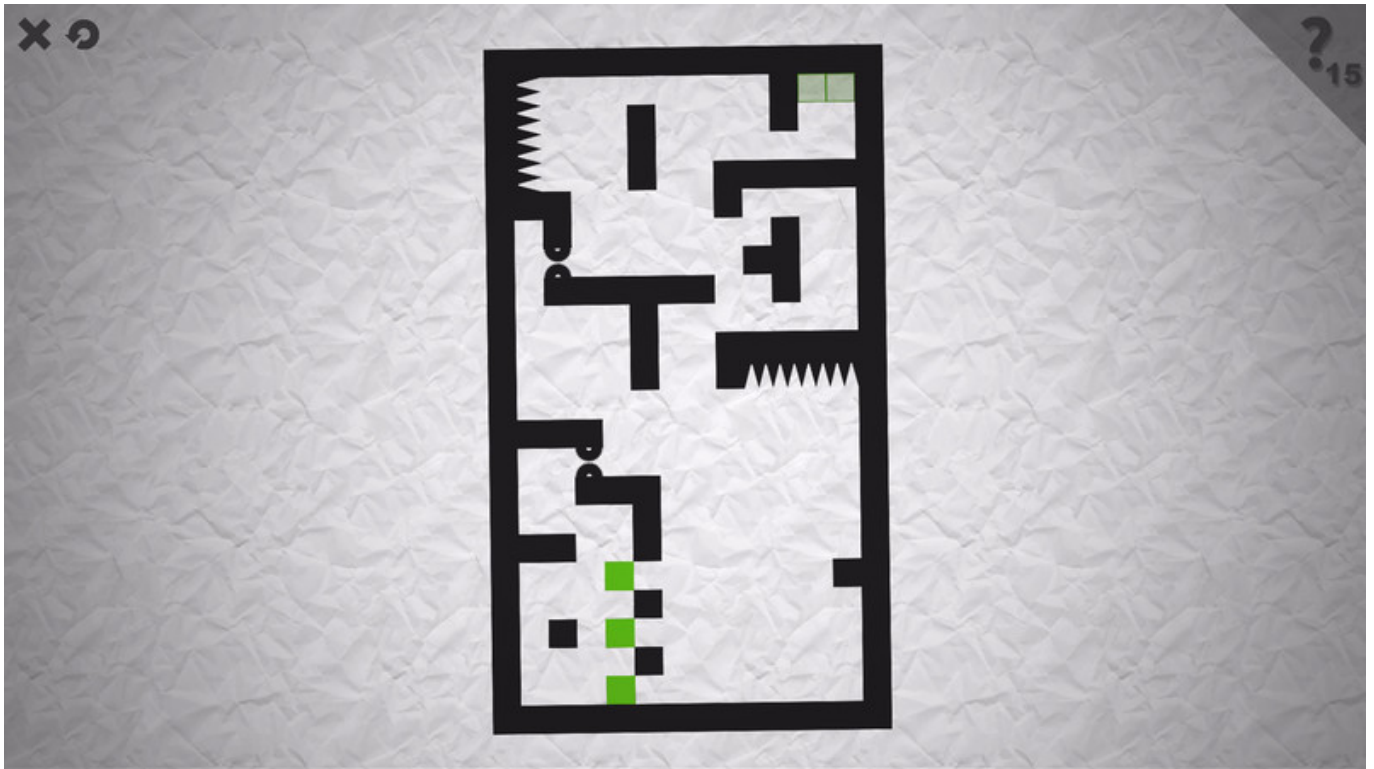

Invisibox Activation Unlock Code And Serial



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About This Game

Invisibox is a tricky puzzle game where you have to solve sliding puzzles by controlling invisible boxes while avoiding various obstacles.

Features:

- Almost 100 hand crafted puzzle levels of varying sizes
- Steam Trading Cards
- Steam Achievements
- 3 star rating system
- One-Hand, Mouse or Touch Controls
- Minimalistic and mind-bending puzzling
- A level is too hard? Use a Helper Power up to make the boxes visible!
- Variety of different obstacles and gimmicks to make it even more interesting

-
- Unique puzzle elements
 - Perfect for playing on the train, while hearing music or just to do some puzzling
 - Train your short time memory
 - Compatible with all common screen resolutions, also optimized for windowed mode
 - Super short tutorial so that you can start puzzling asap
 - The perfect casual game to relax and hear music while playing
 - Very tough final levels, even if you could see your boxes

