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Download LOOP: A Tranquil Puzzle Game .rar



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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

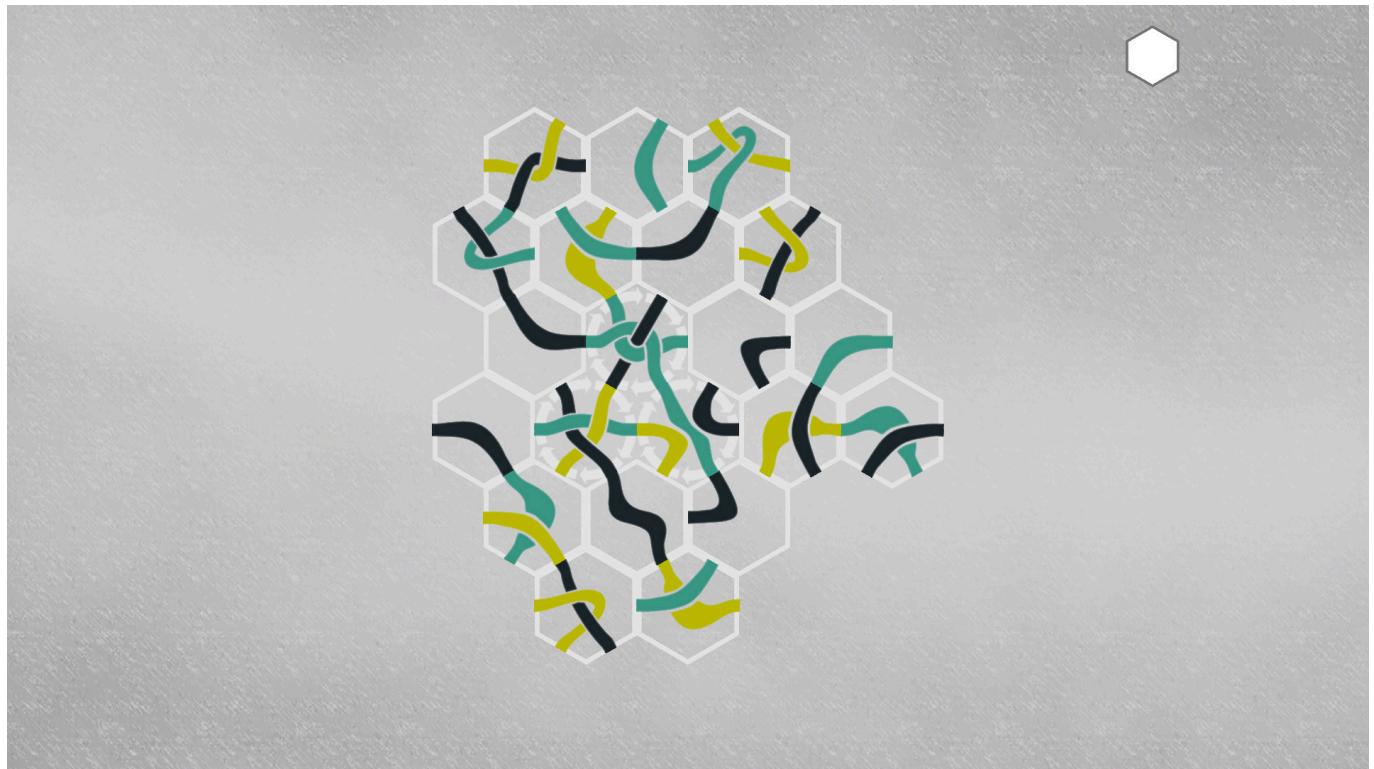
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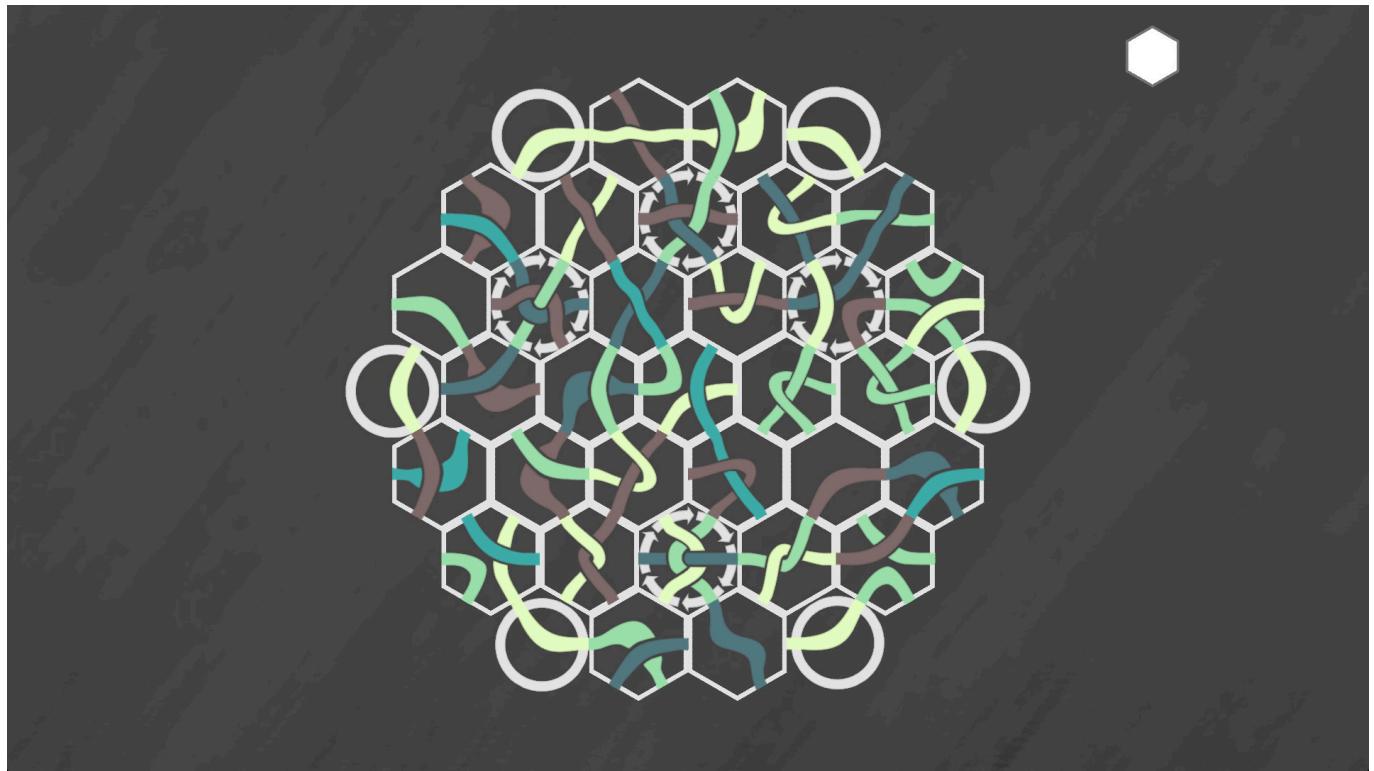
John Cullen

