can be so complex that it seems impossible. Some solutions involve 100 moves or more. The puzzles demand logic, problem-solving and sequential thinking skills, combined with a dash of intuition and a healthy amount of patience.

Sliding puzzles started as actual mechanical devices, blocks of wood or plastic in a frame. But they were easy to translate into computer programs and to offer over the Internet. Hundreds of sliding puzzles are available online, and now you can play sliding puzzles on your smartphones and mobile devices.

In the next section, you'll read about the wacky history of these diabolical gadgets.

The History of Sliding Puzzles

Sliding puzzles started with a bang in 1880. In a matter of months after its introduction, people all over the world were engrossed in trying to solve what came to be known as the 15 Puzzle. It consisted of a 4-by-4 grid, with 15 numbered squares and one space left empty. The idea was to scramble the numbers, then rearrange them into numerical order by sliding them successively into the empty space.

This first sliding puzzle was invented by an upstate New York postmaster named Noyes Chapman, who came up with the idea during the 1870s. Boston woodworker Matthias J. Rice offered a commercial version in 1879 [source: Slocum and Sonneveld]. He called it the Gem Puzzle; other versions were sold as the Boss Puzzle, the Game of Fifteen and the Mystic Square. The fad took off in the early months of 1880, a puzzle rage that would not be repeated until Rubik's Cube became wildly popular in the 1980s.

Factories could not keep up with the demand for the 15 Puzzle. So many people were caught up in the fad that employers were concerned about workers ignoring their duties to work on the puzzle. Legislators in Germany were seen trying to solve them. Sliding puzzle mania was mentioned in popular songs and plays. Newspapers ran tongue-in-cheek reports of players driven insane by them [source: Slocum and Sonneveld, Bogomolny].

A dentist from Worcester, Massachusetts offered a set of teeth and $100 to any person who could solve the puzzle from a certain beginning arrangement. He later raised the prize to $1,000. People all over the country tried to win this grand sum, but none succeeded. What they didn't know was that only half of all the possible arrangements of pieces can be solved. The dentist's set-up was not solvable [source: Slocum]. The fad faded by the summer of 1880, but the 15 Puzzle remained as a classic slider.

The next development in sliding puzzles came about in 1909 when Lewis W. Hardy invented the first sliding puzzle using pieces that were rectangular rather than square. He called it the Pennant Puzzle, giving it a baseball theme. It was also known as Dad's Puzzle [source: Sharples]. Ma's Puzzle, which followed in 1927, introduced two L-shaped pieces, making it even more difficult to solve [source: Storer].

Over the years, there were many novelty variations on the sliding puzzle. "Capture the Kaiser," featuring pictures of the German ruler, came out during World War I. The 1932 presidential election campaign between Herbert Hoover and Franklin Roosevelt was commemorated in a slider. A puzzle from 1934 called "Line up the Quinties" had players sliding squares with pictures of the famous Dionne quintuplets [source: Rob's Puzzle Page].

Since the computer began to play a role in designing and solving puzzles, the variety of puzzles has increased. Hundreds of pictures have been transformed into sliders, and increasingly more difficult arrangements of geometric shapes have challenged solvers.

Move on to the next section to have a look at some of the different types of sliding puzzles.

Types of Sliding Puzzles

Sliding puzzles come in just about every shape and form that you can imagine. There are literally thousands of variations. Some are actual mechanical puzzles, others are computerized versions. The most basic ones require you to assemble a pattern. It could be a picture of a cat, a flower or a painting like Grant Wood's "American Gothic." The image is divided into nine sections with one section missing, the pieces scrambled in a 3-by-3 grid. Your mission is to reassemble them in the right order. Harder versions divide the picture into 25 pieces in a 5-by-5 grid.