Title: Invisibox
Genre: Casual, Indie
Developer:
Retrific
Publisher:
Retrific
Release Date: 18 Oct, 2017

a09c17d780

Minimum:

OS: Windows XP or newer

Processor: 2 Core @ 2.0Ghz

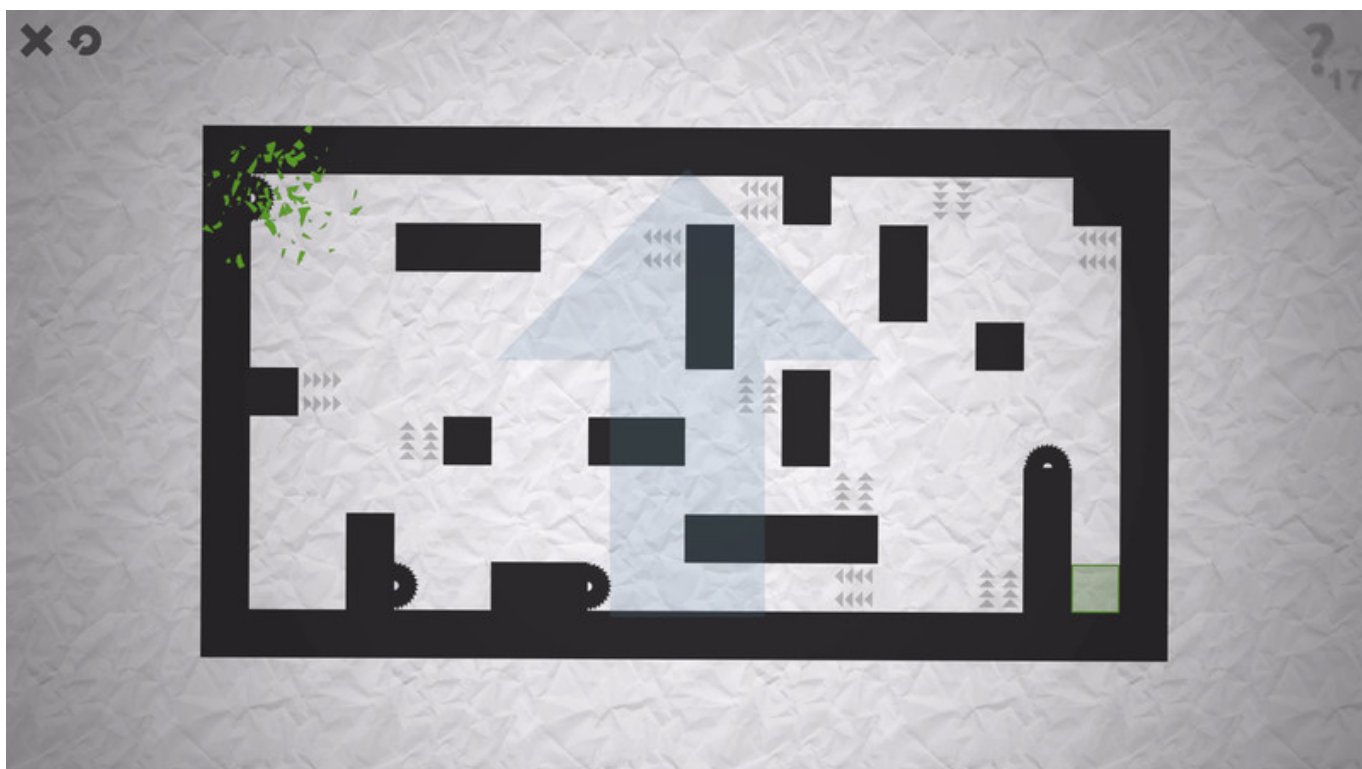
Memory: 1024 MB RAM

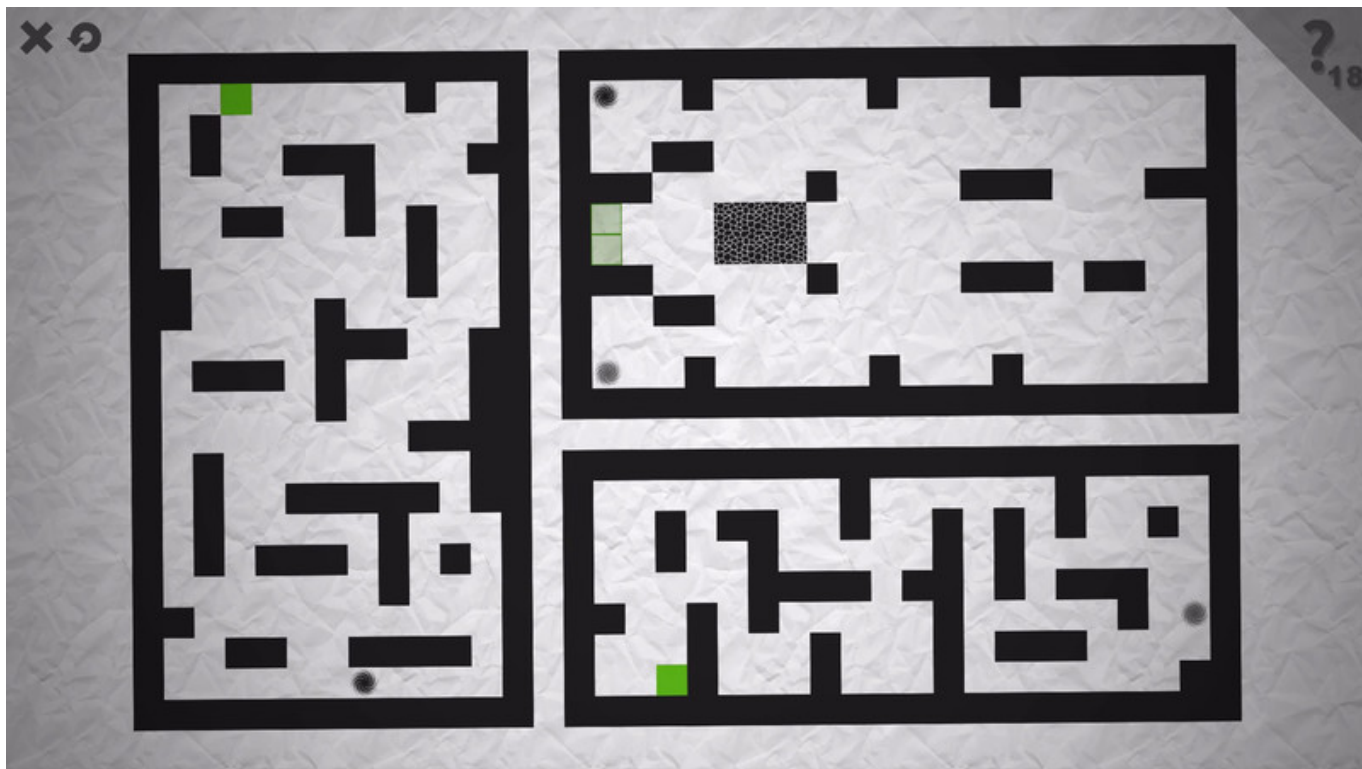
Graphics: Intel HD Graphics

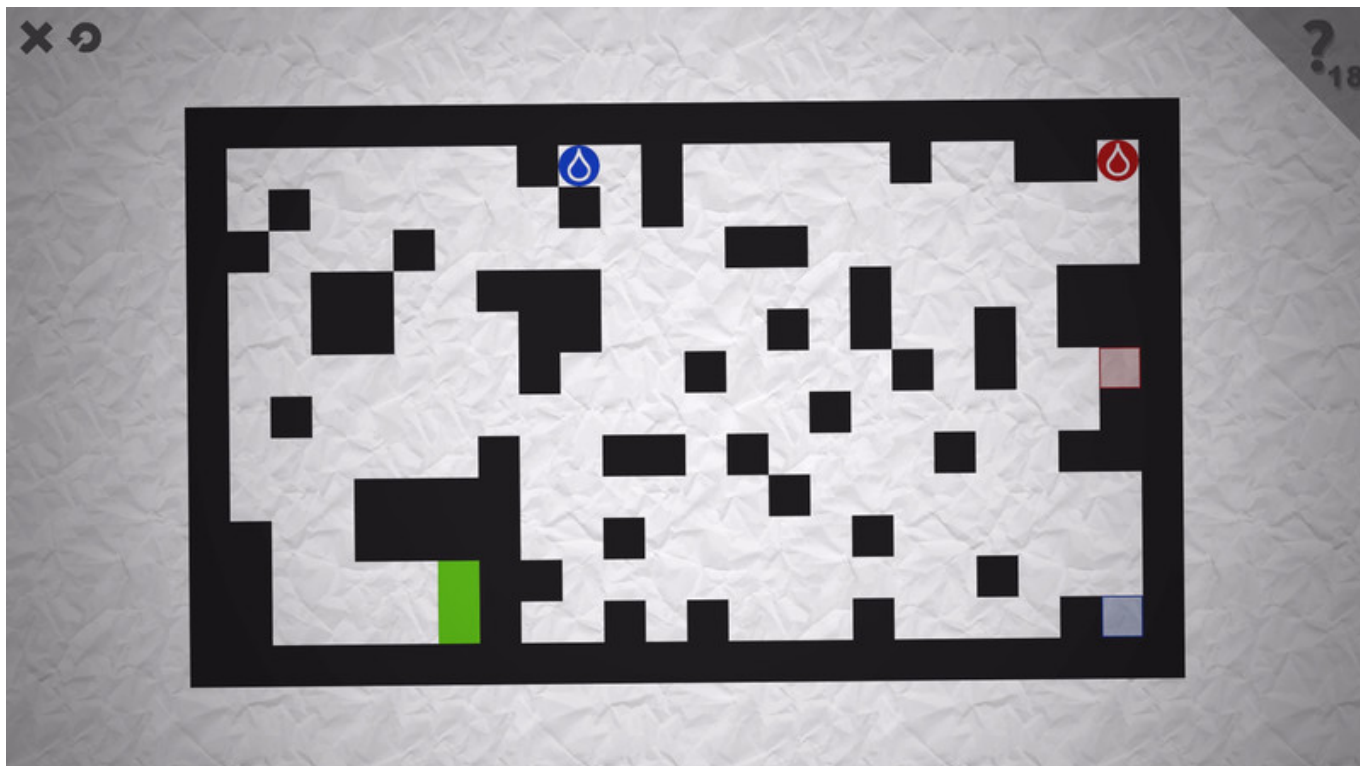
DirectX: Version 9.0c

Storage: 20 MB available space

English







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good game

. Invisibility is not always a good thing. Fortunately I didn't have to beat every level with 3 stars to get all achievements in this game.. \u2b50\u2b50\u2b50. Nice little puzzle game.

Don't be fooled by it's simple appearance, this game will melt your brain as you try to mentally keep track of your precious little invisible boxes as you dance them like lemmings around traps and mazes to get them safely home.. A neat little puzzle game to play in your free time.. A very clever and fun puzzle game that really challenges your thinking and memory.

Pretty addicting so far and it's really making me want to complete the levels with the best score before progressing.

