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## About This Game

### SIX SIDES OF THE WORLD – ALL HAIL THE PUZZLE LORD!

“Six Sides of the World” is a puzzle videogame that takes you into an intergalactic journey through different star systems riddled with brain-racking challenges.

### THE ULTIMATE MATCH: YOUR BRAINS vs SCI-FI HAZARDS

Spatial orientation, logic and pure wit will be your weapons to go through the different cube shaped planetary systems. Each level will bring the threats to a whole new level, adding all kinds of sci-fi hazards: from portals to laser beams. You will need to carefully analyze each cubic planet to understand its dangers and potential solutions. Rushing might lead you to death: it's all about breaking down each puzzle and finding the right pace.

### EXPLORE A VAST GALAXY SYSTEM

Six Sides of the World presents you a series of star systems to be explored. Each one is comprised by different puzzles that introduce new and more challenging mechanics. But most interesting feature of this is that these star systems can be navigated linearly, following a easier predetermined path; or you can make a detour if you are brave enough. Some of the puzzles will present more than one possible solution, enabling the player to achieve a more difficult victory, that will unlock new extra puzzles.

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## FROM TEST OF WIT TO ULTIMATE HEADACHE!

The freedom of exploration in Six Sides of the World let you set the difficulty: the linear path takes an intelligent and resolute mind; but the additional solutions to some of the puzzles require a true sense of understanding of each puzzle. And that's not all! These solutions will lead you to extra puzzles that are capable of driving you insane. It is a smart way of letting the player to set the difficulty by him/herself: going for the extra solution is a way of asking for bigger challenges. And the extra levels are the biggest challenges you can face! There is a difference between understanding new mechanics and getting to their true core. Are you ready?

## ALL HAIL THE PUZZLE LORD!

Maigo is an explorer who's about to discover something far bigger than he expects. As he navigates through space, facing increasingly difficult puzzles, he starts to understand he's tapping over something transcendent. Some questions arise: who has created all these worlds? What motivates this intergalactic architect? There's an utter plan beyond all this? It is a test? A mean to protect something? In seek of the truth Maigo will have to overcome all the challenges to meet this kind of... PUZZLE GOD.

## FEATURES

- **A galaxy of puzzles:** Dozens of creative, defying and engaging puzzles set in cubic planetary systems
- **Choose your way to victory:** Non-linear progression with different difficulty levels. Follow the easy levels to end the game, explore the optional ones to face a real challenge.
- **Easy to control, hard to master:** Easy and intuitive controls, playable with the mouse and only one button.
- **Otherworldly music:** Soundtrack composed by [Carlos Viola](#).

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Title: Six Sides of the World  
Genre: Action, Adventure, Casual, Indie  
Developer:  
Cybernetik Design  
Publisher:  
Cybernetik Design  
Release Date: 20 Jan, 2016

