
Dynetzzle Extended Hack

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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 sev 5d3b920ae0

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

English

dynetzzle extended

Nice, short and simple puzzle.. I played this game while I was sleepy It looks groovy Best method of getting high 420/10. 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.. 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.. 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..

Repetitive Simplicity Can you count to six? That is basically the question this game will answer. Now there is more to it as you have to imagine a dice pushed into a 2 dimensional shape that you have to redesign in your head each time, but that's really not that hard as. well you know, a dice only has 6 sides and once you get the hang of it, the game offers nothing new. Nearly all level feel the same, as you do the same thing over and over. Sure, they introduce spaced out shapes which you have to put together before being able to reconstruct the dice in your head and that brings some fresh wind into the game, but it comes half way through and quickly loses its charm through repetition (again). The way the game is designed, it's just far too easy. EVERY number has a counterpart, meaning you don't have to think about anything. Just pick a number and start filling in the tiles. Repeat until you're done. Instead of introducing moving shapes, more sided dices or blacked out tiles so not every number has a counterpart they just repeat the same concept for each level which for me was too little and only left me wishing for more.. Very highly recommended - The game is easy to play but gets quite complex. Great game 8.5/10. 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.. brilliantly.. Good, but complicated until you find a system that works for you.

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