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THE GAME THAT GOT YOU HOOKED Inspired by the psychedelic experience, Impulse is a puzzle game that slowly introduces you to the nuances of solving mind-bending puzzles. At first it's just a game of chance... then it becomes a journey of creativity... it's a crash course in the fun of playing. And it takes a long time to finish. Gameplay: Impulse is a sequence puzzle game that slowly introduces you to the nuances of brainteasers. At first it's just a game of chance... but then it becomes a journey of creativity... it's a crash course in the fun of playing. It starts with a simple sequence of 20 puzzles and grows and grows until you finish it all. It takes a long time to finish. The game is easy to learn and difficult to master. Each level consists of several of these sequence puzzles, and if you try to solve them all in one go, you'll be too disoriented to figure out a solution. The title even keeps you coming back for more. And as you keep trying to solve, the puzzles will get harder. The game itself is a constant stream of puzzles. Death in Impulse The title is a series of puzzles that have a feedback loop-- a point where if you move something incorrectly, a new state of the puzzle gets unlocked that's harder to solve. The game is presented like a living puzzle book, and any state of the puzzle can be solved by pressing a button to initiate a goal state (like sliding the blocks) or by moving a block in that direction. The solution is based on a series of states that follow a fixed path. Each of these states has a set of parameters that can be modified to solve the state. Every state in the game has a unique solution-- this is a very important concept that you'll need to become familiar with in order to finish the game. It's really hard to describe, but here's a short video that might make it clearer. Puzzles in Impulse: There are two kinds of puzzle in Impulse: Single-state puzzles and Multi-state puzzles. Single-state puzzles consist of one frame that follows a fixed path to a goal state. The twist is that the state has a set of parameters that can be adjusted. Multi-state puzzles consist of a sequence of frames that follow a fixed path to a goal state. The twist is that the frame has a set of parameters that can be adjusted. Background: The

Features Key:

- Real-time 3D graphics
- Strong team battle function
- Beautiful but short chases
- Cool airship and tank car
- Simple and easy to use yet solid gameplay
- Integrated PDF overview in the game
- List of objectives can be read after the game
- Prepare eye-catching screenshots and playback videos
- Brand new HD Game Engine (Racing Frontier)
- Support keyboard and controller!

Download Link:

FLOW - Deep peace Game.zip
FLOW - Deep peace Key.txt

Platform:

Windows (32bit, 64bit), Download Size: 84.3 MB

Mac, Download Size: 51.4 MB

Current Version:

0.2B

Play:

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