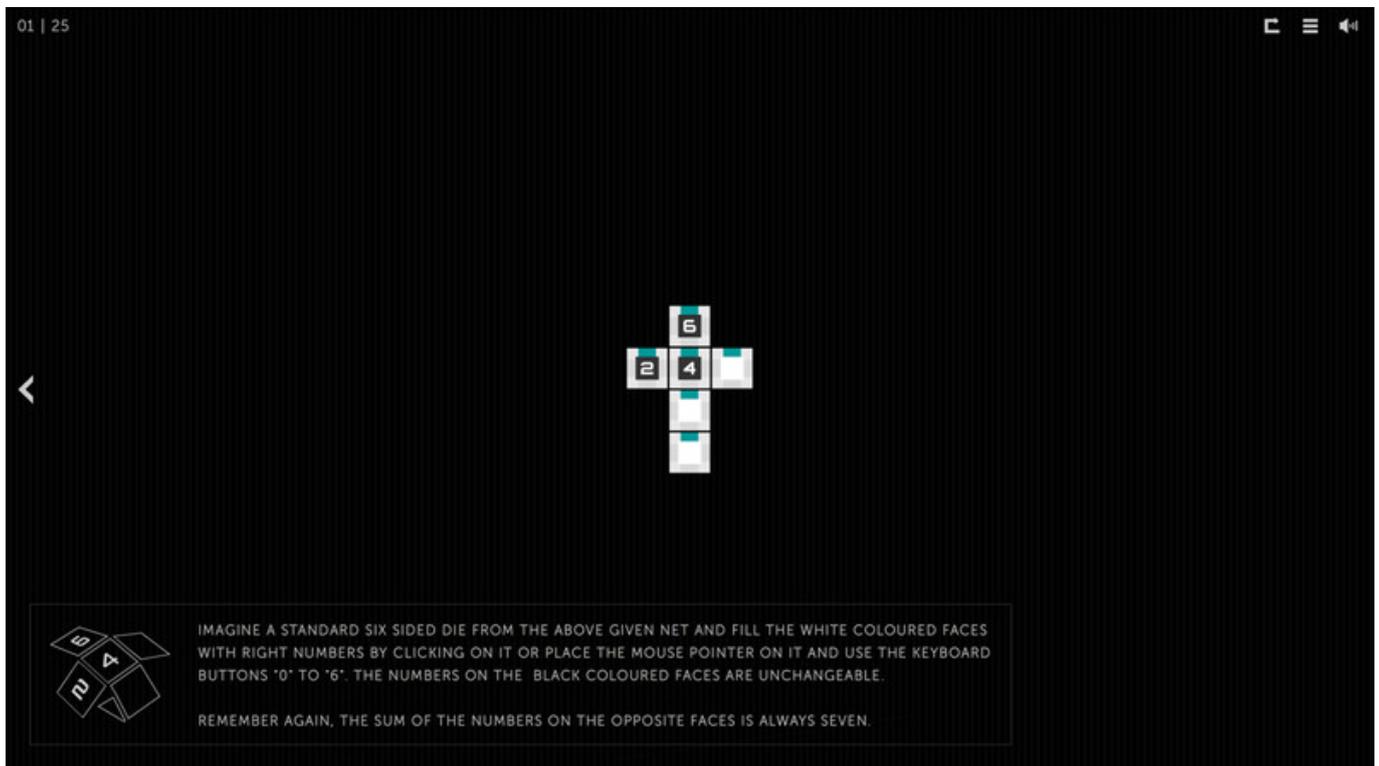


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## Dynetzzle Extended Crack Serial Key



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### About This Game

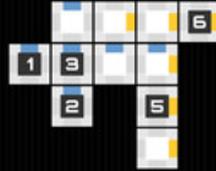
Dynetzzle is an original number puzzle game based on the features of a standard six-sided die such as it has eleven nets and the sum of the numbers on opposite faces is seven.

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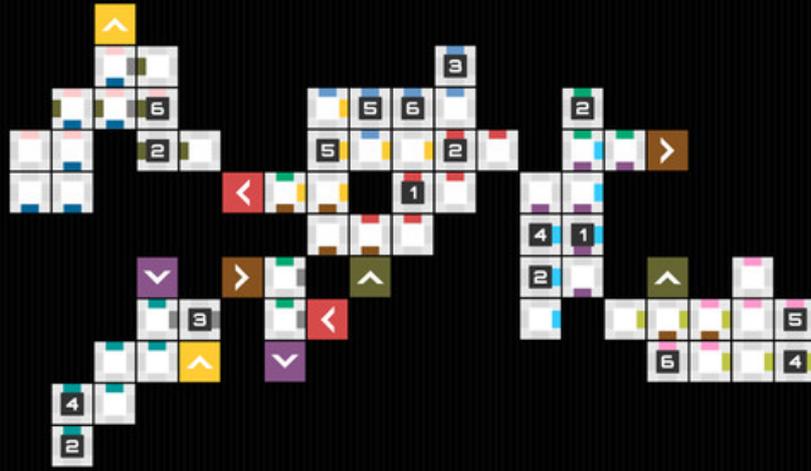
Title: Dynetzzle Extended  
Genre: Casual, Indie  
Developer:  
Vishnu Vadakke Pariyarath  
Publisher:  
Vishnu Vadakke Pariyarath  
Release Date: 15 Mar, 2016

b4d347fde0

English



EACH COLOUR REPRESENTS ONE NET.





