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## About This Game

A truly unique puzzle experience that embraces simplicity, elegance, and challenge. Strata paints a simple yet challenging puzzle game onto a sophisticated canvas of color and sound. Test the limits of your brain by completing complex weaves of color to solve the puzzles.

The goal of Strata is to strategically layer colored ribbons to match a pattern. Using forethought and strategy you must sequence your moves correctly. Over time patterns emerge and your tactics may evolve, but Strata will keep you on your toes with increasingly difficult puzzles.

Special thanks to those who supported Strata on Greenlight!

## Key Features

- Hundreds of increasingly bigger and more challenging puzzles.
- Option to Perfect each grid by completing it without pulling a ribbon back.
- A simple, yet addicting game for any age.
- Beautifully recorded sounds accompany your actions.

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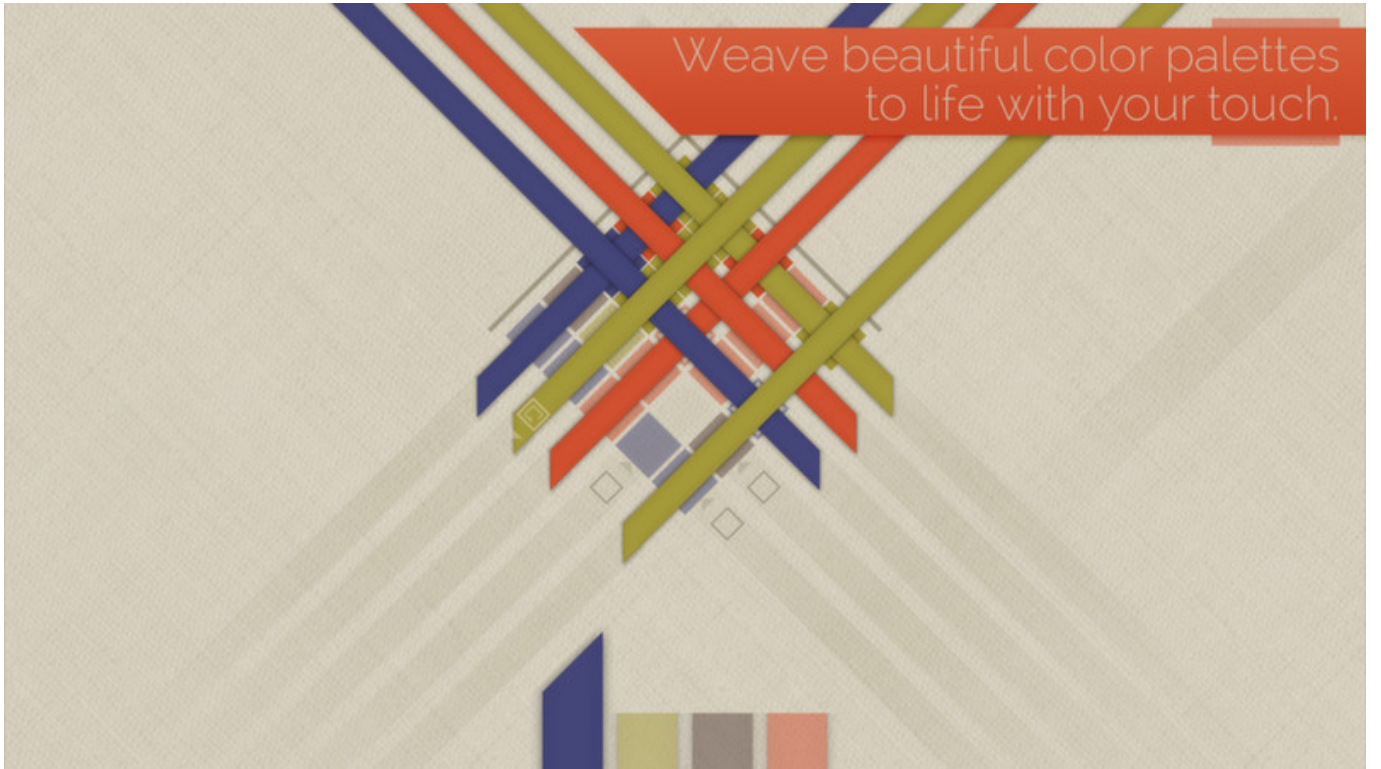
Title: Strata  
Genre: Casual, Indie, Strategy  
Developer:  
Graveck  
Publisher:  
GLITCH  
Release Date: 29 May, 2014

