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About This Game

simian.interface++ is the long awaited update to *simian.interface*, an abstract puzzle experience for simian participants of all ages and abilities. There are no explicit rules, no instructions, and very simple controls.

Inspired by tabletop puzzles, modern art, and cognitive psychology experiments, *simian.interface++* presents challenges that must be solved using pattern recognition, intuition, and experimentation.

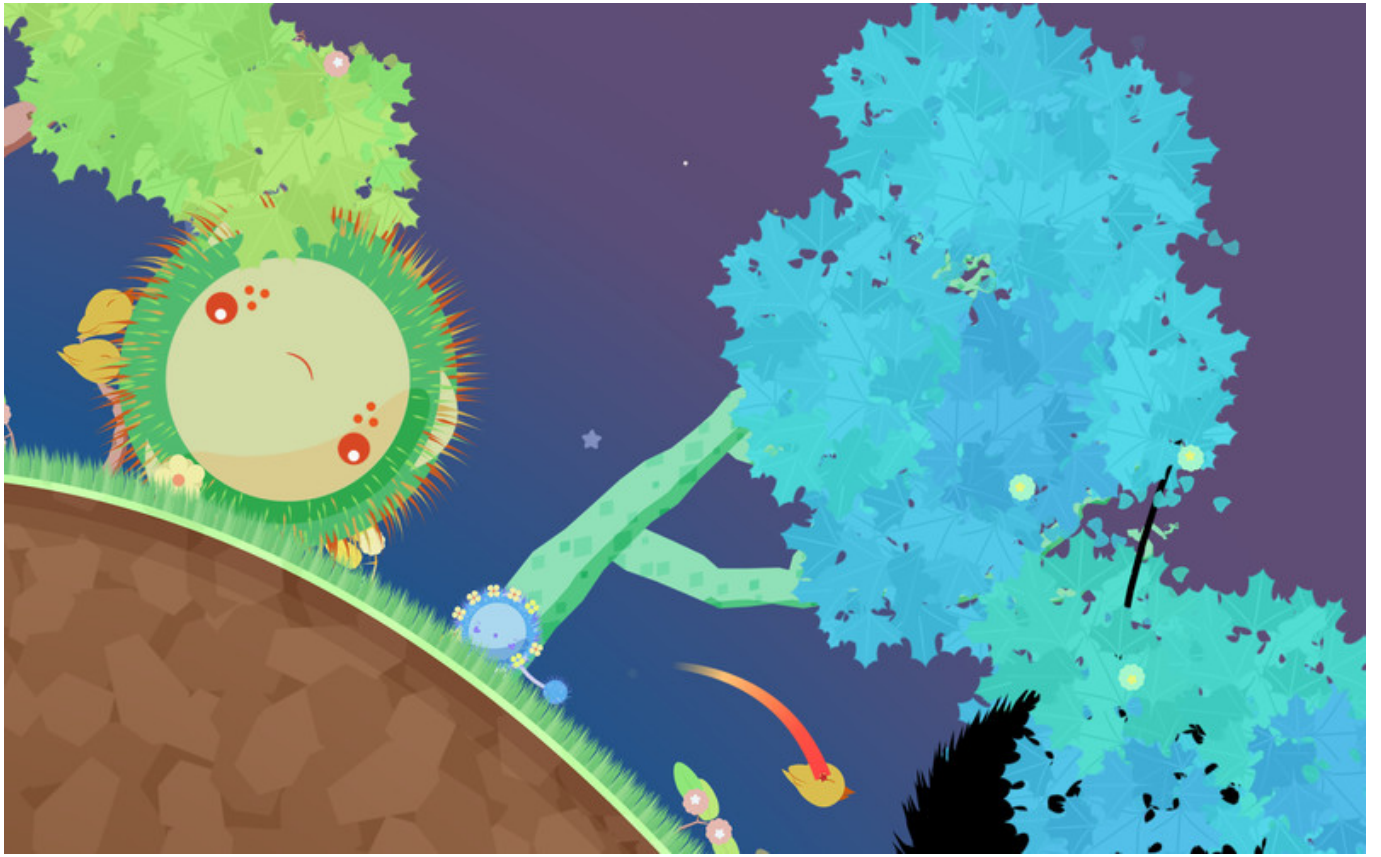
features:

- an incredible soundtrack composed by chiptune artist Note! (@n0te_ on twitter)
- the original *simian.interface*, now playable in full screen!
- the new 'infinite_loop' mode, with procedurally generated levels, and randomized music and story content!
- infinite replay value!

