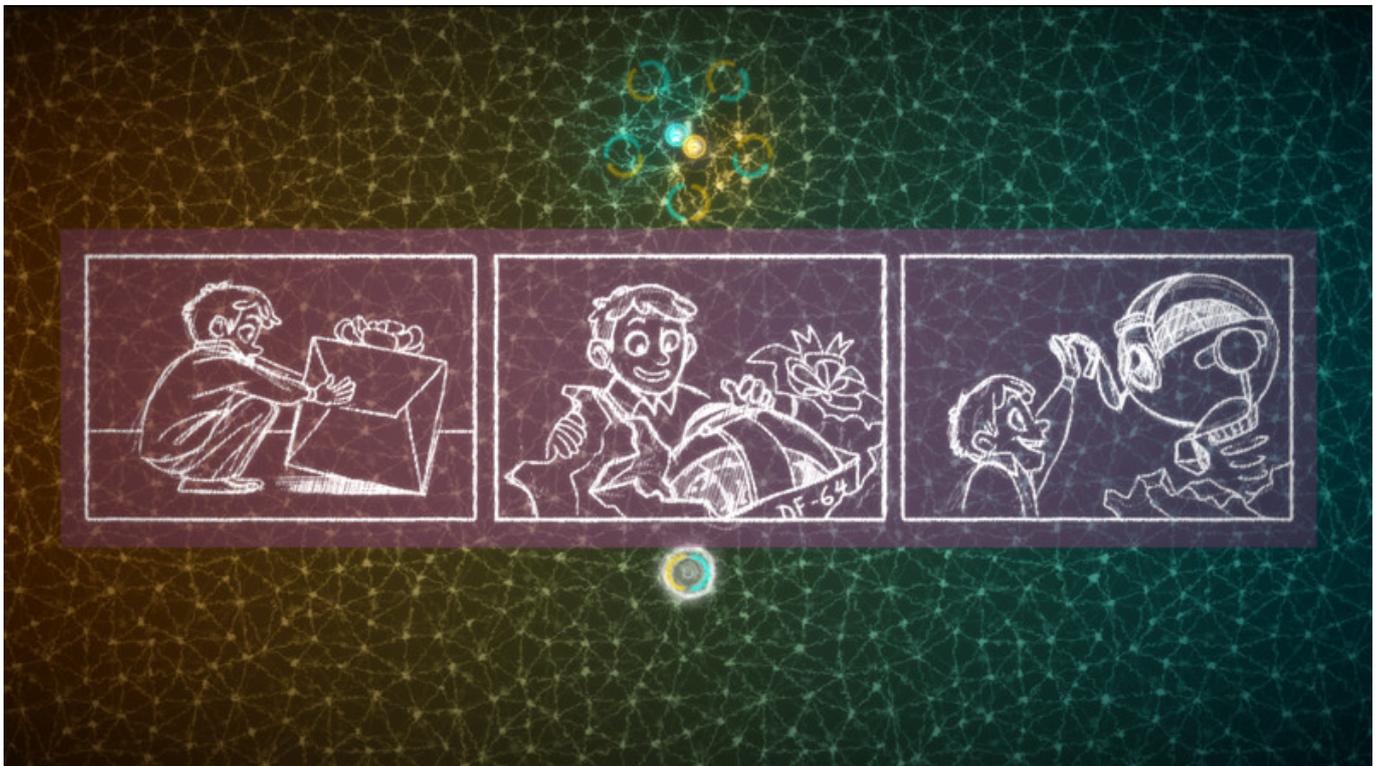

Semispheres Download Unblocked



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About This Game

Semispheres is a meditative parallel puzzle game that places dual realities at the heart of its challenge.

Its unique single-player split-screen mechanic challenges your brain by putting you in control of two characters at the same time.

Your left and right side must work together to unfold the mystery by solving clever puzzles in an entrancing ambience.

Using portals and other abilities to avoid sentries, devise and execute your plan, reuniting the parallel worlds of Semispheres.