In addition to these basic sliding puzzles, which are variations on the original 15 Puzzle, puzzle inventors have come up with some intriguing and highly challenging designs:

Dad's Puzzle -- As we've seen, this slider was originally called the Pennant Puzzle. It has a large 2-by-2 square, six 1-by-2 rectangles, and two, small 1-by-1 squares. It's like moving furniture in a crowded room. The object is to shuffle the largest piece (the grand piano) from one corner to the other by sliding other pieces out of the way.
Rush Hour -- This is an award-winning slider developed in the 1990s. The goal is to free a red car from a traffic jam by moving cars and trucks backward and forward to make space.
Sokoban -- The name of this Japanese puzzle means "warehouse manager." In Sokoban, the player maneuvers a man around a space so that he can push boxes into the area where they belong. Because the man can't pull boxes, pushing one into a corner is a dead end -- complex and challenging.
Quzzle -- Puzzle inventor Jim Lewis used a computer program to help invent this slider, which he claims is the hardest simple sliding puzzle to solve. A variation on Dad's Puzzle, Quzzle demands great subtlety and insight.
Daughter in the Box -- Another Japanese sliding puzzle. The player tries to free a girl (the largest of the blocks) who is trapped in a prison of shapes. This one, too, is a more difficult version of Dad's puzzle.

Junk's Hanoi -- Junk Kato, a master puzzle designer, came up with this deceptively simple puzzle. The player has to reverse a pyramid of blocks by moving them within a restricted space. It only uses a small number of pieces, but the solution requires a large number of moves.

New and increasingly tricky sliding puzzles are being invented all the time. At this point, it looks like slider fans will never run out of challenges.

Read on to find out the one secret that will help you to solve any sliding puzzle.

Solving Sliding Puzzles

Sliding puzzles can be incredibly difficult to solve, as anyone who's tried can tell you. Mathematicians categorize sliders as PSPACE-complete, which is a measure of their mathematical complexity. Essentially, it means that even computers find it hard to come up with a solution [source: Hearn].

There is no universal rule that lets you solve a sliding puzzle, though many stumped players wish there were. As you work on a succession of sliders, you tend to develop an intuition about how to move pieces around the playing space. You'll get better, but each puzzle will still be a challenge.

The 15-type sliding puzzle, because all of its pieces are squares, is one of the most straightforward to solve. If you need some help, here are a few hints:

Begin by maneuvering the 1 and 2 into their proper positions in the upper left corner.
Position the 3 in the upper right corner.
Maneuver the 4 under the 3
Now slide the 3 to the left and the 4 up; the first row is done.
Repeat this process with next row, leaving row above intact.
Complete the puzzle by rearranging the pieces in the last two rows until they are in position.
Sometimes it's easier to create "snakes" of pieces in the proper order rather than put them in their final position individually.
If you're assembling a picture, study the design carefully before it's scrambled. It's harder to solve if you're not clear about the final outcome.
While you can find walkthrough solutions to some sliding puzzles on the Internet, most players aren't interested in getting help. The fun of sliders comes from the "eureka!" moment when you finally stumble on the solution. One general rule is that it can be helpful to concentrate on solving individual areas of the puzzle, while always keeping the larger picture in mind. You might start with one row or a particular corner.

The real secret that applies to solving every sliding puzzle ever invented can be summed up in one word: patience. Keep trying. The longer it takes, the more satisfying the solution.

Move on to read about a lot more fascinating info about sliding puzzles.

Title: Puzzle: Underwater World
Genre: Adventure, Casual, Indie, Sports, Strategy
Developer:
Puzzle: Underwater World
Publisher:
Puzzle: Underwater World
Release Date: 2 Aug, 2017

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English

LIBRARY

CASTLES & CRUSADES

M and T of Aihrde

Monsters and Treasure

Players Handbook

Rune Lore

TROLL LORD GAMES

Rune Lore Adventures Pt 1

Rune Lore Adventures Pt 2

- Credits
- Introduction
- Runic Magic
- The Rune Mark
- The Rune Mark in Aihrde
- Rune Magic
- Runes of the Initiate
- Winter Runes
- Winter Runes in Aihrde
- The Runes of Aihrde
- Aihdrian Runes
- Gottland-Ne
- Encounters in the Gottlands
- Appendix A: New Magic Items
- Appendix B: New Monsters
- Appendix C: New Equipment

Modules

Your light chases a
crannies of this on
long and half again
round timbers. It i
looks more like an
many finger-like r
they combine into
and scatter again,
held together by n
there. All about th
furniture.