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

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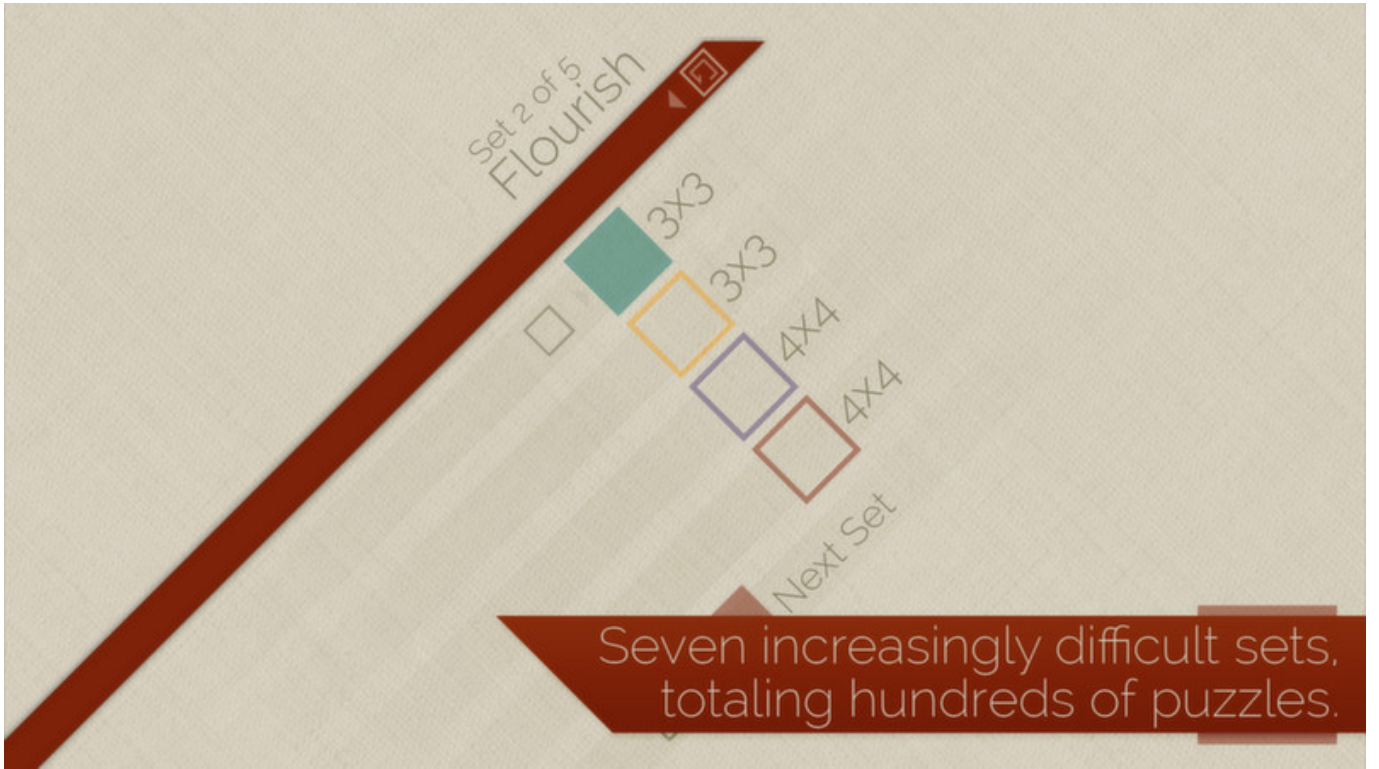
Weave beautiful color palettes  
to life with your touch.



