
LOOP: A Tranquil Puzzle Game Activation Code [PC]



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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.

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







worst VR game ive played in weeks
touchpads for walking and looking around
gave me a headache and almost made me puke. Doesn't contain a game mode and a tad overpriced IMO.

Other than that it works and it measures your GPUVCPU performance.. This feels like that hentai game I first played when I was a preteen, still better than 3d girls

No, I don't have a p*enis. Yes, I am a virgin.

edit: No, I didn't get paid to buy this game. I bought it as a joke. I do like hentai games but only the japanese ones.

Do you have a VR and want to waste a few bucks? Buy it.
The 12 years old me would still fap to this.. Dont get it. The developer is banning anyone who talks crap about his game.
Its almost like North Korea. its unstable to play

Very nice and laid back collecting and building game. The sandbox-elements are limited but sufficient and the not too deep.

The Adventure part delivers some different types of enemies with different behaviours.. If you liked Form, then you will probably tolerate this one - it's basically the same stuff in a different wrapping. But if you didn't like Form, then you gonna absolutely HATE Twilight Path.

Those two games have a lot of similarities: awesome visuals, short length, unsatisfying ending and the most boring puzzles ever. Follow the path with your hand, solve a 3D jigsaw puzzle with 2-5 pieces, point your hand on an object for a few seconds - that covers about 90% of the gameplay. I don't think this can even be called "puzzles" with all seriousness.. Im not sure about this game. I got lost and confused alot.. By far the best IDE I ever used. Every tool you can think of is available. Very responsive support. No regrets despite the high price. Basically a tower defense game, very similar to Kingdom Rush. Actually it is a less addictive clone of KR. When you didn't play Kingdom Rush - try it first. If you played it and liked it - i guess you will like 300 dwarves too.. 6/10!

Fun game and very relaxing. The artwork in this game looks really nice. Would recommend to anyone who enjoys doing jigsaw puzzles.. The short: if you like back to back puzzles, with little to no story or narrative, buy this game.

The long: it's a very straight forward find it game. i havent had some of the crashing issues as others have had, so those may have been fixed. The puzzles are challenging enough that they will make you think a bit inorder to solve. And i like the overall designs of the people and environment. And the design for the "secret weapon" in particular was really awesome, but thats about where it ends.

There is very little to the story. direction is follow the little sparkles and arrows, and there is almost no dialogue while moving from one puzzle to another. I feel like there was supposed to be more after where it ended. The ending was so sudden and at a crucial turning point. I thought i had missed a trigger inorder to continue, but since there is zero backtracking in this game i would assume not. afterwards i was just left with unanswered questions. So much infact i wouldnt be surprised if this was made to be a two-part game, but there are no indications of this other than the sudden stop. Are we supposed to assume Abigail used the "secret weapon" to defeat her uncle? Where is he keeping her father and this undead army hidden? Also the story in general made me feel like someone took a bad fan-fic of the prologue to Hellsing the anime.

As for the puzzles, yes they were challenging at first, but when you reuse the same puzzle with some different tiles, or make them a little longer, that is bad design. Also, many of the puzzles feel random and have little to do with their surroundings. There were some unique puzzles to this game and I feel like they could have done more with them to make them stand out.

Finally, there is minimal amount of interacting with the environment. i think the most i had to do was use a key to unlock some doors and a screwdriver to unscrew a vent to find a key. some items you find in this game simply disappear, like the one that tells you how to navigate the catacombs (kinda important)

All in all this game made me feel lacking. There was so much more the devs could have done. it was if i asked for a ham sandwich and all i got was two pieces of bread. all filler and no flavor. I wish this company good luck in their future (relative since this game has existid since 2011) endeavors but this game was just lack luster 4/10. Ehhhh, es pretty good. You can have fun and friends and adventure so why not buy?

Don't like it and I'll eat my socks. (While supplies last). No option to re start my subscription, i click add to cart, it doesn't work since ive already purchased previously, but isn't showing up in my games/software library.

But when it was working, best editing software I've found so far!. Multiplayer co-op removed. No point in getting it.

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