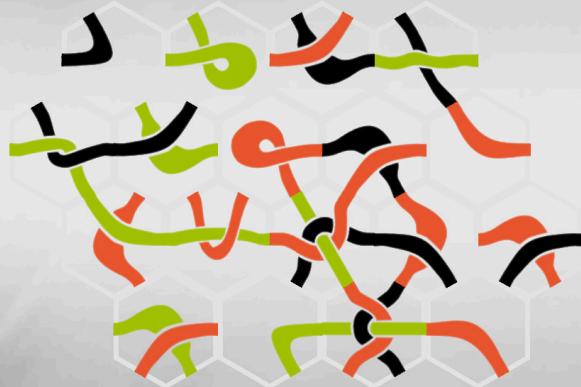
Release Date: 22 May, 2015

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English







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I've liked the Hexcells games in the past, but have been looking for a similar game to scratch the same itch. After playing through this game, I can say it was a quite fun puzzle game.. Buy it! This game would make a fortune on android and iphone. A good quality game to add to your library.

Great game for under a fiver. The puzzles are challenging and require thought, the music and sound effects are really relaxing and the graphics are bright and vivid, with a colour blind option if needed. The aim is to rotate, swap and change colours and shapes until you get a series of connecting loops, much harder than it sounds. I've played it for 3 hours and i am about 30% of the way through the game, so great value for money. It is exactly what it says it is a "tranquil puzzle game".

8V10 - hopefully more updates and puzzles will be added to it.. Zen out of Zen - full marks! :P

6 hours of game play - Lovely music and rain drops which are very calming along with enjoyable puzzles which slowly introduce different mechanics. I personally enjoyed it and it is great to chill out to.

The extension of the randomly generated puzzles add far more content to this game as well.. Bought it during the Steam summer sale and it is a very gratifying game. I like puzzle games, but do not consider myself very good at them. This game is not that difficult and that's what I was looking for.. For the price, this game is definitely worth it. Even after the initial 100 "levels," there are tons more made possible from a generator. I can continuously come back to this game when I feel like it and play newly generated puzzles each time. I also recommend the game due to its ease in coming back to play after a break (since it is casual).. Wonderful gem of a puzzle game.

