
Quatros Origins Hack

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About This Game

Quatros Origins is a block puzzle game that tries to reconnect with the good old days where classic arcade games were easy to play, but hard to m 5d3b920ae0

Title: Quatros Origins
Genre: Casual, Indie
Developer:
Stijn Van Coillie, Tracy Baeckelandt
Publisher:
God As A Cucumber
Release Date: 29 Jul, 2016

English,German,Dutch,Japanese,Russian,Simplified Chinese,French,Portuguese

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I don't understand the benefit of the strange new parts, but the game is as addictive as Tetris. It comes with a clean, fresh design and also the music is catchy somehow. For me, especially for the split screen mode, it's definitely a buy recommendation.. the game is very nice, a "new challenge" for tetris lovers, is like play 4 tetris at same time. the minimalist look and colors are very good. my impression for this game is that is very slow, the time it takes to the screen turn around take so long and became alot boring! what i miss in this game: - more options that increase the speed of the game. - infinity (<http://harddrop.com/wiki/Infinity>) - reward for tspin and all other piece spins - ghost piece - hold piece - a 3d isometric mini map from your game would be very nice and fun. I don't understand the benefit of the strange new parts, but the game is as addictive as Tetris. It comes with a clean, fresh design and also the music is catchy somehow. For me, especially for the split screen mode, it's definitely a buy recommendation.. don't be deceived by the trailer (or maybe only I got it wrong) it's not TETRIS in 3D you neither build castle walls, nor play on different dimensions it's just a variant in which the whole thing gets spun, so the level interlocks with what you just planted there before it turned (which can also help you not mess up your game

too fast) therefore you can plan ahead if you remember the pattern of the side view, meaning it has so much potential, but: doesn't have things like T-Spin maybe it's me, but I just had a session of 27 minutes and it became interesting from lvl 16 on, before that it was just really taking way too long . felt rather dull, if not boring even been playing Tetris since the release of Nintendo Game Boy this has so far been one of the rather dissapointing variants, shifting from the original Tetris maybe I'll try multiplayer the next time, or see if I can now skip ahead and play from lvl 10 or 15 on so let's (lemme?) give this a yes -for- now although I'd not give almost 4u20ac for this I guess.. Pros: - The music - The block design & variety, don't know if the shapes are proper random but there are at least more than Tetris & that was nice & annoying because I wasn't expecting to need to make space for a + symbol. - Line explosion graphics are satisfying as is getting the block on the side where you've set a channel for it. - I will probably assist my spatial thinking if I can get my head around remembering 4 board layouts at once. Cons: - I never realised how awkward keyboard only menus were until this. - The pieces auto-lock when they touch another one, so you can't do the just-in-time slide across the board that produces many heart stopping saves in Tetris. It basically renders the top 4-6 lines of the board useless in the later stages as the piece will drop in & you have basically zero time to adjust. - The pacing in the early levels is very slow due to essentially playing 4 games of Tetris at once, for the first 5 minutes of my first game it felt like the most boring game I'd played in a while; that goes away by level 6 or so of your first game when the speed of gameplay heats up & you know what to expect for future games, but I feel it needs addressing. - White background with a slightly shinier white grid is an odd choice. The grid is hard to see when you need to make some fast channel decisions & bright white is annoying for long periods. It doesn't need to be dazzlingly colourful experience in the background like I guess Neon Drive or even Lumines, but something to not blind me when games run 15+ minutes. - 'Fixate' the game mode where you can't rotate the pieces feels like something you could do in other games of this type, but wouldn't. - I do hope we get a 'Piece Hold' function, seems like it'd provide some good strategy.

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