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A challenging game of  
forethought and sequencing.

STRATA



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If you enjoy puzzles that give you a sense of accomplishment when you complete...this game is 10/10 the game for you. Very reasonable price, and simplistic yet endearing game play and artwork.

As soon as you get the hang of it, you'll zip through the puzzles until...no longer shall you trudge through 3x3 puzzles, but you reach the ever increasing difficulty of 4x4! A whole new style of getting it just right to learn, and many many more to complete, this goes on until 5x5, and ending up with the God-like 6x6! With achievements that are 100% completed from just playing the game and completing all the puzzles, this game will test you over and over, putting your patience and intelligence into question.

Get it, play it, win it, love it.. Don't be fooled by how simple Strata looks.

The game walks you through how to play it pretty quickly and effectively, but other than that, you are on your own. The rest of the game is just you, your brain, and the piano keys tinkling blissfully in your ears.

Any casual player can pick it up and jump right in, and any puzzle\indie lover can dedicate hours to solve and complete each set and wave of puzzles down to straight perfection, like me. For \$3.99, this game gives you a crapton to work with.

My only complaint is that after playing the 5x5 puzzles for awhile you will start to feel it, and I mean feel some sort of brain exhaustion. Don't marathon this for 12 hours on end. Especially as some of the levels can have god-awful colour schemes, you don't want to risk eye strain or your sanity just to perfect a few puzzles.

That being said, 8/10 would let wreck my brain again.. Really fun and zen-like puzzle game that's not too challenging while still being engaging. It's something you can just jump into for 5 minutes while you're waiting or bored. I don't know if I'd play it again and again, but for its price I'd say it was worth the money :). I didn't complete game fully, but I did get all achivments, and oh god

I really like it, the design, the idea, but after few hours you understand, that's just repeating all over again and again the same thing, but with different colors.

That's just became annoying, but over all, I enjoyed playing it.

6/10. Strata is aesthetically minimalist but still manages an elegant beauty. Its sound design effectively communicates success and failure in a manner befitting the 'zen puzzler' mould it is trying to fill. Its minimalism extends to interface in a way that promotes the kind of 5 minute drop-in gaming that makes these games so addicting. Still I can't recommend this game because it fails in the one place that really matter, it's a weak puzzle.

For the first 10 minutes or so I really enjoyed Strata, a simple but engaging puzzle format that seemed to have a lot of room for variation ahead of it. Then it hit me, there is a simple mechanical strategy to solve literally every puzzle of this format regardless of the size or number of colours. However complicated a solution may be it is always trivial to solve in reverse, this leads to the game quickly evolving into busywork. Even for this low price with all the pretty packaging a bad puzzle is a bad puzzle and a thorough waste of time.

I kept hoping that in the later sets the game would through in some new spin or twist on the mechanics, unless it appears in the final 6x6 it never comes. I feel like there is something hidden within this concept that could be saved, maybe a block type that is set by the bottom ribbon or requires a particular ribbon combination? In its current state the game is nothing but dissapointing.

MINOR ISSUES: the game had a few navigation bugs in the level select menu which require a restart to make the game playable again. Some of the ribbon colours seem too close to each other leading to silly mistakes, this wouldn't be a big deal if the perfect system didn't punish undoing.. This is one of those games that is extremely simple in their concept, but deviously hard to beat. The visuals are comfortable to the eyes and the easy-listening, laidback music further draws you in.

If you like to exercise your visual imaging then Strata is a must-have. The game is a bit buggy at times, e.g. it sometimes freezes when you move around menus or levels too quickly and some achievements pop-up when you haven't rightfully earned them yet. This is however compensated by the low price and enjoyable gameplay.. The graphics of this game are beautiful and the challenges are appropriate in difficulty and simplicity. I'm an avid fan of logic puzzles and prefer the ones where the rules are clearly explained in a visual manner. Strata does that perfectly and quickly, allowing you to jump right in without excessive amounts of tutorial.

