Glyphs Apprentice Free Download

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About This Game

Glyphs Apprentice is a deeply engrossing problem solving game, using simple programming to animate game objects. This is one of the most ambitious puzzle games you will eve 5d3b920ae0

Title: Glyphs Apprentice
Genre: Indie
Developer:
inSPIRE Games
Publisher:
inSPIRE Games
Release Date: 16 Mar, 2017

Minimum:

OS: Windows 7

Processor: Core 2 Duo

Memory: 4 GB RAM

Graphics:

English

glyphs apprentice

Seems to be a rip-off of Zachtronics' excellent Opus Magnum. Not bad for the price, of course.. Lovely rendition of early Zachtronics magic-themed masterpieces (pre-Spacechem, not on Steam). Fans of of the kind of programming that makes Zachtronics games so engrossing (Spacechem, Infinifactory, TIS-100 and Shenzhen I/O) should feel quite at home here, so I am

wondering why this game passed under the radar so far (I found it randomly in my new game queue). Tutorials are very well done and gradually introduce to the various tools, with some levels within the guided tutorial that act a bit like a test to check understanding so far.. I've only just started to play with this game but can already see it will be addicting!!. Iu2019m enjoying the game, the concept is good and the puzzles are fun to solve and reasonably challenging. I donu2019t know if Iu2019ll finish every level as the solutions are all a bit similar. I wish there were targets or constraints or stats from other players to incentivise efficient optimised solutions rather than just hacking something together that gets the job done.. I would rate this as needs a little more work on graphics and sound effects. If you weren't a fan of spacechem you'll most likely hate this game, but if you liked spacechem, you might like this game. I mainly rating it positive because I like puzzle games like this. Pros: -It's a puzzle game Things that I would like to see (Or that I'm too dumb figure out how to set in the settings): -That sound effect when navigating to the puzzles sounds annoying, I like a click sound better. -The video tutorial links are not working in the help menu at least for me. I spent way to long trying to figure out that I needed to have a drop command to reset the arm so that I could grab more energy after activating it in the accumulator. -I wish there were sound effects for tool / energy actions while watching the progress of a solution being played out. -The tools and accumulator are the same color as the energy, it is hard see what's going on and to troubleshoot why something isn't working. Maybe have the tools be white to off-white and the have the different elements be different colors. -Have the accumulator drop off area just an outline of the squares, but the actual pattern needed off to the right side of the screen.. Lovely rendition of early Zachtronics magic-themed masterpieces (pre-Spacechem, not on Steam). Fans of of the kind of programming that makes Zachtronics games so engrossing (Spacechem, Infinifactory, TIS-100 and Shenzhen I/O) should feel quite at home here, so I am wondering why this game passed under the radar so far (I found it randomly in my new game queue). Tutorials are very well done and gradually introduce to the various tools, with some levels within the guided tutorial that act a bit like a test to check understanding so far.. Iu2019m enjoying the game, the concept is good and the puzzles are fun to solve and reasonably challenging. I donu2019t know if Iu2019ll finish every level as the solutions are all a bit similar. I wish there were targets or constraints or stats from other players to incentivise efficient optimised solutions rather than just hacking something together that gets the job done.