GM

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Modifier

A-1   A-2   A-3   A-4   A-5   A-6

TABLES

- Lesser Dragons Mountain
- Lesser Dragons Plains
- Lesser Dragons River Valley
- Tier I Forest Encounters
- Tier I Mountain Encounters
- Tier I Plains Encounters
- Tier I River Valley Encounters
- Tier II Forest Encounters
- Tier II Mountain Encounters
- Tier II Plains Encounters
- Tier II River Valley Encounters
- Tier III Forest Encounters
- Tier III Mountain Encounters
- Tier III Plains Encounters
- Tier III River Valley Encounters
- Tier IV Forest Encounters
- Tier IV Mountain Encounters
- Tier IV Plains Encounters
- Tier IV River Valley Encounters
- Tier V Forest Encounters
- Tier V Mountain Encounters
- Tier V Plains Encounters
- Tier V River Valley Encounters
- Tier VI Forest Encounters
- Tier VI Mountain Encounters
- Tier VI Plains Encounters
- Tier VI River Valley Encounters
- Tier VII Forest Encounters
- Tier VII Mountain Encounters
- Tier VII Plains Encounters
- Tier VII River Valley Encounters

Tier I Mountain Encounters

Some of these creatures are from the Monsters and
Treasures of Aihdre book. They are denoted with an
asterix. If you don't own that product, roll again.

0

1d98		Encounter
1 - 2		Arrowhawk, Sm.
3 - 6		Bear, Black
7 - 8		Bird of Prey, Sm.
9 - 10		Bugbear
11 - 13		Chimera, Lesser*
14 - 15		Dragon
16 - 18		Dragon, Lesser*
19 - 23		Dwarf*
24 - 26		Elemental, Sm
27 - 28		Epihippus*
29 - 31		Gnome
32 - 35		Goblin
36 - 38		Harpy
39 - 42		Hippogriff
43 - 44		Hobgoblin
45 - 47		Human
48 - 49		Jaculus
50 - 53		Lynx, Giant
54 - 57		Ogre, Frost*
58 - 60		Orc

District 4

Lvl. 6
282/297 xp

Absolutely great story. You can become a truly powerful mage, your decisions influencing much around you.

10/10 would recommend.. I was hoping that this game would be a decent Castlevania rip-off, but was pretty disappointed with what I got. The worst problems I found were:

- The game's "old TV" asthetic is apparently a permanent fixture, since I couldn't find any way to turn it off. If you don't mind it, then this won't be a problem for you, but it certainly was for me.

- The gameplay itself is horribly flawed in that, apparently, you cannot attack while moving. This is an unbelievably broken play mechanic, making the game practically unplayable. I tested the game using first by using the keyboard controls and then an Xbox Elite controller, but the result was the same.

Given the control problem alone, I cannot recommend this game to anyone. Perhaps the developers will patch this flaw, but until such time, save your money.. Purchased for 60 cents, samurai_jazz proves itself not unworthy of the price: interesting combat considerations and a pleasant visual style make for a good early impression and present plenty of potential for a fun beat-em-up, but weak puzzles and underdeveloped enemies mean things soon turn tired and tedious after the halfway point.
Not an unpleasant experience, in fact, one I'd rather enjoy seeing further fleshed out, but in its current, far-from-perfect form and approximately hour playlength, I'd be hard pressed to recommend it over a 100-in-1 cartridge of NES classics.