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With two and a half hours in I've gotten up to the end of Set 2, out of 7. Granted there's been some moments of idling due to me being a stay at home mother and needing to check on my son, but I still feel entertained and eager to continue on with perfecting each score. The price is fair at the 3.99 I purchased the game for. I would highly recommend it to anyone who enjoys a casual logic puzzle.. Strata is a very simple idea that works well and is nicely delivered. It starts as a pleasant casual game in that you can just walk away from it any time and it's out of your head in a nanosecond, but while you're playing it.

But....

A possible criticism is the change in difficulty curve every time your square increases in size. There's a large jump between 3x3 puzzles and 4x4 ones and the further one progresses the less casual it becomes and the more concentration is needed. Strata stops being so casual and becomes fiendish once you're sucked in unless you use the hints I guess. But I'm not a fan of just following instructions.. Simple yet challenging problem solving game. Really smooth, but still would have liked to see some options. Especially a way to adjust sound and music.

Great way to spend some overtime you have.. Strata is a weaving puzzle game that presents a challenge unique to the game itself. The puzzles may look simple at first, but soon you may realise there could be multiple solutions (or weaves) to a problem. If you're eager enough try out all the possibilities and patterns and invent your own strategy, like what I did, you will get hooked to Strata in no time.

The design of the puzzles are not only beautiful, they look visually mesmerising as well. The game is so rich with a wide array of colour palettes, I can't help but to stare at the completed puzzles and be filled with wonder. Strata is a must if you love puzzles with a mix of artistic elements, or even apply some weaving techniques in real life!

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Looking for a beautiful, relaxing game? This is it.  
Similar in feel to Kami, Picross, Splice, Lyne.

Everything from the graphics to the music, to the gameplay is incredibly zen and gives you peace of mind while still managing to engage you. Very easy to get into, even without the excellent yet simple tutorial.

What made me first discover Strata and Kami was the wonderfully clean art-style, I was very surprised how well orchestrated the game is with small bits of beautifully crafted sounds. There seems to be no loading times for each puzzle which makes everything feel like it flows together beautifully, adding to the already peaceful setting of the game.. Strata could be so frustrating--except it's so careful not to be.

I mulled over purchasing Strata for a while. At first I was worried I wasn't smart enough to get too into this game, but it's very forgiving and the sound effects are calming, almost meditative. I have lovely moments of insight, where everything just clicks and the ribbons weave so perfectly, and I have times where I ponder and redo... and occasionally look at the hints.

Don't worry about difficulty: it draws you in slowly and gently and gives you all the time you need.. A nice zen puzzler. You against your own intellect. Tranquil and meditative; provides food for thought. No rage-quits here. Well worth the money.. Strata reminds me of puzzle games like Flow and Picross. Like those games, Strata has a simple, grid based ruleset whose depth comes from the many variations of the playing board. The simplicity of the game's interface helps keep the focus on what is important. No wading through unnecessary time-wasting elements searching for the game or fun play. Each little action results in relaxed musical riffs which set a peaceful tone. This, coupled with subtle animations gives proper weight to each click, making the game have a sense of physicality which grounds the player in the interaction. And Strata makes fanatastic use of color. For that reason alone, give it a shot.. This is one of the most relaxing and enjoyable games I've ever played. Musical cues are fantastic, the levels are challenging but not infuriating, and the premise is really fun.. Peronally I'm an avid fan of games that tease your brain and give you that "Aaah" feeling when finally figuring out the puzzle you're presented with.

Sadly I have to say that Strata disappointed me in that regard. Strata was fun for the first ~5 minutes while I still got to know the game mechanics and figured out how it works, but then it fell into a state where the levels got bigger and bigger, but I just kept repeating what I did before, again and again. Strata is very static and does not offer variation whatsoever. It is possible to complete a level in many different ways, but repeating a level over and over again just to find all possible solutions, from which many of those barely even differ doesn't sound very appealing to me.

If, on the other hand, your goal is to find a game that simply keeps you busy while progressing through it with time, but doesnt really present any difficulty, you might find Strata interesting, but for me the things that Strata has to offer were not quite enough.. Fun puzzle game, but gets a little bit samey!



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