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dynetzzle extended

It's a decent enough, chill, short, puzzle game. It's not the most exciting of games and I found that I could only do a few levels at a time but I liked that it was a little different. There are 25 levels, which doesn't sound like a lot but if you play it like I did, in short bursts, it surprisingly lasts a while.

The levels increase in difficulty as you go along and for someone who isn't the best at visualising it does get more challenging. The easier ones are essentially just counting to 7, but in the later levels the net is broken up and placed elsewhere, even sometimes rotated, so you really have to visualise the rotation and orientation of the net.

For 80p it's worth the money, It decent in quality and it's a good casual puzzle game to throw on between games. If you like short little puzzle games I'd say it's worth throwing in with the rest.. It's a rather short puzzle game, but is still fun. I used my hands in an attempt to map out where the numbers would be on a dice, and I found it really fun that the game made me have to do that. And hey, its only like a dollar.. Totally worth the 99 cents. It's been a while since one of these simplistic in theme and presentation puzzlers really gave my brain a work out. Even by the end of the first third it really starts ramping up quick.. Pretty easy game. You have to put the numbers 1-6 in squares so they form valid dice. It doesn't get much harder later on, but the levels are bigger and twisted a bit so it takes longer to solve.. A very interesting and original puzzle game. My only real complaint is that the logic for a single die is easy, so the game developer made it harder by cutting up the pieces so you need to write down how the pieces connect, giving the game some artificial difficulty. With only a \$1 price tag, this is a great experience for anyone who enjoys puzzles.. It's sort of like the logic of sudoku, but instead of playing on a square grid, you play on a collection of overlapping unfolded dice (and filling in digits 1-6 instead of 1-9).

You can fill in the squares either by clicking repeatedly to cycle through digits or by typing the number on the keyboard.

You rely less on process of elimination and more on the knowledge that opposing faces of a six-sided die always add up to 7. You may find yourself imagining the cubes in 3D space, or you might learn how the opposing faces are distributed across the various possible flattened nets.

Technical suggestion: While it's great that you can type the digit you want when the cursor is hovering over the square, it would be nice if the player could navigate the board with WASD or arrow keys. I'm not bad at 10key, but trying to 10key left-handed while my right moves the mouse is quite awkward. I ended up playing the majority of the game by clicking.

Colorblind folks might have a tougher time with this one. Because so many of the die nets overlap in so many places, they're marked with little color tags. Unfortunately, some of the more complicated levels have so many nets involved that some of the colors look a bit similar. In these cases, the similar colors are usually kept fairly far apart to avoid confusion, but some of the later-game twists also affect spatial relationships and you might find yourself double- or triple-checking to make sure you aren't connecting the wrong colors.

It would also be nice to get some music added in. It wouldn't need much for how short it is. 1 or 2 ambient-sounding tracks would be really appropriate and welcome for this type of puzzle game. The existing background hum is better than nothing, but it gets a little unsettling and it's kind of ominous.

I hope that additional levels are added as DLC, I'd love to play more of this.

dice/10. \ud83c\udef1\ud83c\udef1\ud83c\udef1\ud83c\udef1\ud83c\udef1

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Nice, short and simple puzzle.

8V10. Very highly recommended - The game is easy to play but gets quite complex.

Great game 8.5V10. Pretty easy game. You have to put the numbers 1-6 in squares so they form valid dice. It doesn't get much harder later on, but the levels are bigger and twisted a bit so it takes longer to solve.. It's sort of like the logic of sudoku, but instead of playing on a square grid, you play on a collection of overlapping unfolded dice (and filling in digits 1-6 instead of 1-9).

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I hope that additional levels are added as DLC, I'd love to play more of this.

diceV10. This game is like an advanced version of Sudoku. It's great and genius!! This game is like an advanced version of Sudoku. It's great and genius!! got about 4 hours of puzzles which i think is decent for \$0.99. the idea is pretty cool and unique but it can get a little repetitive over time as you recognize and memorize more patterns naturally. but overall still challenging, makes ya think in a cool way, and worth it for the price point. A very interesting and original puzzle game. My only real complaint is that the logic for a single die is easy, so the game developer made it harder by cutting up the pieces so you need to write down how the pieces connect, giving the game some artificial difficulty. With only a \$1 price tag, this is a great experience for anyone who enjoys puzzles.. I played this game while I was sleepy

It looks groovy

Best method of getting high 420/10. Totally worth the 99 cents. It's been a while since one of these simplistic in theme and presentation puzzlers really gave my brain a work out. Even by the end of the first third it really starts ramping up quick.

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