NES-era games traditionally boil down to using simple controls to navigate increasingly difficult enemy encounters spread out across fairly memorable, or at least aesthetically varied, levels, often climaxing with some sorta pattern-based boss battle. Megaman, Double Dragon, Guevera, Contra, and Metroid all, for example, roughly follow this formula. samurai_jazz, meanwhile, misses the point somewhat.
Its controls are comfortably simple: move, attack, interact, and stance. Stance locks the player to a direction and slows movement, but allows for autoblocking and dashing; attacking and interacting work as you'd expect. Enemy behavior, unfortunately, fails to fully utilize this moveset, its complexity slowly growing before quickly tapering off, surmounting to a nice combination of projectile and lanky enemies that force a satisfying string of attack, dash, attack, etc. Sadly, challenging enemy combinations like this are introduced rather late into the game, and similar concepts aren't explored beyond that example. Compare this to say, Contra or Megaman, where enemies are introduced in a screen or two, then quickly doubled\/tripled up on and later combined with previous enemies, filling their respective weaknesses and instilling certain, potentially exploitable behavior\/expectations in the player. samurai_jazz' difficulty curve seems to derive mostly from sheer enemy numbers and the navigational challenges inherent to such encounters, not necessarily a terrible approach to progression, but one that is much better served in conjunction with combined enemy types. I would much rather have seen variances in enemy speed, movement patterns, attack properties, etc working with other variances of enemy speed, moevement patters, etc. This could have been used to, not only improve the satisfaction of the numerous enemy encounters, but also build up to interesting boss fights, as opposed to the impressively bland, conclusionary fight.

While old-school classics such as Prince of Persia and Another World were able to get away with trial-and-error, spike abundant puzzles, due in part to their slower pace and general age, samurai_jazz is a modern, albeit retro-styled, game, and therefore its gameplay loop should reflect the nearly thirty years since those titles released. Brute forcing puzzles through repeated deaths should be a last resort, not the modus operandi, especially in an action-oriented brawler. Roughly halfway thru samurai_jazz, what were previously quirky fetch quests to stimulate more combat, a pleasantry in beat-em-ups, quickly turn into a respawn heavy hunt for patterns, and that's about as far from the previously entertaining combat and charming dialogue as one could get. Puzzles should either be intuitively obvious to frame further action or evironmentally subtle, requiring critical thinking and cleverness: dialogue cues, past observations, referenceable knowledge, etc.
Repeated room exploration bringing up to the minor annoyance of room transitioning not requiring a press of the interact button, so one can very easily dodge out of the current room by accident, resetting the enemies and generally proving little more than a troublesome occurance.

All in all, samurai_jazz isn't a bad game: it looks and sounds nice, and combat is fun, plus with its dollar price tag, its less than perfect execution clearly isn't that big of deal comparatively, but given how little it currently brings to the table compared to similar classics, the majority of which are availible for a comparable price, its recommendation is hard to swing. You just don't

gain that much from playing it.. This is a very sophisticated and well designed vector tool. I'd recommend it for anyone into modelling, game design or Mathematics. Being able to see the vector fields in action on a bunch of particles is great and having it change in real time as you alter your field is brilliant.

More export options would help (If only I could export the vectr fields as .obj or something into Tiltbrush or link it to vector fields designed in Matlab!) I contacted the developer on their blog about this and although they couldn't help much with my query, they did help some and did respond quite fast. One day, this, Calcflow and tiltbrush will share common file types and I'll be in Geek Heaven.

. If you want slow, tactical game then this game is not for you, neither for me.
You are going to get quick scoped all day long. Enemies can flank you in a matter of second. In fact there is not much of a tactical play here, one player can own all enemy team.
Me, personally I don't like it. The game paced is way to fast.
However game runs well, there is enough content so I'm going to leave a positive feedback.. Warning:This is an early access game. This review is also in an early state.

The American Election is a great topic .And it also have an interesting core mechanic in this game.
But at current state.it isn't a good game.

You can go to 50 states of America(as 50 or less stage and developers says they will make more special rules at each state)With your three AI Opponent. You must convert more citizen than them to win the battle,At last you can win the election.

The way to convert the citizens into your team is:stand still to make a speech...
Actually,that's not a bad idea. But when your control is awkward, the mechanic seems too weak to play.
The mouse control will make wrong route 50% of all time.
the speed is too slow sometimes.
The competitive part of this mechanic seems frustrated. And there doesn't have many ways to directly attack the AI.
The AI still have some bug,which will ruin the experience.
If you can make their own personal style into the gameplay more, and make them can fight each other as a way to win the battle,this game will better than now.