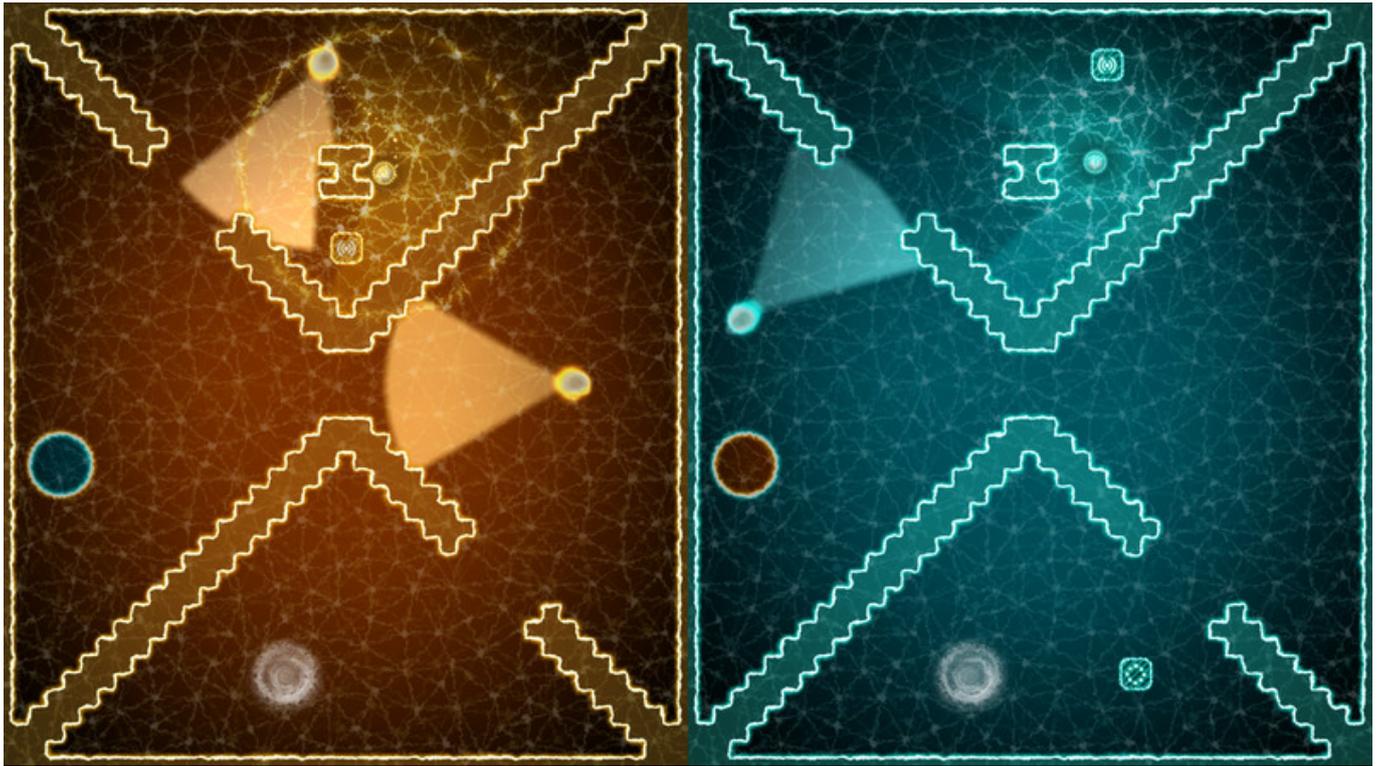
Key Features:

