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LOOP: A Tranquil Puzzle Game Download Xp



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## About This Game

LOOP is a tranquil puzzle game, with a unique, simple, meditative feel.

Now includes a level generator with a possible 1 BILLION levels.

Complete each level by swapping the hexagon pieces until all the lines link up, revealing the final pattern.

Later levels introduce spinning pieces and colour changing pieces also!

Inspired by Zen philosophy, the minimal UI has no timers, move limit or score; allowing you to just relax and focus.

Includes 100 Levels and a colour blind mode.

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Title: LOOP: A Tranquil Puzzle Game

Genre: Casual, Indie

Developer:

John Cullen

Publisher:

John Cullen

Release Date: 22 May, 2015

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English









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Just bought it for nostalgia.

11/10. Fun game with huge potential! Must try!. Where the bots at ?. 'Stick Fight' with tanks.. This one is a hard thumbs-down to give, because this is not a bad game (in fact, it's a good one). My main argument against this one is, being a sequel to the original, all you're really getting that's new is one playable character and maybe a minor gameplay tweak or two. So you can pay \$5 for a good bargain-bin-priced fighting game or pay \$20 for the same game with one additional playable character. While I like the game so far and on its own merits it's good, the fact that it's a sequel that is 99% like the first one-and costs 2-3 times as much-is why I go thumbs down, It's a good game and offers plenty of good anime-style fanservice, but because of the original I can't recommend this one over the first game. If, however, you can somehow get this on a sale/promotion for \$10 or less (normally it's \$20), then go for it.

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If I could actually play the game I'd give it an actual review, but it seems that I CANNOT figure out how the key bindings work, it'd be great if in game there was that option to play around with it and test if they are to your liking, is a gamepad mandatory?. If you're going to do a Portal-alike, it's more than just the puzzles. Your gameplay has to WORK CONSISTENTLY. I've been in this slog for hours now, and I still can't figure out why sometimes the jumping pads work fine, and other times it's like pointing the magnet gun at a blank wall. And the cube has no weight. If I'm trying to position it to stand on it, the slightest movement will send it careening away like it's made of paper. Contrast with the large cubes, which sometimes barely move when I'm shoving with all my might, and other times fly through the air like balloons.

If I finish this game, it'll be out of pure spite.. I think anyone who likes multiplayer FPS games should at the very least try out Planetside 2. This is a very special experience, I can't think of another FPS that is as ambitious, varied, and outrageous in its dedication to all out chaotic war as this game. Thousands, and I mean thousands of real people at sitting at their computers all across the world battle in this never ending sci fi conflict from a first person perspective, all in glorious real time, and for the most part, it works. It's astonishing to stare across a field at a giant group of advancing enemy infantry, easily larger than even the largest Battlefield server, snap to iron sights, and fire into the group and score a kill, only to get run over from behind by one of a hundred tanks cresting over the hill, firing in all directions like maniacs. The game is an MMO, but just the very fact that it still manages to feel like a standard FPS with decent controls and shooting mechanics is a grand achievement. Planetside 2 feels, at times, like the perfect game I wanted as a little kid while going pew pew with dozens of little plastic army men.

Like other MMOs, you can join an outfit (guild) and fight for one of three distinct factions. The scary red space communists (guns are weak but shoot fast), the freedom loving space Americans (guns are strong but shoot slow), and the spiritual xenophile space hippies (laser guns). These factions are engaged in an eternal conflict over several continents, and the game centers around various control points. Choose a class ranging from the vital medic to the jetpacking Light Assault and help out your team crush the enemy forces. The size of each continent is mind boggling, and while large stretches are usually unused for long periods of time, it is easy to find conflict zones and jump straight in by the game's intuitive map system. See all of those flashing booms? going down there, get in the meat grinder, soldier!

The land and air vehicles are easy to operate, and the infantry controls are familiar if you've played any recent FPS. There is a ton of variety in how the gameplay unfolds. One minute you are firing at distant targets in a barren desert from a tank's turret, the next you could be dropped from a hovering Galaxy troop carrier into the thick of an intense CQB firefight. However, there are definitely long boring stretches of inactivity like in other MMOs, boring car rides or endless sprints to the objective that can become pretty grating over time. Thankfully, you can always kill yourself to respawn somewhere closer, or spawn on a mobile spawn truck known as the Sunderer, so if you're an impatient type action is never too far away.

The game unfortunately isn't perfect. Performance is all over the place, despite having a good system expect things to slow down in some of the more hectic combat moments, which is expected since the game is trying to render hundreds of people shooting each other. The F2P system isn't too bad, the starting guns are definitely viable in combat, but in order to get another weapon or even to unlock a new attachment can feel very grindy at times. Players who spend a ton of money will definitely have an advantage over you in a 1v1 situation since they have access to more gadgets, scopes, etc. than you do, but since the battles are so chaotic and packed with people, this is rarely an issue.

Planetside 2 is an ambitious game that truly makes you feel like you are a small cog in a giant sci fi battle. I feel as if many multiplayer FPS games are becoming more and more obsessed with making every player feel like a cool guy special forces operator, but Planetside 2 basically says, "You don't matter, you're one of hundreds of dumb grunts running around and you are most likely going to die real quick." I really enjoy this and I wished more developers would work towards making a similar MMOFPS like this of our dreams. Imagine an MMOFPS set in Europe during WW2 (Not that Heroes and Generals), now that would be something I really like. Imagine Allied forces landing in player controlled LCVPs, while Axis Luftwaffe strafe the beaches, and Panzer divisions massing for a counter attack. Now THAT's my dream video game.

Planetside 2 is definitely worth trying out, it's free, so why not?. awesome game

end my life. I was skeptical when I saw the reviews for this game. And even in playing the first few sequences, I had a hard time understanding the extent of the bad reviews. Other than the stunningly awful dialogue sync (which results in VERY drawn out

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and stilted conversations), most things seemed to be working fine. But now I'm in the middle of the game, and problems are mounting left and right. Simple mission objectives aren't functioning, minimally functional minigames are taking over, and it's just gotten to a point where I'm not sure I even CAN play the game any more, regardless of if I want to.

It's unfortunate that even after a full remaster, and several additional patches, that simple game functionality somehow hasn't been addressed. But if you are thinking of buying this game, I'd highly recommend waiting at least until ubisoft has released another dozen patches or so, if that ever happens.. PeriAreion is a complex survival game on the surface of Mars. This game does a great job of getting all of the practical science aspects correct. The creators have done their homework as far as understanding the actual challenges to creating a living community on Mars. The movement and visuals in the game seemed to flow very well. There are a lot of variables to consider in order to "win." For this reason, I would say this game is a little more difficult than most games are. One of the main benefits to purchasing this game is that the developers are very responsive. They want to create a game that the consumer likes and improve the game accordingly.



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