The Graphic is good, the cartoon style will increase the effect.and the color is soft and bright,that's alright.
But the sound of the candidate....maybe too fast i think,that's not enough hilarious but a bit of repetitive,if you play a whole game(50 states). You will be mad at Barack's voice.

(I'm not an american, so there may have some problem in my review.Please forgive them.). Alright they removed megabots, they added this trash crate system, and the community is cancer. This game used to be fun. It won't even run. I'll gladly remove this from my account and say goodbuy to my 9,51 \u20ac.. This game has some really cool stuff going for it but it's held back by some tedious elements. For example, rather than looting 20-30 spots around the ship, I'd rather loot 3-4 that actually had substantial loot in them. They could still be spread out in the far corners of the ship, and perhaps they're not marked explicitly (for example, you know that one of the chests is in the generator room but not where in the room so you have to look around a bit). It just felt tedious to loot so many drawers and boxes to be rewarded with just measly scraps of resources. Honestly this one thing could make the game 50% more fun IMO. I just don't want to click on drawers and boxes all day...

Other things: the art and tone of the game is spot on. Looks great, sounds great.

Specific things: I think the stun gun is too powerful for countering turrets. There's a lot of interesting gameplay to be found relating to turrets and their interactions with power and hacking etc, and I think the stun gun actually counters a lot of fun that is to be had there. And on the other hand, the kitty robot isn't good enough at drawing fire for it to be worth using. The explosion isn't isn't reliable because often it just runs into the corner and blows up away from all the enemies you were trying to kill.

There's a lot of potential here but for me it's more tedious than fun in the current state.. Game is just good, with nice gameplay experience and graphics. It lacks some stuff and some stuff needs polishing, but I believe game is on right track. Besides it's very easy to learn if you're familiar with e.g. OpenTTD.

I give it loan of my trust. Jan Zelen\u00fd, I'm counting on you! That's why I've bought this game.

A little disappointed, playing this is better than going to 4399 and piaying the king of fighters. UPDATED REVIEW.

With joysticks now supported I can give this a thumbs up.
Its a fun little flight game. Not really a simulator. Plane Physics are no the best bur doing the missions are fun. The ground textures could use some work though. Id rather have a basic flat texture than pixelated satillite views.

ORIGINAL REVIEW
Why no joystick Support?!?! I really wanted to like this simplistic Flight Simulator. I play super sims like DCS FSX and ROF this game would have been awesome to play on my laptop but i cant use my joystick! I know its a mobile port but come on! I wish i liked playing sims on mobile but i really dont.. its no fun without a joystick.. PLEASE fix this! This would be a great little sim.. If you are super into the **Jeff Minter's works and Llamasoft more obscure stuff, if your computer in the childhood was a Commodore 64 and you are missing these days, if you follow the contemporary score-chaser arcade scene and 'Don't Die Mr. Robot DX', 'Death Ray Manta SE', 'Forget-Me-Not<R' or 'Heiankyo Alien 3671' are amongst your favorite games, then 'QUACK ATTACK 1985: TURBO DX EDITION' will completely blow your mind.**

And in a worst case scenario, if you don't enjoy the game, you can use it to test your tolerance to epilepsy inducing stimuli. Simply, if 'QUACK ATTACK 1985: TURBO DX EDITION' don't give you seizures, believe me, you can consider yourself inmune to this illness, it doesn't matter the f***g intensity of any future exposure to flashing lights.**

With a killer soundtrack in a Chipzel tier of awesomeness that sounds like a rave version of 'Super Hexagon', while you control a duck with the most psychedelic pixels in a contemporary game, and there are geese, and eggs, and what not. In a game with the same level of eccentricity and love for the animal world that you can see in your Jeff Minter's standard game.

