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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.

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](#).

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

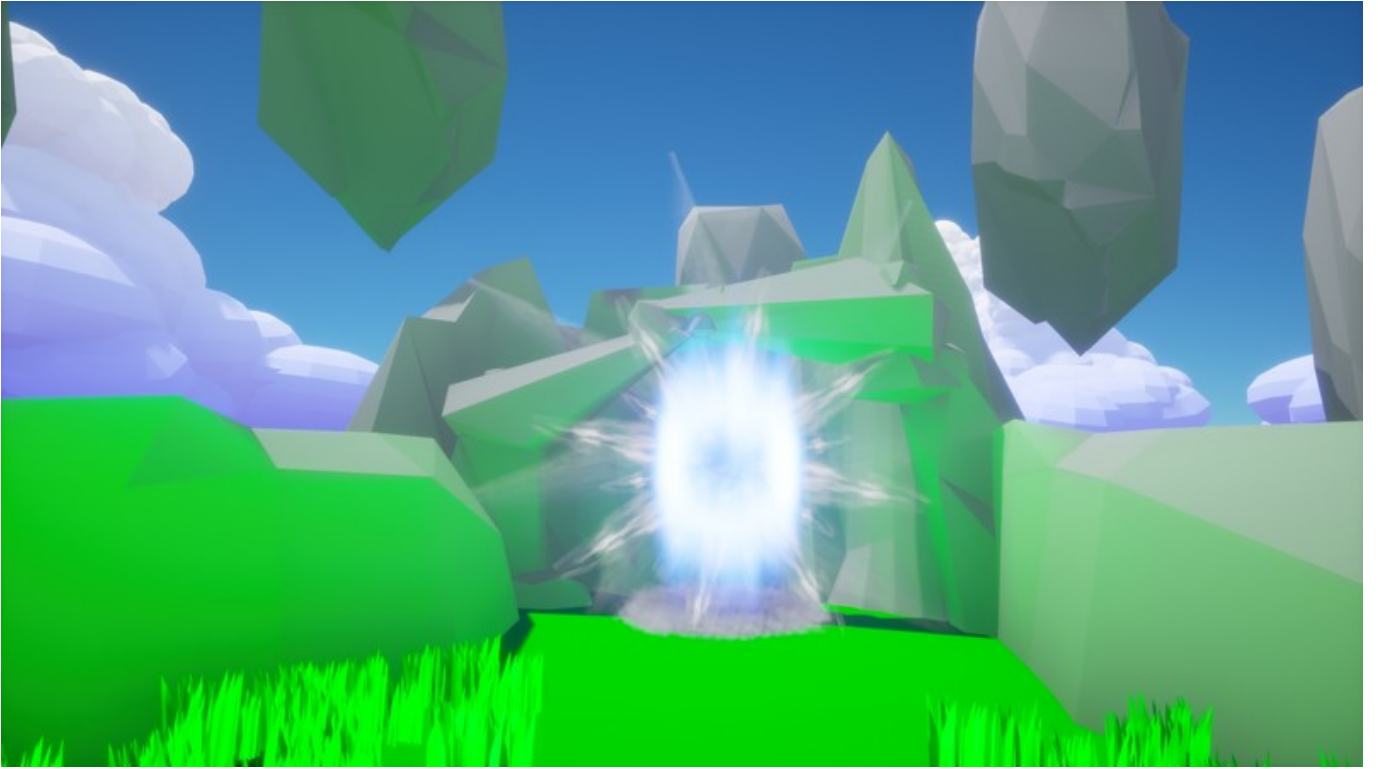
Memory: 500 MB RAM

Graphics: DirectX 9 Compatible card with 500 MB of RAM

DirectX: Version 9.0c

Storage: 1100 MB available space

English,French







I found so much of this frustrating: more time in load screens than playing; having to redo an entire level after stumbling into death; the story text (also padding the time between levels/loading) not feeling like it's part of the same game you're playing. It just didn't fit me at all.. Very short DLC, but actually for what it is, I really enjoyed it.
Items and weapons within this DLC are pretty cool and just a little breath of fresh air from the base game.

I recommend it if you can get the DLC for cheap, just for items alone.. I had played previous exosyphen games and they were quite enjoyable. That is until they made this pile of garbage by deciding to implement this punishing killtrace mechanic. Successfully hacked a server? LOL F*** YOU +15% GLOBAL TRACE! Feel like a boss cause you just transfered \$2000 from an atm to your account? ENJOY WASTING ALL THAT MONEY ON REDUCING YOUR GLOBAL TRACE HAHA LOSER. Seriously wtf were they thinking? It went from being one of the most enjoyable hacking OPEN ENDED adventure/mystery games I had played in it's early iterations to a very frustrating, annoying, and unenjoyable LINEAR puzzle game that is easily forgettable.

This game is not even worth one cent, save your money and buy uplink instead.. You won't be hacking the mainframes when you finish this game, but overall it is a decent puzzle game involving the concepts of network intrusions and data gathering. The whole game is presented in an Amiga amber color with a mostly command line interface and some point and clicking. You are presented with missions by invading companies, extracting data, and breaking computer securities by use of proxies and other tools you. With a pretty chill electronic music sound track to go with it, I had an overall good time with this game pretending to be a hacker. I hope you like typing. For a couple of bucks, it's not bad.. A lot of people seem to not like this game. I'm not exactly sure why. I like it.

Neil Gaiman does an excellent job with the short narrations. And the entire concept of an old house calling on a ghost to haunt the current annoying residents out is in no way a new concept but it is done well here.

The artwork is interesting. You won't see much like it. Now some are really hating it because they just can't seem to get why everything is so...well ugly. However, I see that it is all based on Victorian style cartooning, (please go look up Alice in Wonderland and look at the original artwork by John Tenniel, you'll see exactly what I'm referring to.) So its not supposed to look pretty by todays standards, its supposed to look the way it does and I find that its quite charming.

The puzzles; if your an adult or near adult then I imagine this game will be rather easy and will just become tedious to you. If however, you have children or if you are a child then the puzzles will be challenging but not too much so.

Now the Music, at first the music isn't the worst thing in the world but yes it does become very very irritating. The sound effects are very repetitive and will make you want to shut off the sound. At least they did with me.

Lastly, the bugs, yes there are some serious bugs. One is that the objects sometimes don't interact with the enviroment like they are supposed to. Sometimes the items at the end of the level when they are all flying around the room will indeed go through each other or through the walls. And yes sometimes the game will in a sense freeze up because the people wont run out of the room but rather just run around the room trying to get out and you will have to restart the level.

As it stands currently I'd give it 3 out of 5 stars. If they fixed some of the bugs, then maybe would consider raising it to a 4 out of 5.

[support in this port is not as per advertised. No English, buggy Japanese for a modern game.](#)

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