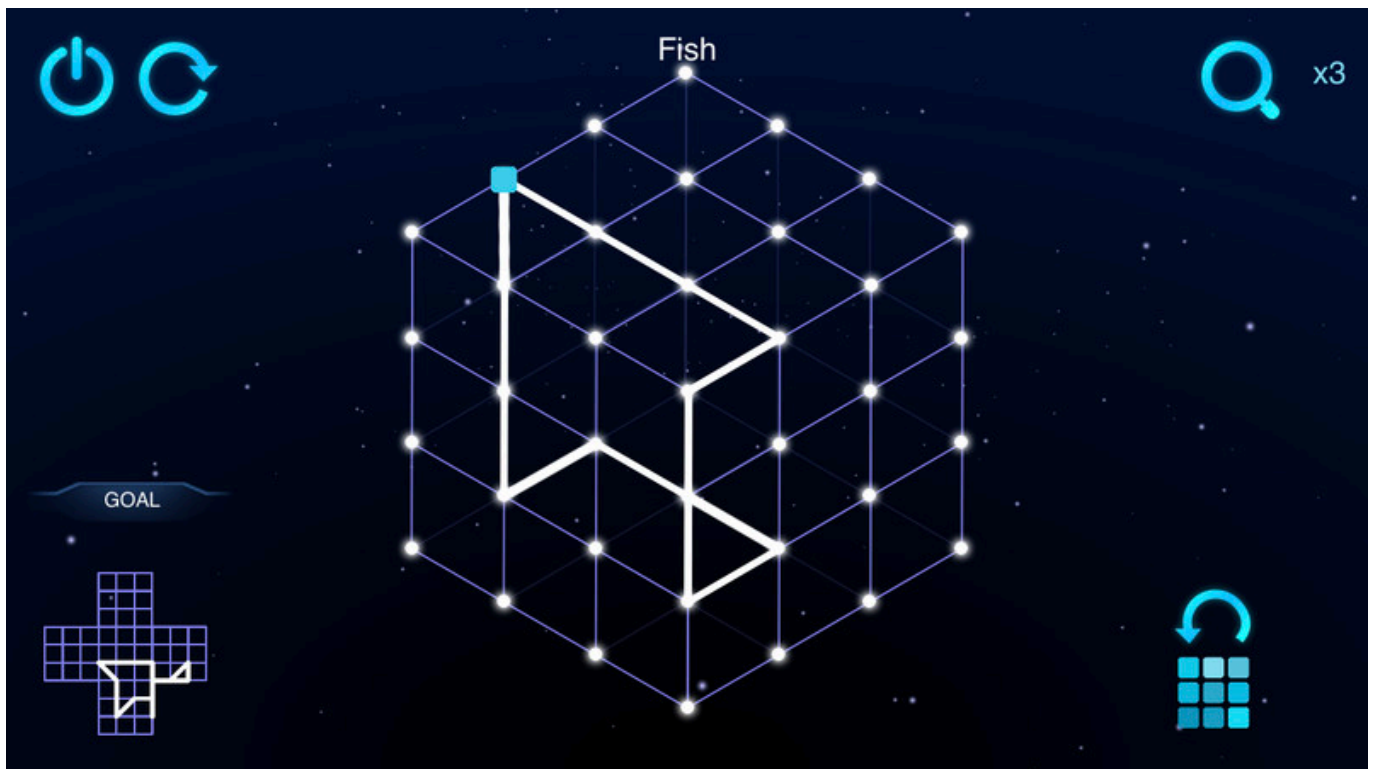

Zasa - An AI Story Activation Code Generator



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About This Game

Zasa is an extraordinary and challenging "3D Puzzle Game". Players are going to roleplay Zasa the Artificial Intelligence to finish the training missions from Dr.Mason by linking nodes in 3D space.

Features:

- ☆Play as the role of an AI to experience growing, taking adventures and challenges with Dr.Mason.
- ☆Unique gameplay of solving puzzles to create marvellous work through simply linking dots.
- ☆Delicate level design to serve various topics for each level.
- ☆Passing each level without a flaw requires continuous means and effort that meets your desire to conquer.
- ☆Release the beauty of transitioning between dimensions in the Sci-Fi styled world.

