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## Glowing Sokoban Apk Download

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### **About This Game**

A fascinating arcade puzzle game, performed in a style close to neon. You need to place all the blue rings on the red squares at the least number of moves.

Features:

- 60 levels
- 13 soundtracks
- Eye-catching graphics
- Random color scheme

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Title: Glowing Sokoban  
Genre: Indie, Sports  
Developer:  
Flying. Stone. Production  
Publisher:  
Atriagames  
Release Date: 8 Aug, 2017

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English







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Pros:

- Large amount of levels
- Acceptable graphics
- Cheap price
- Gameplay is mostly addictive

Cons:

- Game has a glitch where you can pass through boxes
- Few other glitches that occasionally ruin the gameplay
- Soundtrack consists of short music loops
- No controller support
- No achievements
- No trading cards
- Not enough options
- Low replayability value

Other infos:

- Game is family friendly: Yes
- Low-Specs computer friendly: Yes
- Game's overall relevance: Mostly not recommended.. It hurts. I quite enjoy minimalistic puzzle games, but I just can't recommend this one due to a large number of factors that just led to the game being unenjoyable for me (specifically visuals, audio, 'missing' features, and level design). My primary grievance was just the aesthetic of the game itself. While the whole neon theme of 'Glowing Sokoban' seemed neat in theory, in practice when coupled with the moving background it just hurt to look at after just a few consecutive levels. They did add options to disable the moving background, which I quickly toggled and left off, but this doesn't affect the title screen. Even with this off though the neon colors of the elements with a flat background hurt to look at if I played for too long in one sitting, and this detracted a lot from the game's experience.

The music also didn't help at all. Although the game boasts '13 soundtracks', they are all fairly short loops that sound very similar and quickly became annoying. What made the music unbearable to me was the fact that a different track would be selected every time you beat a level or restarted, and it did so by very harshly cutting off the previous track and beginning the new one. On top of that, the background color scheme changes at the same time, which furthers the visual grievances I mentioned above. When I turned off the dynamic backgrounds, I also muted all the music of the game.

The game is also lacking in a few gameplay features that I would have expected. There is no level select option, each level just leads to the next. If you load up a save once you've beaten all the levels it just takes you to the end game screen from where you can only return to the main menu, so at any time you can only ever access the next level in an existing save or create a new save. The game had a reset level option (bound to 'r', as seemed natural), but there was no button to step back a single move (which I would have expected on 'backspace'). To make that issue worse, not every input would be registered, so when moving along a long path, I would often stop too early and ruin the level because some key presses were lost, and without a backspace option I was forced to then restart the level. When completing a level, it would sometimes take a few seconds to register the victory, and during that time if you moved a piece you could be forced into a state where you have to start completely over (this happened once to me). And while the game describes itself as "You need to place all the blue rings on the red squares at the least number of moves", the number of moves taken is completely irrelevant. It does track how many move you make, but there is no incentive to minimize that, unless you want to go back and one-up yourself (which you'll need to start a new playthrough and beat all levels up to that point to even attempt).

The levels design also seemed lacking. The levels were of a huge variety of difficulties, and mildly difficult levels would be sometimes followed with several trivially easy ones. Among the 60 levels, a few were at least mildly challenging, and a single

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one had me stumped for around 20 minutes. Even the hard levels didn't feel satisfying to complete, the difficulty just felt like an annoyance. Many of the levels would also have portions that were pointless, like pieces that started in their goal position and never moved or unusable areas of the map. This led to levels that have numerous possible solutions, and many where the solution was visually obvious from the moment the level was presented. Take for example level 27:

<http://steamcommunity.com/sharedfiles/filedetails/?id=1132003033> The one square at the top is completely unusable, but so is the entire section to the right of the map. Not only is it pointless, but with the mechanics of the game, it is fundamentally unusable. Things like these lead most levels to have sections that just go unused and don't add to the game in any way.

With the dynamic background and audio disabled, it is a passable puzzle game, and the fundamental mechanics do work, despite the missing features that one would expect from a game such as this, so it is probably best to give this game a pass. Even though it is cheap, your money could be spent much better elsewhere.

