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## About This Game

### A turn-based slotting in / strategy game with a BIG twist!

Play either solo (un-timed, or against the clock, or even the addictive new BLITZ! mode!), or against up to 3 CPU \*or\* Human players.

Take turns to place your pieces onto the board, trying to score the maximum points you can with your current piece, each turn. (and in TIMED modes, in as fast a time as you can for bonus points, and be quick! - or you may lose your turn...)

BIG points are not the ONLY way to play the game - you can also play sneakily (as well as strategically) too, to stop your opponents from getting a better score, or force the end of the game by blocking potential moves by your opponents! - Once the board is exhausted, if enabled, a one-time DOWNFALL can turn the tide, and create a few more moves!

Currently features:-

- Tetraminos - but used in a never-before-seen way to strategically play / fight for the highest score/best move!
- A selection of 47 (so far!) unique board layouts already included to play on already (with more being added, up to the planned limit of nearly 500, including the best from the community!)

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- A built-in Level Editor! - A layout creation editor is already included inside the game, to amend or create up to 500 of your own layouts/levels to play immediately, or even for submission, community rating and incorporation into regular (and of course, \*FREE\*) extra levels packs coming soon!).
  - Some VERY sneaky CPU opponents! ;)
  - SOLO game mode - Try to beat your best efficiency/scores for any given level, either in relaxed, timed or the \*new\* BLITZ and LIMITED MOVES modes!
  - SOCIAL/COMPETITIVE mode - Try to beat your friends and a selection of 21 (so far) intelligent CPU opponents with varying skill levels and styles of play.
  - Music Jukebox and a selection of superb music tracks from SKAVEN to play along to, for added ambience!
  - Once-per-game, end game DOWNFALL, to mix the endgame up a bit, in STANDARD MODE (Active all of the time in BLITZ and LIMITED MOVES modes!).
  - Includes a HUGE selection of Leaderboards to challenge, and already has almost 100 \*meaningful\* Stats & Achievements for skillful playing included, some easier, some harder, some VERY hard to get (and some just plain quirky / thinking outside the box!), and CPU beating! (the final game will feature around 200 \*meaningful\* achievements to get, with a few of the quirkiest ones being hidden until achieved!)

...More to be added, along with many more game modes!

Give it a try! - If you love strategy or puzzle games, cerebral challenges, either SOLO or beating your friends or the computer on them, I think you'll like it as it stands, and certainly with what I intend to add to it!

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Title: TetraLogical  
Genre: Casual, Indie, Strategy, Early Access  
Developer:  
Japster's Cavern  
Publisher:  
Japster's Cavern  
Release Date: 4 Mar, 2019

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**Minimum:**

**OS:** Windows XP

**Processor:** Intel P4 Core 2 Duo / Dual Core / AMD Athlon XP or above

**Memory:** 1024 MB RAM

**Graphics:** 512MB

**Storage:** 100 MB available space

**Sound Card:** Standard 16-Bit Capable Sound Card

English



# TETRALOGICAL

Full Screen

Sound Enabled?

Touch Screen Controls?

Scroll To Rotate?

Best Score Move Shake?

Use Layout Colours?

Single Piece?

Endgame Downfall?

Half-Bright Colours?



4: Diffractions ( Skaven )







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Even for Early Access this game is very enjoyable and addictive. If you like number and puzzles there is absolutely no reason why you shouldn't try this game even in its current state. Currently it has a solo gameplay mode which I prefer with relaxed mode (play until there are no more moves) and Blitz mode where you play against time. There are a lot of boards to complete. Some need to be unlocked. And as far as I can tell the developer is a friendly chap and promises more content. So at the price even in Early Access I would recommend this game. Enough writing. I'm off to set some high scores.. Good time killer, fun and simple. Well worth the price.. A simple idea leads to a very entertaining strategic puzzle: given a board (shapes are varied) filled with squares numbered one to twelve, the player gets a Tetris-like shape as a mask to put on the board and maximize the score. During the game the remaining numbers may get scattered and so strategy might be involved since choosing the maximum score every time might not be the optimal way to go. Ultimately, a game is over when no shape can fit among the remaining tiles, and the scores are tallied.

