
Flip Xforce

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About This Game

Flip is a puzzle game for your eyes and your brain. It has a simple and easy to understand mechanic, but the possible combinations on each puzzle will require deep thinki 5d3b920ae0

Title: Flip
Genre: Casual, Indie
Developer:
Perro Electrico
Publisher:
Perro Electrico
Release Date: 15 Feb, 2016

English,German,Italian,French,Russian

u2b50u2b50u2b50u2b50. Great game, i would reccommend it for any fan of logic puzzles.. A simple, yet challenging logic puzzle with premade and randomly generated levels. There's a variety of unique orientations and combinations to keep you busy. There's no timer, but a minimum move requirement to acheive a high score. A good mobile port for the PC that also works on Windows XP.. I think theres a right way and a wrong way to play this game. I initially tried to play it the wrong way, by solving the puzzles without really thinking about them, and that's not very fun. The good way to play this game would be to puzzle out a plan to the solution in your head first, before executing your plan. The basic premise is you need to work your way towards having the tiles arranged in a certain order. This requires some level of foresight and some reverse engineering of the solutions, a task which I find quite difficult. You can find yourself to the solution randomly, but the big difficulty is in minimizing the number of moves it takes. This provides a very difficult puzzle, but the earlier levels do offer a good way to ease you into it. And if you do find yourself burnin through all the levels, note that you're unlikely to run out as there are a lot of them.. A simple, yet challenging logic puzzle with premade and randomly generated levels. There's a variety of unique orientations and combinations to keep you busy. There's no timer, but a minimum move requirement to acheive a high score. A good mobile port for the PC that also works on Windows XP.. Great game, i would reccommend it for any fan of logic puzzles.. A mind-twisting puzzle about rotating, switching and matching. It's similar to Kami for involving a little bit backward induction, but with

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