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## About This Game

### **SIX SIDES OF THE WORLD – ALL HAIL THE PUZZLE LORD!**

“Six Sides of the World” is a puzzle videogame that takes you into an intergalactic journey through different star systems riddled with brain-racking challenges.

### **THE ULTIMATE MATCH: YOUR BRAINS vs SCI-FI HAZARDS**

Spatial orientation, logic and pure wit will be your weapons to go through the different cube shaped planetary systems. Each level will bring the threats to a whole new level, adding all kinds of sci-fi hazards: from portals to laser beams. You will need to carefully analyze each cubic planet to understand its dangers and potential solutions. Rushing might lead you to death: it’s all about breaking down each puzzle and finding the right pace.

### **EXPLORE A VAST GALAXY SYSTEM**

Six Sides of the World presents you a series of star systems to be explored. Each one is comprised by different puzzles that introduce new and more challenging mechanics. But most interesting feature of this is that these star systems can be navigated linearly, following a easier predetermined path; or you can make a detour if you are brave enough. Some of the puzzles will present more than one possible solution, enabling the player to achieve a more difficult victory, that will unlock new extra puzzles.

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## FROM TEST OF WIT TO ULTIMATE HEADACHE!

The freedom of exploration in Six Sides of the World let you set the difficulty: the linear path takes an intelligent and resolute mind; but the additional solutions to some of the puzzles require a true sense of understanding of each puzzle. And that's not all! These solutions will lead you to extra puzzles that are capable of driving you insane. It is a smart way of letting the player to set the difficulty by him/herself: going for the extra solution is a way of asking for bigger challenges. And the extra levels are the biggest challenges you can face! There is a difference between understanding new mechanics and getting to their true core. Are you ready?

## ALL HAIL THE PUZZLE LORD!

Maigo is an explorer who's about to discover something far bigger than he expects. As he navigates through space, facing increasingly difficult puzzles, he starts to understand he's tapping over something transcendent. Some questions arise: who has created all these worlds? What motivates this intergalactic architect? There's an utter plan beyond all this? It is a test? A mean to protect something? In seek of the truth Maigo will have to overcome all the challenges to meet this kind of... PUZZLE GOD.

## FEATURES

- **A galaxy of puzzles:** Dozens of creative, defying and engaging puzzles set in cubic planetary systems
- **Choose your way to victory:** Non-linear progression with different difficulty levels. Follow the easy levels to end the game, explore the optional ones to face a real challenge.
- **Easy to control, hard to master:** Easy and intuitive controls, playable with the mouse and only one button.
- **Otherworldly music:** Soundtrack composed by [Carlos Viola](#).

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Title: Six Sides of the World  
Genre: Action, Adventure, Casual, Indie  
Developer:  
Cybernetik Design  
Publisher:  
Cybernetik Design  
Release Date: 20 Jan, 2016

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**Minimum:**

**OS:** Windows 7 SP1

**Processor:** Dual Core 2.0 GHZ

**Memory:** 500 MB RAM

**Graphics:** DirectX 9 Compatible card with 500 MB of RAM

**DirectX:** Version 9.0c

**Storage:** 1100 MB available space

English,French







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My son loves this game and is smiling all the time while playing it which is 5 hearts in my book. :). Very repetitive game, A basic tablet game but without a save. You have to get to level 101 to win. Not really worth playing.. After reading some reviews, I was wary. I could understand some of the points others were making and I went into the game worried about gameplay, graphics, and story; but I pleasantly surprised.

There were a few bugs here and there, but it looks like the developer is taking care of them as they find them. This would explain not encountering some of the bugs others had previously mentioned. As time goes on, I am sure there will be little to none to speak of.

The graphics, although not up to the quality of some of the larger titles, has character and style. It was actually an enjoyable break from the drab color-palatte of larger games. And since this game is tagged as both indie and casual, I am to take into assumption that it isn't meant to rival a heavy-budgetted game and just live up to what it wants to be; fun. Intent aside, the rooms are fun and visually enjoyable, the characaters are amusing to watch, and the resolution seemed fine for whatever screen I played on.

The gameplay was simple, a point and click combination puzzle game that didn't have me frustrated by level 2 by some overly-complicated design. Even further in, the difficulty was raised, but feasible. The complexity came into the 'secret scares' which would be the achievements for this game.

The story felt a bit loose, but the quick cutscenes between the worlds as well as blurbs from stuffed animals\gargoyles\tutorial-like house narration helped keep you tethered to the story and who was involved. I didn't feel like it was a visual narration of one of Neil's books, which I can only assume others felt dissapointed by. All in all, the focus was more on the fun gameplay than bogging the player down with too much story.

As a over-all whole, I enjoyed the game. I even spent time trying to get all the secret scares, some of which took me a while to get, and some yet elude me.

TL;DR : It's a fun casual puzzle game with some character with a bonus of Neil Gaiman's narration.. PuppyDog Jigsaw Puzzles, where do I begin. It's a timeless masterpiece. The gameplay is smooth and very responsive. No lag, no internet connection required, infinetly replayable levels, what else could you want from a game? Not to mention the amazing puzzles of cute dogs and puppies. And to top it all off its at the low low price of 2 DOLLARS. Buy this game and you wont regret it. You'll have the time of your life. 100,000\10 the best game of our generation and probably the best game for more generations to come.. 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.. Overall, a very nice locomotive! ..but unfortunately with some misses.. for example: if you turn the cablight on...you can't turn it off again!.. no workable button for instrument lightning lacks I

functional opening windows have been desirable..

I hope that these described errors would be corrected as soon as possible with an update!!

+ especially for the 4-functioning pantographs that generate real lifelike lightning while driving!!.. Simply epic.... the game has potential,but after getting accustomed to track pad style of movement the teleport\zoom machanic destroys all imersion and feels dead.refund on this for me.

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Haven't played much but so far a solid game it is really fun and I could have hours of fun.

worth the 15\$. it's not that you even have to buy this. I just spent 5 dollars to tell people not to buy this.. WHAM is like Heroes of Might and Magic, but in REAL-TIME, 3rd person and a slow-time system for amazing strategic battles! Dota styled (single player) combat for the outposts.

So after playing the game for 4 hours i can say the game is good for one guy doing it. Its fun and can be hard the UI is pretty hard to get used to very hard to heal when all units are grouped up. Gameplay is unique it is like homm but just real time. Units are unique have power and spells only that unit has. For a small indie game by one guy its pretty well done.

Now area is where its like dota u need to build turrets and fill up barracks with units than it will spawn creep waves based on stack of units in the barracks..after understanding the moba elements in the game its no so bad. just get over the whole AAA stigma you want this game to have. Can it be better well yes but could it be worse and thats a yes as well. Overall its a fun detour from the normal games in this genre its unique and different in good ways. Rough but not bad.

I would say if your curious watch some videos and do some research its functional and works which is more than what i can so for alot of AAA titles recently. Its obvious from the start its a single mans game cuz its rough but by no means unplayable or bad just lacks polish but in the end its different and unique and if u like homm or kings bounty it is very similar.. I don't even know what is this or how did it end up on my library... don't waste your time.. My favourite of all the DLC's so far.

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