The developer is enthusiastic, responsive and very active adding new features and modes (vs player, vs AI, solo, blitz) and refining the interface. Since it can be played solo (or vs) with no timers, this game is also good for those like me who prefer not to be hassled.. Wow, this is an amazing and original game, it certainly gets you thinking but keeps you hooked as well! A very refreshing change to tax the grey matter. Oh, and that soundtrack too.....

Buy it now, you won't regret it!!!!. Fun, addictive game, a good way to kill time and challenge yourself. I particularly like the competitive elements, which gives it plenty of replayability. This, combined with the many achievements and different CPUs, gives the game a sense of purpose which keeps it interesting and prevents it from getting too repetitive. The interface and art look clean and colourful, and the game has a nice variety of pleasant soundtracks. For only £ it's definitely something worth popping into your library :)

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### **Masses of work done to TetraLogical since my last update!:**

PS - apologies for the apparent dearth of news! - I was posting my updates regularly in the Community Hub.

So, let's see!...

I think you'll be pleased! - The CPU / Human players selection is a LOT easier, and no longer masses of clicks! :)

Added some graphical niceties / FX, and the GUI has been improved, plus it no longer shakes about on the best moves! :)

NOTE - In the final game, some CPU players are also unknown and need to be unlocked by rising through the ranks, beating challenges and/or beating lower CPU players first...

PS - The game will fill in the FIRST selectable human player's name with your STEAM Persona/Name, but soon you'll be able to add your own named HUMANS (up to 21 of them!) (well, none-CPU, at least, feel free to add your dog, cat, etc) players! (With the planned Online Multiplayer, these will all be replaced with your STEAM names, for all human CPU players.)

Achievements (nearly 90 are NOW live, so far!) are IN, and hopefully all working fine! - any issues, please let me know! :)

We now have LEADERBOARDS! Over 50 of them, and growing! - Players are already attacking these, and lots of scores and achievements being posted!

So, for ALL existing levels, there is a dedicated Leaderboard to attack for the best scores VS the Master AI (Win Or Lose, it's uploaded and registered to see if it's your best for that level!)...

In addition to this, the game now saves and updates a global Leaderboard with your TOTAL \*perfect\* 100% Efficiency played games, AND your best streak of them (and of course, resets the counter if you fluff one...)

PS - It ONLY counts (and resets!) your 100% streak (and only counts 100% Perfect games) if you are playing in either SOLO, or 1 Player Vs. any CPU at present... ie. so you're safe playing with your mates, or any combination of at least 2-3 CPU's, or 1-vs-1 when NOT playing the Master AI...

BTW - The reason I can't count more than 1 or 2 player games, is of course, that it's FAR easier to get 100% Efficiency if you're playing far less moves in a game, ie. against more players...

PS - Will also have a separate set of identical Leaderboards coming real soon, but for NONE-Downfall enabled games, and other modes!....

Have fun, and let's see some good scores for each level, guys!!!

PS - Currently working on making the menus more straightforward, and adding BLITZ, PUZZLE, etc modes.... :D. **Automatic level previews almost ready to release! - Sneak Peek... :):**

I've uploaded a pic showing how much better (and accurate!) they now are... :)

Also added a few fixes and tweaks... :)

Will be uploaded later on today when I've had a good sleep (3am UK-Time now... Zzzz....) and a chance to thoroughly check the build!...

When in the editor, these will also dynamically change on-screen, to show the current edited level state, then save out with your level... :). **Well, LOTS of work done to TetraLogical this week, in the push towards an Early Access Release!:**

Levels editor now working and able to save, modify (and play!) user levels!