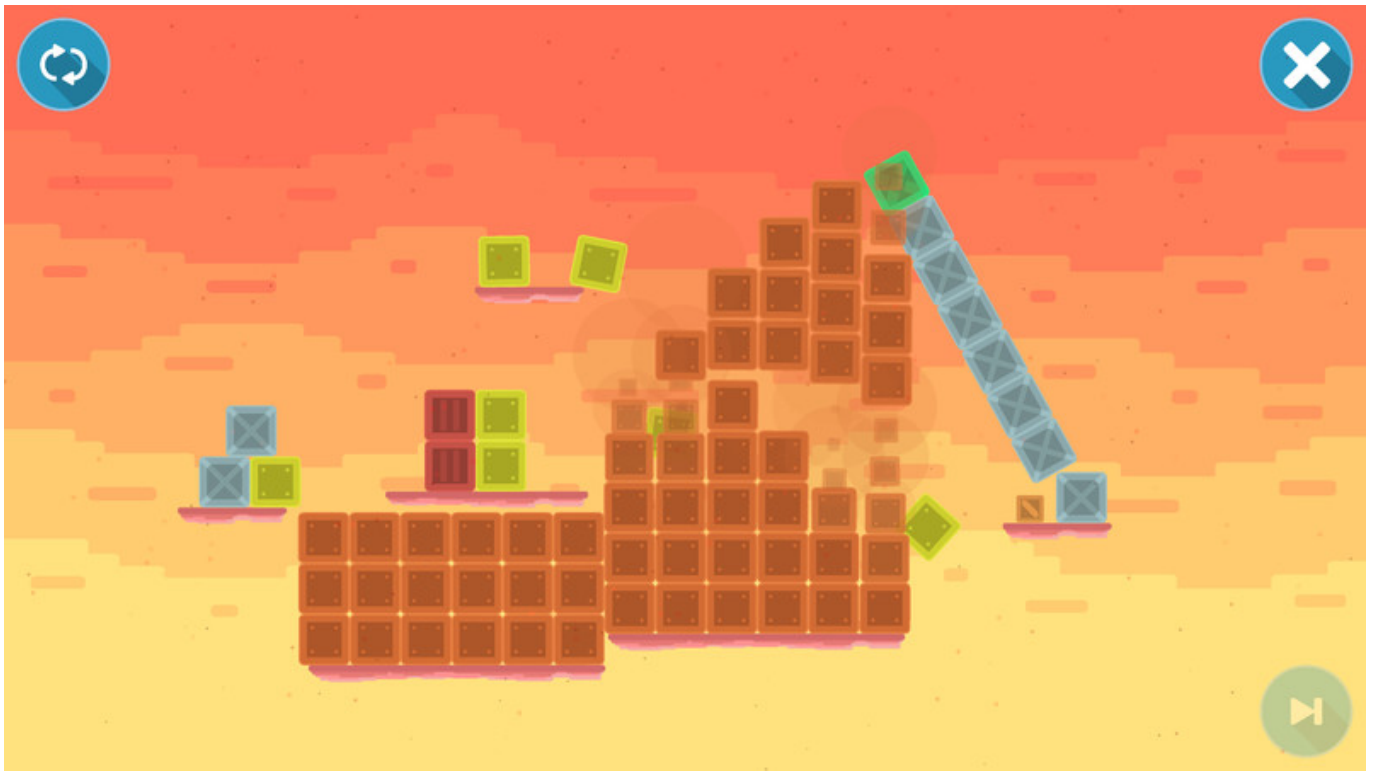
Title: simian.interface++
Genre: Casual, Indie
Developer:
vested interest
Publisher:
vested interest
Release Date: 26 Jun, 2016

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English,French,Italian,German,Japanese







simian interface secret. simian.interface walkthrough

The art in the game is nice. That's nearly everything positive I can say about it.

The game itself is most completely an interactive story, which I wouldn't mind... if it weren't so incredibly bland. Both the plot and the love story are very plain and boring. They lack any twists, any surprising features, any conflict or struggle to provide at least a little emotional response. Well, there is a clumsy attempt at conflict; however, there is just a single (hidden!) spot in the whole game where you get a brief mention why their love is "forbidden" (and no, it's not because they are both girls, it's much more stupid and makes zero sense). Without a proper unfolding of backstory it's really hard to empathize with Ceress.

The writing could help, but it's also as simple as the plot itself. Stupid mortal! Stupid mortal! Why do you continue to push our conveniently placed levers to open the doors and try to escape??

As a result, the game is totally forgettable.. Games like this... Games like this... I ♥♥♥♥ing loves games like this. If anyone remembers Super Hexagon, if you liked that, you will absolutely love this.

The music is great, it's fun to play to the beat of an electronic song such as the one in Normal Difficulty.

Just watch the trailer video for the game and you will probably learn all the rules of the game just from that. The only thing left out is that you use arrow keys to control where you point, but I was able to figure that out from the video itself as most gamers are used to either arrow keys or WASD, so at most it should take people 2 to 3 tries to figure out how to play, maybe add one or two if they have never touched a computer before.