And man, the mechanic is so clever. Like a competitive version of 'Pac-Man' mixed with the classic 'Snake' in which the most important part is how to steal the eggs in the back of your adversary. With the only negative thing that I can say being that I really, really, really miss a local competitive 4 players mode.

But the scoring system is so refined and the action in the single player mode so intense that I can forgive the absence of this mode or some unpolished things like forcing you to use a keyboard to navigate through the menus, even if you are using a controller to play.

And damn, by looking at the rest of releases of Attack Mountain, I can spot 'FROG X BIRD', a game that like the modern cult classic 'Killer Queen', it takes 'Joust' as its main inspiration, with a lot of crazy modes designed for 4 players couch gameplay.

So once we have reached this point I can only say, why the amazing works of Attack Mountain have never been selected for the Fantastic Arcade festival?

'QUACK ATTACK 1985: TURBO DX EDITION' is an instant score-chaser classic in the same magnitude as 'Pac-Man Championship Edition DX+'.. The 40 hours it says I've been playing was leaving it to download mandatory updates and game files from servers that don't work or don't exist. I'm sure it's a great game but I wouldn't know cause it can't be played.

It's the first and hopefully only time I've asked for a refund.. Because its only the German League! :(. Like it so far.. Research Research RESEARCH... If you are new and are trying to get a good start to the game and have not spend any money on the game and want to take advantage of the 50% off winter sale... This is the DLC pack for you then (((NOTE: don't buy any of these if they are not 50% off however)))...

After consider research and weighing the options of all the DLC, i wanted the biggest bang for my buck, and I found an Forum post from here [http:\/\/www.vvv-gaming.com\/forum\/topic\/60542-steam-dlc-packsare-they-worth-it\/] by Member named "Blazek." He sums it all up nicely from somebody asking the Common question, "What's the best DLC to go with?" So here is what he says in his post....

"""Personally I picked up the Elite pack for myself as it seemed like a good deal and I want to support the developers.

As far as if these packs are "worth it" i would say possibly. The Mercenary pack seems to be okay, 3500 galactic standards is about $10 in game, so for an extra $10 you get a permanent 10% boost to rep gains (rep starts to take forever, so fairly useful), Private Warehouse is 900 inventory, very handy to have unless you want to buy the space with ingame credits (which u can, but it will likely cost a bit). and you get an extra loot scan after battle, which is kinda meh.

galaxy explorer is a step up with 10k galactic standards (not sure the equivilance off the top of my head) 10% rep and ship exp (ship exp isnt that big of a deal atleast in tier 1&2) the 900 space warehouse, plus you get 2 free ships, not avalible any other way (not horrible ships either) and then a few decals for your ships.

The Elite pack gives you 25k galactic standards (about $60-$65 worth) the exp and rep bonus, 900 space warehouse, 4 unique ships (again, not really bad ships either) and 10 decals.

As far as the ships you get, they are equivilant to the ships you get at that level (so for example the wasp is equivilant to the Dwarf 2) and they have about the same, if not exactly the same, amount of slots for mods, passives, etc. These ships also have unique colors and generally look a bit different (some look like the next tier up). So the ships can be worth it, if you wish to save around 850,000 ~ 2,000,000 per ship (depending which one we are talking about) The only disadvantage is they have the "basic" special module, so for example the wasp has the basic micro-warpdrive, not the legion or warden versions.

So is it worth it? it can be if you wish to save time. It will prevent you from having to grind credits a bit, also keep in mind if you wish to maintain a good income and rep gain you will need to renew your licence, which can be bought in different intervals however i really wouldnt want to go for anything less than 3,000 galactic standards for 1 month as it starts costing quite a bit more to maintain when bought in smaller intervals. You can also trade the galactic standards for credits (2,500 galactic standards for 1,250,000 credits) and if you have mark 3 versions unlocked it is better to do this based on cost. Otherwise you can buy mark 3 equivalent items without the reputation via galactic standards.""". Aside from being based on a frustrating puzzle game (called Fifteen, if I understand correctly), the animations are painfully slow, with absolutely no way to speed them up.