A must have for any puzzle\challenge game fan and at the extremely affordable cost, it's a no brainer.

The animations, movements and controls are nice and fluid, the quick swoosh of the block sliding and impacting against the wall with a slight shake is a really nice touch. And it's accompanied by nice relaxing sounds.

Super fun and challenging for all ages.

. I love how they add the feature to make the box visible too. 10/10

I'm surprised, this game is actually really fun to play.
. great little game + very cheap!

once you understand how to solve the first bunch of levels that contain 1 block, it might seem kind of easy...
but then the levels with multiple blocks hit you and melt your god damn brain!
give it a try!

I'll have to attempt to finish this sometime... I am one third through the game and I must say I really love it, and I already know I will be pleading developer for sequel once I am done with rest of it. One of the best puzzle games and definitely best "memory-puzzle" game I know.

Game play feels relaxing, it is not frustratingly difficult and solving levels feels very rewarding.

Only drawback so far is that I would like a key that would show grid, because sometimes on bigger levels I can not see easily how blocks align, but for the price I can forgive that.

I trully love it,. Fine game for 40 cents... The "invisi" part adds a really evil twist to the puzzles.. Challenging and fun with good music. Note 'paper movement' in setting is for mouse parallax.

Things that can be improved:

- adding the 'next level' and 'play it again' buttons to the 'rebind keys' portion of the settings;
- adding a 'Restore Default Settings' option in settings;
- showing how many moves are required to obtain a certain number of stars on each level (for example if I finish level 13 with 11 moves and get 2 stars it says 'you solved the level with 11 moves! that's a new highscore!', but doesn't say how many moves are required to earn 3 stars);
- fixing problem with binds: for example binding 'use helper' to an arbitrary key (eg "X"), then try to bind it to 'ENTER' (it's default value) it results in a loop

Hope this is helpful.

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