
AVSEQ Full Crack [portable]



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About This Game

AVSEQ is an audio-visual sequencer puzzle game. Connect falling atoms to unlock near-endless varieties of music at each stage. Every level of AVSEQ is a music sequencer with $2.2300745198530623 \times 10^{43}$ possible audio permutations, that's 22 tredecillion in total!

No, we're not making those numbers up. We actually did the math. This is a generative music game designed by procedural systems wizard Tom Betts, and it provides a colorful, beautiful challenge to even the most hardcore of puzzle-game experts.

Key Features

- Infinite freeplay mode
- Generative unlockable music
- Twenty-two tredecillion audio permutations

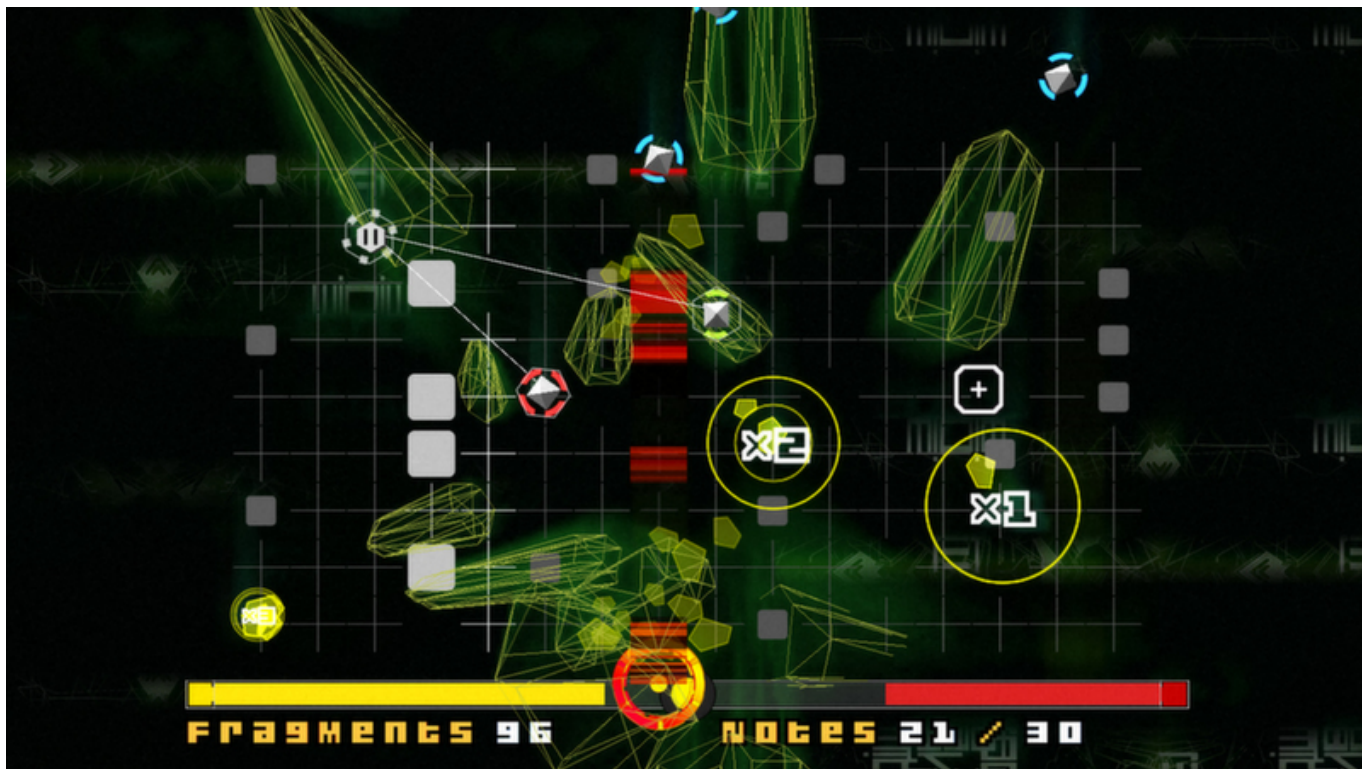
Title: AVSEQ
Genre: Indie, Casual
Developer:
Big Robot Ltd
Publisher:
Big Robot Ltd
Release Date: 23 Aug, 2012