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A fantastic musical soundtrack now included, courtesy of Peter Hajba / Skaven!

21 CPU opponents of varying intelligence (sneakiness and quirkiness to come!)

A one-time (enable-able / disable-able) Downfall now occurs once a level is exhausted, possibly freeing up some moves, and changing the outcome of the game!

An unlockable levels beating system! - Simply beat one of the CPU opponents on any given level, in order to unlock more levels - Will always unlock 10 levels past the FIRST unbeaten level. NOTE - User levels are ALWAYS unlocked when created, where's the fun otherwise? :) - Although you still have to BEAT CPU players on them!

Graphical improvements to the CPU players' avatars.

The start of 100 (so far!) unique achievements, ranging from the skillful, to the crazy/quirky! - These will be slowly starting to make their way in and LIVE, this week! :D

(Ps - BLITZ mode, Game state saving, and user-configurable controls coming soon!)

. **We're getting there!! - on track for Puzzle Mode in 2-3 weeks at this rate! :):**

Hi All! - okay, we've (a good friend is now helping me out) written a doozy of a routine to intelligently allocate your pieces on any board, at any point,, and so far it's looking really good, and more importantly, FAST! (So fast in fact, that almost all of the time, on a medium spec PC, you won't even realise that it's doing it's clever thing to ensure that you're NOT cheated out of a well-played puzzle completion, by giving you a 'bad' / board-breaking / none-optimal moves sequence of pieces) ;)

*(Of course, if you don't actually play the pieces that you've been allocated \*well\*, or thinking ahead, then you can still render a level un-completable... :) So it's still up to yourself, and skilful play! ...)*

So yes, Puzzle Mode (and of course, some related achievements and Leaderboards!) is getting there, and once included, leaves me free to look into next adding...

**ONLINE MULTIPLAYER!. The clever stuff is IN!...:**

Thanks to my good friend and all round genius.... :)

...so **Puzzle Mode** will be cracked on with and integrated, along with **additional levels**, some other tweaks, and **more coloured tiles** to build your creations (and mine!) with...

Additional colours are already in place (24 colours/shades now in total, with more to come, and hey! - more colour choices are always good!), once I'm back from London (training course for my day job....)

I'll be able to start integrating Puzzle Mode and some new Leaderboards next weekend, so it won't be long from there - it's fairly simple to add now that the important stuff (the user fairness/experience) is sorted!

Argh, now I've just gotta wait 4 whole days before I can code again back at home... :(

Watch this space guys!

. **BLITZ Mode - I'm not seeing any action / scores at all! :(:**

Hi guys - can anyone please confirm that they are able to post BLITZ scores whilst logged into Steam?

Not seeing ANY scores, other than mine & Mrs. Japster's, and jut one from Silentpepe's quick go, so I'm a little concerned that:-

a) It's not working?!

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or worse,

b) People hate it! :(

Could anyone please try it for me, to see if it's working? - at the moment, I simply have just ONE entry in about 30 Leaderboards - ours! - so it's a bit quiet on them at the moment (Lorna also has no competition on them, so is getting bored waiting... :( )

Thanks all...

PS - BLITZ mode plays best when NOT trying for a max score IF it will decrease your total IQ% / Efficiency percentage (and so drop you down a tier/Leaderboard - or 2, 3, 4!), so it's a little bit of a balancing act - ie. I was happy to get both 300 or so points on a level, at 99%, and then 1,200+ points on the same level, at 90%, on different goes, and the same timer!... :) )

Ultimately, there will be games you have that just 'flow' and you're in the zone, picking out great moves left right and centre - it's really satisfying when you get a 1,2,3,4 etc 100% run (and extra time!) in Blitz mode! (Oh yeah, and there will be time bonuses and achievements for doing that too... :) )

Thanks all!

Den / Japster. **Okay guys! - Just released an updated build, with a sneak peek at some new game modes, and new menus!:**

So..... ..Firstly....

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