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**Minimum:**

**OS:** Windows 7 SP1

**Processor:** Dual Core 2.0 GHZ

**Memory:** 500 MB RAM

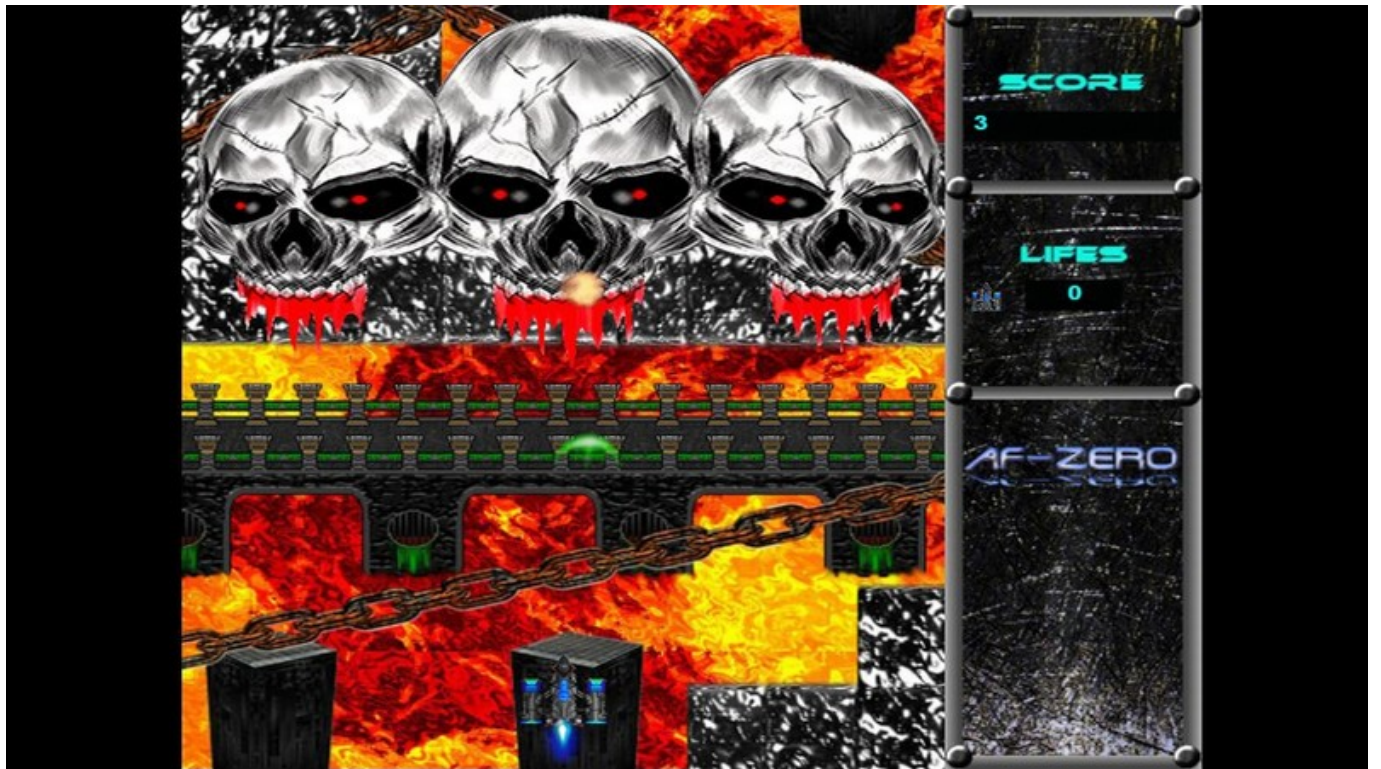
**Graphics:** DirectX 9 Compatible card with 500 MB of RAM

**DirectX:** Version 9.0c

**Storage:** 1100 MB available space

English,French







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A fun and light-hearted addition to Collateral Hazard that introduces a much needed shorter experience compared to the original's 12 stages (w/ 2 loops). The story (if you care about that at all in shmups) is just as crazy as the original minus the grimdark, and likewise just as gratuitously english.. Do not buy this game. It is unstable. It loads on my computer, asks me to pick a landing site, and then to pick a crew. As soon as you pick a crew it shows you a rotating picture of Mars and freezes up. I tried rebooting and running the game again and it happened again. After three tries I gave up. Never even got to play the game. Waste of \$5.00!. This game (like Ant War) I played like many others, when I was much younger. It used crystals instead of gold back then. I decided to play the Prince.

55% Peasants + 45% Monks

Soldier: "Sir, the goblins are attacking."

Me: "Just retreat. We need a bigger castle to defend with."

Level 36 Soldier: "Sir, the elves and their ogre thralls are attacking and wiping our militia! Our castle is as upgraded as it will become!"

Me: "Just retreat. We need more men."

Level 36 Soldier: "But Sir, we'll lose over 100 good men!"

Me: "I said retreat."

Level 100 Soldier: "Sir, our land is ripe with plague and we're being attacked by all the tribes. We're losing thousands of men!"

Me: "Tis is fine, just retreat, we shall have 1.5 million men shortly."

Level 101 Soldier: "Sir, we have 1.5 million men now, what do we do?"

Me: "Hmm? We already won soldier, there's no need to move from our comfy hill here nor is there a need to attack the other clans, 1.5million men is all we needed."

11V10, would level up every day after level 36 and mass recruit villagers into my kingdom to be slaughtered and die of disease while putting up no defenses or soldiers on the walls again. Much Value, Such Replay. Buy this game when it's on sale or you're an idiot. MWHAAHHAHAHAHAHAHA \*Cough cough\* HAHAAHAHAHA \*Coughing worse than a smoker\* HAHAAHAAHAHA. Alien Arena on steam?

That was a big surprise! So is the fact this project is still active after so many years, I honestly thought it was dead. I used to play this a fair bit back in 2010 (ish) on Ubuntu Linux on my trusty old Dell Studio laptop. At the time it was an eye candy variant of Open Arena (another open source game build on Quake III Arena) and I was always impressed but the visuals, these graphics in 2010 were pretty up there with the big AAA's and somehow have stood the test of time.

Recently I have discovered another free game that has revitalised an old favourite I used to play and happened to stumble across the ALIEN Arena website. You can download it for free there, but for a few pence you can buy it on Steam and will have access to updates and new maps so it seems worthwhile to buy it here.