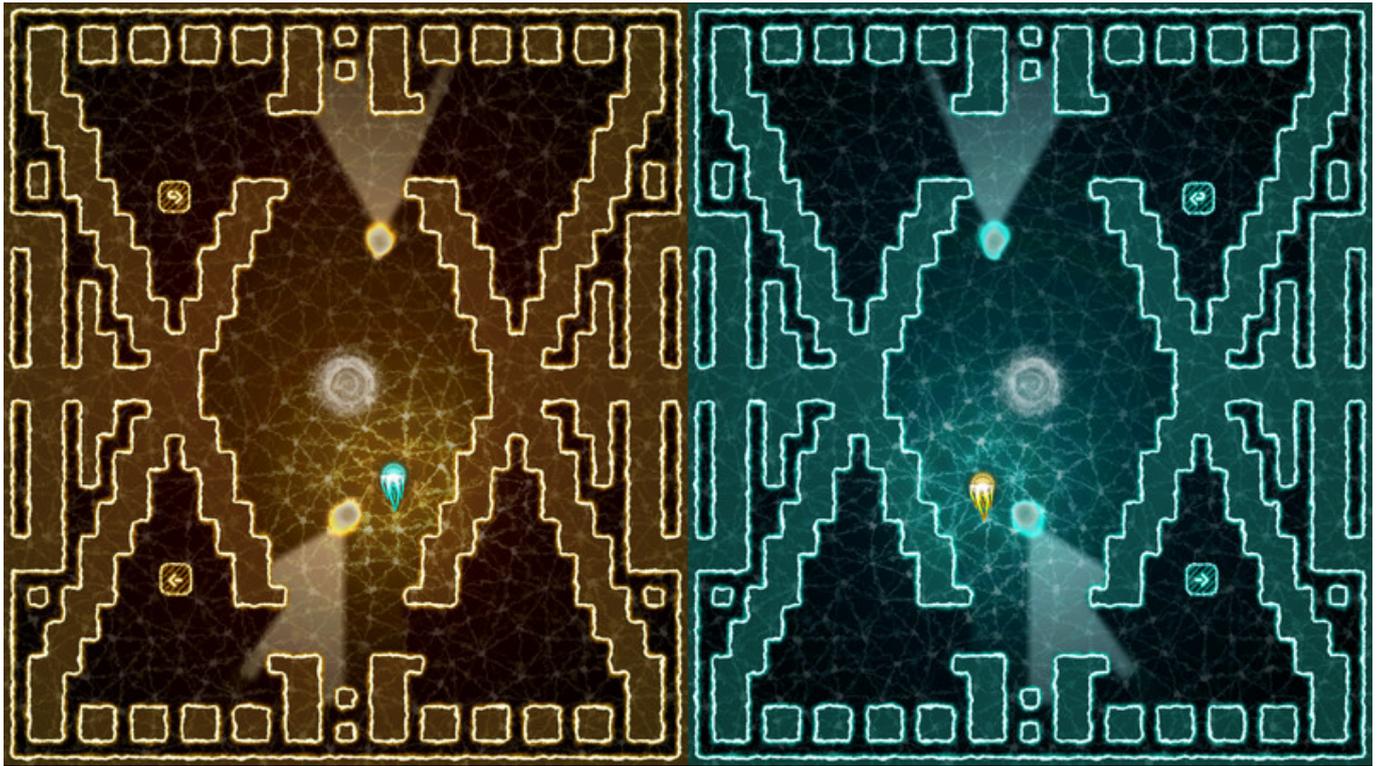
- More than 50 levels, each building on top of each other, culminating with fiendishly complex puzzles
- Stealth-inspired gameplay, including abilities like noise-makers, portals, side-swapping, teleporting and more
- Immersive ambient soundtrack by Sid Barnhoorn, composer for Antichamber, The Stanley Parable and Out There
- Mesmerizing and soothing bichromatic art style comprised of warm blues and oranges
- A heartwarming story about a boy and his robot, unfolding in parallel with the puzzle progression

