
Constricting Cubes Download] [portable]



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About This Game

Destroy the cubes before they constrict to crush you in this 3D and VR capable casual puzzler. Designed with Virtual Reality in mind, but VR is not a requirement. It can be controlled with a Mouse, Gamepad, or using the Vive Motion Controllers. All modes support a 3D match-3 style puzzle experience where the cubes will constrict on you over time. A ping pong style game mode is also supported for those with Motion Controllers.

Title: Constricting Cubes
Genre: Action, Casual, Indie, Strategy
Developer:
D.W.S.
Publisher:
D.W.S.
Release Date: 7 Nov, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: 64-Bit OS Required, Windows Vista 64 Bit or Newer

Processor: Dual Core Processor

Memory: 4 GB RAM

Graphics: DX11 GPU with 1GB VRAM: NVidia GTX 460/ AMD Radeon 5850

DirectX: Version 11

Storage: 600 MB available space

English,French,German,Japanese,Korean,Russian,Simplified Chinese







I love this game.

In short, between the various endings, both romantic and which character is ultimately given power, it's very replayable. It has funny dialogue, good characters that are consistent and charming (for once, I found all of the romantic options to be good) and a really fun playing system that's very unique to this game. You end up hating the villain (letting you find out who that is for yourself) so much but in the way the writers intended. The art style is a perfect balance between being too cartoony and trying too hard to look real and failing. It's a fun, funny game with a mystery, a good protagonist and very fun to replay between the different endings and the different way you can socialize.. If you're planning to play this on linux I would strongly reconsider purchasing this game. I've never had it work properly on linux and I believe that is a fairly common issue with Oniken.. The soundeffects are a little repetitive and the tone is slightly inconsistent from grave seriousness and cutesy light heartedness. But it's a fascinating cyberpunk world we're invited too and it's fascinating seeing the plethora of colourful characters!

Plus some of the best robot fiction I've seen since first time I read Asimov, a lot of interesting discussions about identity as both a performance and as something inherent. Sadly, all the dialog and the framing kind of makes it feel more like a Visual Novel than a adventure game, which isn't completely a bad thing either if you're into those.. This game should be held as an example of how to do art games well. It's short and minimalist, but it tells a pretty compelling story about love and loss. While the narrative is hardly complex, it's well written and quite emotionally affecting at points. What really sets this game apart from its peers though is the way it tells the story.

Instead of simply walking and having the story told to you, you actually use the story to see how you could advance the gameplay. You figure out how each stage is completed through the text that's presented to you and it makes for a really interesting experience. It can be quite rewarding and compelling when you figure out how to get to the level by interpreting the text correctly. The game is also not afraid to break its own rules in order to keep the core gameplay interesting.

While it's not the most in depth game, it most certainly lays down a very interesting template that more games should follow..
GOOD ♥♥♥♥ING JOB GUYS! AMAZING HORROR GAME. Astrid is best girl 10/10

In all seriousness tho, this is a good game. Lots of interactivity, although some of them don't really affect the game.

Only 2 endings :((The game fleshes out Astrid's ending well, so I assume that it does the same for Nefer's. Quality over quantity.)

Have yet to play Nefer's route and Lore, although I definitely intend to sometime.

My only obstacle is I hate being the bad guy, and once I've been the "good guy", I can't seem to go back and say "Let's see what happens if I'm the bad guy now", but that's just me. Wish there were other ways to get the same ending, kind of like how you can choose a different path to get to the same destination.

The devs are also nice and open to a sequel, ideas, and updates.

Anyways, great game about a man living in alternate Nazi Germany, and the struggles that come with living in such a country. Definitely recommend if you want a VN about war, there aren't enough of these.

FOR FREEDOM!

;) Wonderful shmup, several different game modes and lots of personality. Reminds me of shmups on the SNES or NES, great game!

very good game looking forward to number 2. I bought it when it was on sale, but I think it's worth full price.

One of those games that surprises you with how much effort they put into it. I got this game back in 2013, so I've had this for awhile. Today though when I decided to look back on this game, there was an active server, but with only like 2 people on it. Unfortunately, the game is pretty much dead. But, when it was still alive and getting updates, it was a blast. Sometimes people would just muck about, destroying everything, or each other. Or fly helicopters on the crashed jets, which would launch the helicopter way high into the air. Or fighting over who would get the spaceship. Maybe even just fly the huge airliner as wildly as possible. Then whenever you did have someone spawn in as Omegalodon, it'd be one hell of a fight. If someone can at least bring the game back, then that would be amazing. If the developer also does ever come back (and that's a pretty large if), then maybe the game could become even greater.

In its current state, I wouldn't buy it. But if you can get someone to play with, go for it. You won't regret it if you can get a group of friends together on a server, to wreck havoc.. Good game :). One improvement could be some end-game-summary? At end of game you don't really get a synopsis of your and your opponents points (how they were achieved overall).. I have known about this game for years and now it's finally on steam. I've always loved it, its music, pixel art, and somewhat retro vibe. It's decently challenging for newcomers and gets tougher.

I've been playing pixeljam games since 2008 or so, love them.. very good little game worth a buck. This was really fun and cute, I think I smiled the whole time with plenty of laughs to be had. Who'd of thought there was enough plot for there to be twists? I didn't, but there they were!

It was a 2 hour playthrough on the nose, kind of refreshing to play a shorter game, great way to top off the weekend.

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