If you think you're going to beat this game no problem, leave. Just leave. It's a challenge. I laugh at myself when the game tricks me not with just the blue arrows that switch sides when they reach the half way point, but also the speed of the normal arrows being changed so that you miscalculate the order in which they get to you. You will be tricked over and over and over by this game.

Games like this is where there isn't too too much to say about the game. You face the arrow when it hits you and if you get blindsighted, game over, try to last for 60 seconds. This is one of those games where you can't say much about it, other than it's good. It just is.. It's kind of an interesting concept, though the balance is a bit weird. It's definitely aimed at the casual crowd and is a mobile port; the UI is a dead giveaway. The RPG side of thing is rather weak, mostly because the game isn't all that challenging to begin with.

It's not gonna be for everyone, but honestly, yeah I could recommend it to a few people.. Very well done game. Great graphics, good story line, and the music is perfect. Can't wait to see more of this game!.. i cant get passed the tutorial because the game doesnt fit on my screen lmfaoo needs resizing hahaha i dont recommend LOL it wont be fixed these things never are . Nice and funny game. Good ideas in AI and levels. A few glitches though. I second the comments I found elsewhere: it's adorable.. I picked this up on sale as a four pack a while back, and as a humble giveaway before that.

Pros

- simple ui
- only three types of ships to manage
- fun with friends

Cons

- no level editor
- dead multiplayer
- click to direct every unit
- too many notifications
- lacks replayability

Overall, it's a great game for nights playing with friends. Be sure to try the demo first to see if you enjoy it (demo supports ai and multiplayer on one map).. Unchangeable awkward camera angle with very bad controls.. It is frustrating to repeat a level just because you fell in lava at the end of the level because not being able to see what is behind that box or awkwardly insensitive controls.

Quality concept, poor implementation. Reminds me a bit of Kudus, just not as fun. Got bored in about an hour. Like another reviewer stated, "I wanted to like this game" but it just wasn't fun.. I do like me some good COH mods, and this is one of them. Its really quite good, with some well thought out gameplay with the odd little bug here and there but as a mod, and heck, if it was a game its well worth your time.. As fun as the game is, I can't recommend it because the dev broke achievements in a update and abandoned the game before bothering to fix them.. Old school, simple and funny + low price.. All around really enjoyable. I'd recommend picking it up.

I enjoyed it both on my first run-through and in new game plus.. So, I just played my first scenario. Damn, what a great game! It's kinda like ancient roman Tropicco, but more fun. My problem with Tropicco games and with many City Builders in general has always been the fact, that you could never relax and enjoy your achievements. You know, there's just usually constant problems in the city and not a moment to reflect on the work you've done and admire it. But in this game there are those moments. All the problems are solvable, the progress feels rewarding, not daunting. Also, improvements compared to Tropicco include the fact everything everything automatically adjusts to grid, so your city doesn't look like a mess. The build-interface is very intuitive: instead of going into separate menus for buildings, you have this kind of a wheel of categories, each of which spawns a wheel of buildings. Very convenient to use.

Some things I didn't particularly enjoy. For example, I still can't figure out how to trade. The trading screen in the forum building says you can manage trade by a trade post, but I couldn't find one. I guess it must be explained in the tutorial, but I ain't playing that. Or maybe it was just lacking in the first scenario. Anyway, another thing I missed from Tropicco is the screen of people's happiness. There is an icon, showing a thumb up, sideways or down, but when I press it, I can't really figure out, what I'm looking at. Looks something like statistics of some kind, but not happiness. Tropicco had a simple, easy to understand, screen with happiness, and it would be of use here. There are notifications, when people are extremely upset about something, but generally you have to press on individuals to figure out what they are content/discontent with. Also it would be fun to have a proper avatar character like in Tropicco.. I can't believe this game is in Steam! My first hack and slash game of my childhood Good story, gore combat, finishers, weapon upgrades, variety of enemies, etc And not only that, they added trading cards and achievements so it's more enjoyable

The negative thing is that mouse players are fu*ked. There is no support for mouse. It seems like the company who decided to re-launch this old title (Acclaim entertainment was the original developer) is forcing you to buy a controller lol. I remember playing this game back in 2003 with mouse without problems

8V10. This game is very unique to say the least.

You're accused of murder and need to prove innocent by recreating the events that happened on the night of the killing. Every action you take is taken into consideration by the judge and may be used against you so you have to be very carefoul what you do.

Short gameplay encourages many attempts to get different verdicts and it's of course possible to convince the court that you're innocent. It's all up to your actions and the time you take them.

There are some problems with the game - unintuitive controls, some graphics glitches and an overall feeling of a very "indie" title.

But as it's a work of practically one man these flaws can be frogiven and are made irrelevant by interesting gameplay, great story and fine voice acting and music.

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