So I've played through all the practice maps and it didn't crash once, 10 out of 10 lol. Seems like they've really tidied this game up. Perhaps its time to work on the graphics now though and bring it up to speed with modern shooters. Or maybe work on a new game based on this which has a full single player campaign because sadly there's no really market share these days for Arena Shooters. Look at TOXIKK << (its on steam) built on the Unreal Engine and a slight attempt at bringing the classic Unreal Tournament back.... visually it is f\*\*\*\*\* astonishing and the game play feels better than Quake Champions (that game is a disaster, no one gives a f\*\*\* about loot boxes, so i uninstalled, such a pity) and ALMOST as good as Quake III Arena... yet like many Arena SHooter rebootsV mainstream attempts it hasn't worked, look at the 2012 NEXUIZ <<< maybe the most beautiful map designs I've ever seen, but that went wrong when the devs gave up and it was taken off the stores due to some controversial goings on with branding (anyway), that had potential too, but failed.

So with all this in mind a single player campaign wouldn't hurt, plus it gives players the chance to hone their skills, which lets be honest unless you're a seasoned player you are going to need in the servers.

. Solid VR FPS

Couple of game modes

Lots of guns

But the main feature is the modding support. Playing old COD maps and TTT in VR is bloody great!!

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Engaging puzzles, structured into bite sized pieces. Easy to jump into, with multiple progression paths available, leading to satisfying brain teasers. Symbiotic audio provides a melodic reward as the player progresses through each of the puzzles. The game doesn't attempt too much, instead executes well on the core gameplay mechanics. Well worth checking out. . Was having fun, but there are some bugs in the game. It crashed on me but that may have been the fault of my computer. Still don't think I'd recommend because there it doesn't really bring anything new to the table. Was hoping for something more like Shovel knight. Love it, Very Good!. I saw this little gem by chance and since I liked what I saw, plus the apparent dedication of the devs and an existing loyal but small playerbase, I picked it up.

Alien Arena: Warriors Of Mars is a fun oldschool like Arena FPS in a more modern look, featuring martians, robots, drones and humans to dispose of.

It's got several gamemodes, online and offline play, you can host yourself, and all 3 DLC map packs are for free.

Btw: There are more servers around than I had guessed and players as well. Way more than steam shows because it's a cross-platform game.

No prob to find multiple matches.

After installing I just played a DM match with bots that I barely won, the bots are pretty good (several difficulties to choose from).

Update: You can boost with the strafekeys similar to like Quake, Quake 3 and dodge by tapping the movement keys twice like in UT. Ofc, I still have to get used to the game mechanics and figure some things out.

The regular price is surprisingly low and far too low to be on par with its actual gameplay value, especially now on sale it's so dirt cheap, there is no excuse not to buy it.

Hence, I bought right away another copy for a buddy. ^^

Just try it yourself; if you enjoy Arena FPS, you'll probably like it :). I was looking forward to playing Darknet since before I bought my Vive last year. An hour and a half into the game, I'm still excited about it, and the scope and content of Darknet seems to exceed your run of the mill VR titles, despite the superficial simplicity of the gameplay.

Currently only a few bugs with controllers registering as pointing at buttons and a lack of support for seated position is bringing it down, but compared to most other games, the polish is great. You can feel that the game was designed with using your head as your pointer in the menus, and I hope we get the option to toggle to headpointing or something.. Can titanfall play on window 10?

. DROD RPG is probably my favorite installment of the DROD series. It is technically an RPG game but could be more appropriately thought of as a gigantic optimisation puzzle. involving intense micromanagement of the usual stats like health, attack power and defence power. If you manage to finish the main campaign, the Caravel Forum contain many more user-created levels you can download, most of which are terribly, terribly difficult. I prefer to play the game using a spreadsheet so I can calculate the optimal path as best as I can.

I can guarantee that this game will not appeal to everyone, but it is absolute crack to fans of complex puzzle-solving!

(Ignore the steam stats, I played this game for countless hours before its steam release.). i love it so fun to play with people. Back in the day when this game was pretty new it was the beez kneez, highly populated servers and not p2w. Since gamigo took over from OutSpark this game has gone to \$#@! Really not worth playing anymore, completely dead servers and I guess it just doesn't live up to what it use to be anymore.

(i probably have at least 1k hours on this game). plays not bad but, warehouse still has issues, the skids get green okay indicator but, will not register for being in proper location.

Also when trying to load trucks from warehouse same problem, green for okay but, have to work to try and get skid on proper location to finish job.

Okay game for all other jobs, but, until warehouse issue is fixed would wait to recommend

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