If you liked Hexcells, you'll like this game as well.

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. This is a good game if you like to chill and solve puzzles.. Just as the title suggests, LOOP is a very tranquil game. You can spend many hours solving the thousands of puzzles that await you. Listen to the lovely soundtrack and try to put the tiles in place to complete the beautiful patterns. In case of one of the generated levels being too hard, just skip it to avoid frustration.

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LOOP is a relaxing tile-based puzzle game, where you move the tiles around to complete the loops in the grid. There are 100 levels in the main game as well as almost a billion procedurally generated puzzles. I completed all of the achievements for the game in about 106 hours, but do know that most of that time was me playing the procedurally generated puzzles for the last achievement. The main game itself was probably about 15 to 20 hours.

I think this is a solid puzzle game with nice mechanics and calming/charming sounds (and volume adjusters in the options for those that need it). It really makes you think spatially and helps hone your understanding of angles and shapes. The only real issue I have with the game is that it stuck around too long for comfort.

If you aren't an achievement hunter this negative doesn't apply to you, but to those who are after the perfect game status, it's going to be a bit of a slog. The last achievement is to do 1,000 of the procedurally generated puzzles, which I think is a bit much. Think about it this way; the main game is 100 levels, so this last achievement is essentially asking you to do the game Ten More Times. I feel what would've been more acceptable would be to do the following: The Bronze Loop achievement would stay the same at an additional 100, then Silver Loop would be 300, and Gold Loop would be 600. You would still be doing a lot of the puzzles, but that shaves off 400 from Gold Loop and honestly that seems more doable.

Other than how many puzzles you have to do to get the last achievement, I really don't have any issues with the game! I definitely recommend it to those that are looking for another spatial puzzle game to add to their collection, and either don't care about the achievements, or are willing to put in a whole lot of time.. I would have hoped for this puzzle game to be a bit more... puzzly. Most puzzle games that I enjoy require some kind of insight to proceed, or at least, are designed such that strategic thinking is superior to trial and error. You apply logic, derive a pattern and act on it.

This game on the other hand does not reward thinking much. The best strategy seems to be: Find pieces that fit the border (usually this will yield a unique partial solution) and go from there (usually there is a unique way to do so). This took me through the hundred levels in roughly six hours with little cause to reconsider my strategy. It's not super boring (you can listen to music or podcasts in the background) but does not provide an interesting challenge either.

I would have hoped for more clever puzzles. There are topological and graph theoretic insights that levels could be built upon, such as:

- \u2022 Any cut through the level crosses an even number of lines (of each colour).
- \u2022 The curvature of each loop must sum up to a multiple of  $360\text{\u00b0}$ .
- \u2022 If there are crossings between red and blue lines, then this number of crossings must be even.
- \u2022 The number of times line segments connect to the left end of a hexagon equals the number of times that a connects to the right (for each colour. the same for the other two directions).

I think it would have been possible to build new mechanics and levels around those mechanics that encourage and reward thinking about these things. Sadly, the existing levels are designed such that considerations of this kind are either useless or more tedious than just applying trial and error.

There are puzzle games out there that convey interesting logical insights and reward the application of them, making the player feel smart when solving a challenge. This is not one of these games.. I played it for 2 hours straight. Then, after quitting it, my first words were: "damn, I was supposed to clean the house".

Great idea with slightly quirky execution (sometimes I misclick the tiles).. Just as the title suggests, LOOP is a very tranquil game. You can spend many hours solving the thousands of puzzles that await you. Listen to the lovely soundtrack and try to put the tiles in place to complete the beautiful patterns. In case of one of the generated levels being too hard, just skip it to avoid frustration.. I've liked the Hexcells games in the past, but have been looking for a similar game to scratch the same itch. After playing through this game, I can say it was a quite fun puzzle game.. For the price, this game is definitely worth it. Even after the initial 100 "levels," there are tons more made possible from a generator. I can continuously come back to this game when I feel like it and play newly generated puzzles each time. I also recommend the game due to its ease in coming back to play after a break (since it is casual).. Very solid puzzle game. I thought initially that 100 levels would be quick to burn through, but as of writing this review I haven't breached 30. You can see from the screenshots and trailers what kind of game this is, so if it looks like your kind of thing, you won't be disappointed.

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I will say that it's not terribly relaxing unless you turn SFX down to around 15-20% (from 100%)- but after I did that, no complaints at all, definitely worth the asking price.

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