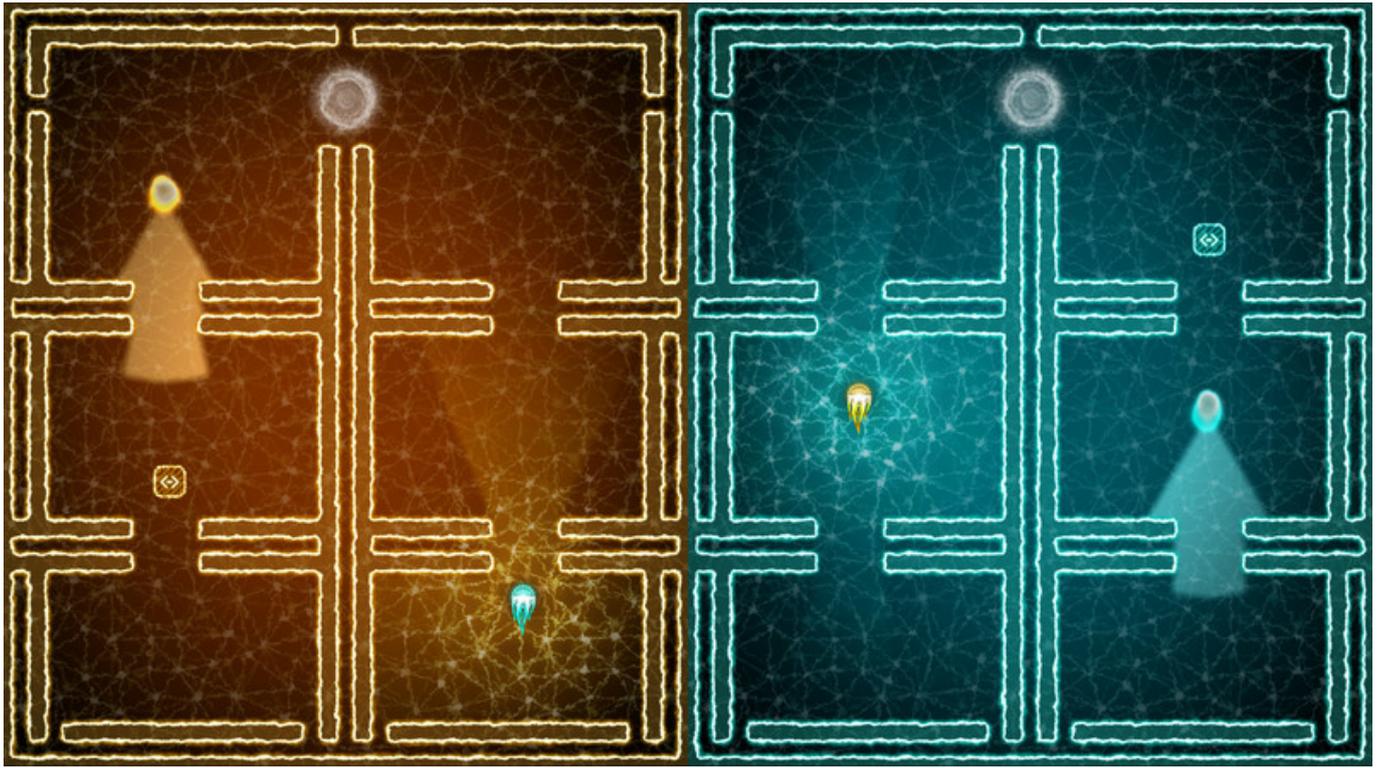
Title: Semispheres
Genre: Indie, Strategy
Developer:
Vivid Helix
Publisher:
Vivid Helix
Release Date: 14 Feb, 2017

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NICE GAME !. I enjoyed playing Semipheres.

It features 50+ levels of mainly logical puzzles that are centered around controlling two balls on separate fields with the same architecture and making use of the items that are available on each field so that each ball can reach its exit. There are five basic game mechanics that you can use to manipulate the surroundings.

The combination of these mechanics generally provides for interesting problems but even though I had fun playing the levels, there is one major downside: in my opinion the learning curve is just too flat which sort of makes the levels too easy to solve. I finished the game with all achievements in less than three hours which means that average solving time for each puzzle was around three minutes. So I can't help but think that there could have been a much bigger amount of more challenging puzzles.

Don't get me wrong, in each puzzle you have to find out first what to do. But in most puzzles it's just not that difficult to figure out and then to implement. I recall only three puzzles that really challenged me because of the amount and positioning of available items. In most puzzles the options you have quite clearly indicate what you have to do.

So while I recommend this game as a nice simplistic puzzler I also have to mention that I think it is not worth more than 5€\$. Tight, clever gameplay. Makes you feel smart when you solve some of the devious later game puzzles. Love that it doesn't overstay its welcome; it focuses on exploring the parallel mechanic and doesn't give you hours of repetitive filler. The narrative comics are simple yet engaging.. This is an excellent puzzler with a very enjoyable meditative soundtrack (the music and atmosphere reminds me particularly of OSMOS).

I found it to be very well paced, with the new mechanics building nicely level over level. Some of the more difficult levels consistently mess with my brain.

Puzzle/Stealth fans should absolutely check this out. I know the dev, have watched this game develop, and played it multiple times at various public demos. It is truly a must play for me and should be a must play for any puzzle game aficionado!. Full disclosure - I had the honour of getting to play this at GDC in 2016, am a big fan of this developer, and was eagerly awaiting the release. I've always been impressed by this game.