Instructions:

Slide your finger to draw lines on the cube until the drawn pattern matches with the target.

>: rotate the cube.

Magnifier: get a hint.

Zasa icon: transform

Contact Me:

Twitter:<https://twitter.com/rainssong>

Title: Zasa - An AI Story
Genre: Casual, Indie
Developer:
Rainssong
Publisher:
Rainssong
Release Date: 20 Mar, 2016

b4d347fde0

English,Simplified Chinese



You can look at a hint more than once



COMPLETE



Next

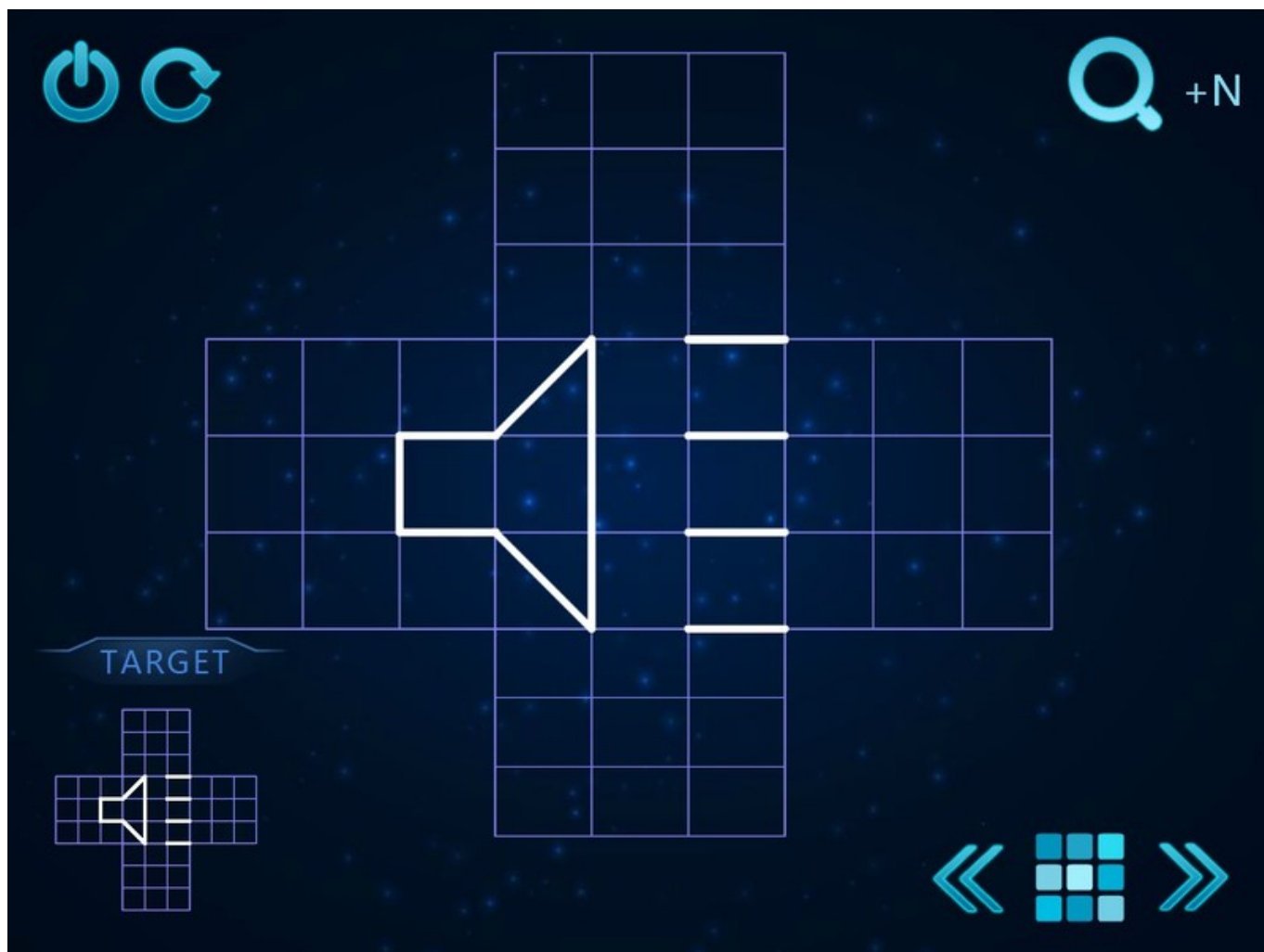
Replay

Level Select

TARGET







loved it :). loved it :). An innovative and challenging twist of traditional one-stroke game.