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English







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Great game, highly recommended!. The idea sounds better than it is in practice. Mostly it ends up feeling kind of frustrating and not all that much fun trying to string together combos out of things while trying to even keep track of what's going on in the first place. If the learning curve consisted of more than "beat your head against this until you get the hang of it" it might be more accessible, or if the feedback for what you're doing were better and didn't get lost in the clutter of everything else that's going on it might help, but as it is I'm glad it was free.. I honestly regret buying this game, as both a fan of music and puzzle games I thought it would be perfect for me but it just fell short in all the wrong ways, the generated music rarely sounds worth the time, a lot of the time stages feel impossible to gain a lot out of dew to spawn times of colours being just that little bit off and though in theory the game is truly amazing there just feels like there is a missing element that could have made me want to continue playing it past the "meh" feeling I had after the first few stages.. A gem.

Simple in principle, but perfect. Quite short, but really challenging. Can be played over and over again. The music is the best part.. I would only suggest this game to people who like downtempo music. The gameplay is extremely slow until the very last 2-3 levels, and I pretty much passed every level on my first or second try. There's not that many stages at all, and there's pretty much no variation besides more dumb powerups that troll the hell out of you as you move along the game, but I can't really complain since I got this game for less than \$2.

Since the game has a horrible description, basically all you do is match sequences of colors and blow them up (your only buttons are mouse1 and mouse2), and basically gray coloured blocks are wildcards so you can match a lot of different chains!
Wow!!!!!!!!!!!!!!!

The music is slow to the point where it wants to force you to go to sleep, although I guess if you enjoy minimalist downtempo music, then you would love to play this game.

WOULD HIGHLY SUGGEST WATCHING A GAMEPLAY VIDEO BEFORE BUYING, EVEN IF YOU ENJOY DOWNTEMPO MUSIC, BECAUSE THE GAMEPLAY IS NONEXISTANT

Also if you're an achievement ♥♥♥♥♥ like me, you won't enjoy this game because none of the achievements are hard to get besides the last two, because it forces you to play the game even after you've beaten it. In my opinion, I got what I paid for, although it wasn't fun at all for me to play through it.

I beat this game under an hour for a glimpse at how long you can play this for~

A neat little casual abstract musical sequence puzzler, but nothing more.. Reasonably fun. Solid controls. Pity it crashes without saving.

4/10. Not really sure what prompted all of the negative reviews, its a fun little puzzle thing if not a little overwhelming at times.. AVSEQ wishes it was Rez. It is not Rez. It will never be Rez. In fact, I don't find this all that much fun. You should go play Rez instead.. DIS IS DE BEST GAME EVUUUUUR, TOTALY WORT IT!!1 (No sarcasm intended).

Either i seem to be connecting random colors and nodes together without any certainty of what i'm doing or i do know what i'm doing but not sure if i want to.. Reviewed live on The One Review over at [twitch.tv/runew0lf](https://www.twitch.tv/runew0lf)

[Imagine a game that sounds like you are in charge of directing and orchestra of chimps.](#)
[Now take away any kind of fun.](#)
[And put in some mindless task, like talking to a small child.](#)

[Music i cant say wether its good or bad as its just a random jumble of sounds.](#)
[graphics i suppose look ok...](#)

[just gameplay is complete tosh!](#)

[. What you do in this game, is clicking on falling blobs of the same color and then right clicking before any of them reaches the bottom.](#)

[Depending on where some of the blobs are when you dispose of them, it influences the rhythm that is played in the background, but it really does not come up with anything interesting \(if at all discernible from the last play\) nor does it give you the feel that you can greatly influence the rhythm. So, the music sequencing part falls flat on its face.](#)

[So, what about the puzzling? Well, there are some special blobs that, for example, let you interconnect blobs of different colors, but it does not really offer any challenge to speak of. I would not call it puzzle, but brainless clicking.](#)

[The only appeal I could possibly see in this game is if you came home after a long exhausting day and just wanted to dump some time without thinking to much. But even for those days, I feel that there are better alternatives to AVSEQ.. It's the first time I'm writing a "stay-away-from-this-*bad_word*" review here... but this game needs it like nothing else I've tried so far.](#)

[I've bought it for 0.99 thinking what the hell. The first levels were quite nice - nothing special and pretty far from what I expect from a "music game" at the same time, but still nice. Then I got bored. And then the final levels came. They are ridiculously hard - not challenging, just annoying and badly programmed. I found it impossible to finish the last one, but my masochistic mind told me to do it and get all the achievements. So I tried and I tried, and I tried, and I tried. And suddenly I had to thank the GREAT programmers of this FANTASTIC GAME because hey, you can pause the game and still link these damn notes! What a relief. What a joke.](#)