To me, this is a gem and an example of a really well made game. It is easy to play, and difficult to master. The soundtrack is perfect. The art is cute and unique (and you'll always recognize a semispheres level when you see one). I'm a bit old, so it really does do a bit of a workout on my brain. If I was to pick one mechanic I love, it is the guards.

Now, I'm an indie by trade and a strong believer of the indie scene. What does that mean? Well, realistically, if you buy this game, your cash is going to a small indie developer that did something super cool so he can spend time to make something even better. This is really a strong game from an indie developer, and I'd buy this over an E.A. title any day.. Full disclosure: I know the developer and I have played in development versions of this game in the past.

Semispheres is a great puzzle game about planning ahead. Attempting to navigate both halves of each puzzle simultaneously can occasionally tax your dexterity, but very rarely are you required to do that. Most, if not all, of the puzzles can be solved in small steps, moving one stick at a time. If you are into puzzle games, but are worried that splitting your attention between two different independent characters would be frustrating, that isn't the focus of this game. And honestly, it feels good to just swim the two little squid guys around.

That said, the times that I did solve both sides of the puzzle simultaneously were very satisfying, and I would have been happy with some levels that required that sort of plan, practice, execute loop. Thumb gymnastics might not be for everyone, but I think

it would make a nice addition to the core package of semispheres. I can understand not including those types of levels in the main story mode though. As caveates go, wanting more of an already satisfying, enjoyable game is hardly a criticism. I really enjoyed my time with the game, and I could see myself revisiting it when I have forgotten the puzzle solutions.

It's an interesting entry in the "two ships at the same time" genre, but I liked Schizoid for Xbox way better. The puzzle design is weak and the story just isn't pulling me in. Most levels are simple enough that you would expect that there's only a single solution that requires some degree of cleverness to spot or dial in, but that only happens one time in ten. The other 90% of the time in this game, it just feels like "I don't get it--I can just do this, or this, or this, or this", and a solution is easy to pull out. Having a par time to beat might make it more fun, as would more cases where truly simultaneous is required.. Smart "two-sticks" puzzle. Gradual new features and way to make you struggle.

Sadly the visual and overall experience is a bit limited in term of global experience.

A good enough puzzle game but the competition is though in this genre. Not recommended at full price.. I really enjoyed this game. The puzzles are all really well designed and have a great flow to them. It's obvious that the developer has clearly put a lot of time and effort into them.

The main gameplay of controlling two characters at once is something I haven't seen before and it works great. I never felt it was impossible to control both at once.

The price is just right as well. It seems like a bargain that this is selling for what it is.

Overall I really recommend checking this one out!. This game is a really fun casual game. I found it through my local subreddit as the developer had posted. He was super engaging and that caught my attention.

1st thing I was concerned with is my general hate for controllers, and this game plays GREAT on keyboard, so fear not!

I went through the first 12 levels or so and its super fun. A casual break for your mind, super low key, and an actual great minimalist soundtrack.. A really cool and zen puzzle game. It reminds me of Brothers: A tale of 2 sons with controlling two characters at once, except each has its own side of the screen now. There's some interesting mechanics that take advantages of that too, like portals, space swapping, and line teleporting which really demands you to think about what you're doing. There's also a lack of filler content which I highly appreciate as you go straight to puzzles.

The soundtrack is fantastic as well, very calming and surreal.

Overall a great puzzle game, highly recommend picking this one up.. I came primarily for [Siddhartha Barnhoorn's awesome ambient music, but the rest of the game is good as well. It's a relatively minimalist puzzle/stealth/atmospheric game.](#)

[*NB for those not playing with a dual-stick controller, it's gonna be a real coordination challenge....unless I'm mistaken and it's a challenge regardless. Either way, even if you don't have dyslexia this game will make you feel like you're playing with it!*](#)

[*Judging by the achievements seen and my playtime so far, I estimate this game lasts roughly 2\00bd hours....*](#)

[*...and that's exactly how long it lasted for me.. FEED YOUR HEAD.. Unique, enjoyable puzzler! Some puzzles need you to independently control each half simultaneously, which can be challenging. But I was able to solve them all.*](#)

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