You guys should release a mobile version of this game. As the UI design looks exactly like a mobile game.

Although the game's UI feels like a poor mobile port, the gameplay is solid and challenging, requires actual spacial thinking.

It is a bit easier to mis-connect some dots, so I would suggest remove the amount of re-do. Since the score is affected by how many time the cube is turned, I don't see a point to limit the amount of re-do.. This game is just the kind of puzzle games that I like: demand you to think until you get an headache :D. I'm generally very bad in 3d so I find this game very challenging but the feeling: yea I finally did it right is more then enough to keep me playing :).. Zasa uses an incredibly simple concept to produce some surprisingly difficult puzzles.

You may have tried to do these puzzles before, where you must draw something on a grid without goign back over your lines, without raising your pen off the paper. This builds on it by getting you to visualize how things work on a 3-dimensional piece of paper, that you can freely rotate while keeping your pen still. This makes for some easy, and some very tricky puzzles, of which this game contains plenty.

There some dialogue\story going along with it, but I wasn't really following it too well. Play it for the puzzles.

While the idea is really simple the play is fun, interesting and at some drawings are really challenging too, how to obtain the least steps for the 3 stars.. \u2b50\u2b50\u2b50. Zasa takes two interesting puzzle concepts and blends them together for a pretty clever experience.

The main concept behind the puzzles is that you're inscribing lines between the nodes on a perspective-less cube so that when the cube is opened up the inscribed lines will match the pattern in the corner diagram. You can draw on whichever 3 faces are closest to the camera, but you can also rotate the cube (and the already-drawn lines with it) to access the other faces.

The first trick is thinking about how the finished image should look when wrapped around the cube. The second trick is that you can't "pick up" your pen. This in itself adds two factors of difficulty:

- You have to think about whether the shape has to begin at a certain node in order to be completed (you can't trace the same path twice)
 - When you rotate the cube, the cursor doesn't move along with it. So if there's a linebreak in the puzzle, you have to plan the position of the cursor as part of your rotation.
- There is some text-only narration between levels, and the dialogue is a bit stiff at times. I'm only a few dozen stages in, but it's solid so far.

cubeV10. This game is extremely difficult as you progress in.

At first, you're like: NO PROBLEM, EZ PEEZE

Then you're like: WHAT THE \u2665\u2665\u2665\u2665, IM NOT A COMPUTER MR DEVELOPER, HOW DO I FIGURE THIS\u2665\u2665\u2665\u2665\u2665OUT?

8V10 would scream again. This triggered a Norton Internet Security alert; SONAR.Heur.RGC!g186.
It removed the executable for me. Nice.

I was about to ask for a refund, then thought; what the heck, let's at least try validating my game files. Steam re-installed the missing file, and thereafter it ran fine. Hueristic scan? Schmuristic scan more probably.

Anyhow, Only a short way in, and it's already quite brain-melting. I suspect the 'idea' will get easier the more it's played. But I also expect the levels will get harder much more quickly.

Well worth the price if you like new kinds of puzzlers (well; I'd not seen anything like this before anyhow.)

Major gripe? That *horrible sound effect used for drawing lines and (especially) when starting a level. It's like 10 seconds of fingernails on a blackboard all compressed down to 0.5s. Ouchy.. Use your brain, that's for sure.. 87 cents and I already can tell that this is going to take a lot of processing power of my brain to finish all the puzzles in 3 stars.*

Game rates you based on the number of rotations and moves you have done. and if you think 2D paper architect puzzles are hard, wait until you try this game where it tricks you do the tracing on a 3D rotatable cube but the image you are trying to solve is a 2D picture

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