[I finished the game and still got two achievements locked - "500 Notes", "250 Max". So I kept playing this "pause and link" game, making it my worst enemy... And then I found out the game is not saving your achievement progress. You have to launch it and keep playing it until you unlock these achievements. And guess what? Even they are bugged \(I got it after over 600 notes were placed and over 300 max length chains detonated\)...](#)

[So yeah, I wasted my time on this game as it ironically became a challenge to me and activated my "achievement wh*** rage mode". Don't let it do the same to you. :\)](#)

THE LIGHT KEEPS US SAFE - New Big Robot game coming in October 2018!:

[THE LIGHT KEEPS US SAFE](#) is a stealth and survival game from Big Robot Ltd, and it's coming in October 2018!

[Watch the trailer!](#)

The sky has flickered and gone out. Only The Light can keep us safe.

You can't stay down there in the depths of the bunker. The food is gone and the power can't last much longer, either. Those things out there in the dark will only take so long to find their way in... It's time to go outside and face what's waiting for you out there. Maybe then you can go into The Light, like the others.

THE LIGHT KEEPS US SAFE is a procedurally-generated apocalypse in which only The Light can save us. Use stealth and evasion to avoid terrifying machines that patrol the desolate world, and employ the powers of Light to unpick their deadly traps.

Featuring these terrifying and entertainingly bleak things:

- Unique light-based interactions and challenges!
- A sprawling world of stealth, survival, and exploration from the makers of SIR, YOU ARE BEING HUNTED and THE SIGNAL FROM TÖLVA.
- Horrifying and aggressive alien-machine enemies!
- Fiendish traps and disturbing hostile environments.
- A procedurally-generated environment, different for each playthrough.
- A grim sense of existential threat (because we're good at that sort of thing...)
- No crafting though, because we find that a bit dull tbh. Sorry!
- A tremendous sense of satisfaction in overcoming certain doom. You want that feeling, don't you? It's a good feeling.

[Wishlist for a warm glow and regular updates!](#). **BUT ALSO THIS: Ancient Enemy is coming soon!:**

Hey, Robot friends!

Just a quick note to let you know that Big Robot's own Jim Rossignol has written the story for Grey Alien's ANCIENT ENEMY - an atmospheric RPG card where the baddies have already won - due out this summer. It's going to be great!

You can, almost certainly should, wishlist it over here:

https://store.steampowered.com/app/993790/Ancient_Enemy/

Thanks! <3

-BR. THE LIGHT KEEPS US SAFE - Coming Tomorrow!:

Hello everyone!

This is just a quick reminder that our next game, [The Light Keeps Us Safe](#) will be released at 9am PST (5pm UK) tomorrow, October 11th.

If you haven't had a look at the gameplay trailer yet, then check it out [over here](#). And, hey, we have to say the game has already moved on this since that footage, because this Early Access and we're motoring!

Oh and just one other little thing: we put [Sir, You Are Being Hunted](#) on sale for the week. So combine that with the launch discount and you could pick up Sir and The Light Keeps Us Safe together for close to the price of a single one of our games...

Happy October! :D

-BR. THE LIGHT KEEPS US SAFE - Out Now!:

Hey everyone!

Our brand new stealth and survival game, THE LIGHT KEEPS US SAFE, is now live on Steam Early Access.

[Here's the launch trailer.](#)

We'll be streaming it on [the store page](#) in a few minutes time.

<3

-BR. THE LIGHT KEEPS US SAFE - First Gameplay Trailer!:

Hello, everyone!

We thought you might like to take a look at our grimdark new gameplay trailer for THE LIGHT KEEPS US SAFE. Early Access release coming on October 11th!

<https://www.youtube.com/watch?v=BLzmwFhvbUE>

More soon!

. And Now We're 50% Off! Just One Dollar!:

Just one dollar, or a similar trifle on other currencies!

Yes, the game with the biggest number musical combinations in the known universe is on sale. AVSEQ is the work of the legendary digital artist and programmer Tom Betts, whose work can be explored [over here](http://www.nullpointer.co.uk)[www.nullpointer.co.uk].

Thanks for visiting!

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