For more puzzle game and platformer recommendations, check out my Curator page. originally, sokoban is a game created in 1981 - everlasting hit like a tetris or xonix, your task is to put circles on their places, but you can only push circles, and you cannot pull them - so if you accidentally push a circle into a corner - you lost. great clean minimal neon interface, great design, lots of levels - perhaps the only thing i'm not fond of - is flying background, it made me feel a little sick ))) This is a stolen game, originally called "Sokoban Champions". It is a free download. They didnt bother changing the executable name.. Good puzzler that will last you around 3 hours to get through the 60 levels. It's just too bad the difficulty of the levels seems to be random rather than increasing difficulty.. 'Flying. Stone. Production' is an alias, who is here promoting a game which was once called 'Sokoban Champions'. This raises the topical question does he/she/they even hold the rights to market this game? Does \u2018Atriagames\u2019 even know about this? And if everything is above board why just change the name?

Sokoban is a transport puzzle requiring in this instance you to push all the blue rings on the board into red squares. Sokoban puzzles were originally invented by the Japanese and have been in use since the 1980's slowly evolving and adapting in various novel ways. In this game however, it is simply about just pushing rings about and nothing else, in 60 fairly easy puzzles.

It\u2019s presented in a cheap unity neon style template over a stock galaxy background, with a dozen music tracks that will inspire you to chew on your stereo cables. There is no level select, adjusting sound control, or steam achievements. The game also contains one of the most annoying click sounds I have ever heard in a game which happens every time you get a blue ring into a red box. Seriously! Even more annoying and louder than a biodegradable \u2018Sunchip\u2019 bag. <https://youtu.be/HRWeITDdHJM>

In final, it works and it\u2019s cheap, but given its questionable history of ownership coupled with the fact that there are better Sokoban games out there for the same price, I have to give this a thumb down. Don't worry though, I\u2019m sure the fraudsters will just change the name and bring it out again in a few months. By the way, the alias you took, 'Flying. Stone. Production', is a copyrighted Bollywood film company. I don\u2019t know about a good developer, but we definitely have a good kleptomaniac here...

Sample from someone else... (Warning severe clicking noise below)

<https://youtu.be/VY1Q6-qe3VPI>

If you enjoyed reading this review feel free to subscribe to my curator page. Thanks...

<http://store.steampowered.com/curator/6843548/>. Another variation of everlasting hit Sokoban. Your task is to put circles (boxes in original) on their places.

Pros:

+ 60 levels.

+ Cheap.

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Cons:

- Too easy. There is no challenging puzzles. Completed 60 levels in less then an hour.
- Annoying soundtrack which consists of short music loops.
- No controller support.
- No achievements.

Mostly not recommended.



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Decent introductory sokoban game.

For those who haven't played many of these puzzles before.

Just passed level 11, and my most recent few levels have required a little bit of thought/planning, with 1-2 restarts each, for me. I haven't encountered any bugs yet.

I love the minimal aesthetic. Helps with focussing on the puzzles.

Wait a few seconds OR move to an unoccupied square, when you've completed the level, for it to register that you have.

Dev: I think people would find it better value if you added an incentive to aim for minimum moves on a level, and/or a count of how many moves that is, so far.

Verdict: Worth getting on sale IF you're new to the sub-genre (Sokoban Games).

It makes a good first Sokoban game, difficulty-wise, compared to some of the others on Steam.

Yes, it's already cheap. You may still wish to wait for a sale in case you find it short for the price.. I love sokoban games, and while there were a few levels that provided a decent challenge, the levels didn't really get progressively harder, with some of the later levels being as pathetically easy as some of the very first. Unfortunately, the game overall just feels like lazy shovelware.. I've been looking for a simple Sokoban game since I used to enjoy it back on the Commodore64, but most games I found always just added too much to the simple formula. What I like about this Sokoban game is that it keeps the level design very simple with the circles and boxes. The music is a nice addition and I like that when you retry a level, the music and background changes for each attempt.

There are a few things that could definitely be improved as others have mentioned. I would most like to see:

- An option to turn the moving background off, it can be distracting and as I get motion sick easily from things like this, I'd rather an option to just have a static background.
- A screen showing which stages you've completed and how many are left
- Achievements would be a nice addition

Other than that it's a nice little Sokoban game for the cheap price, so I would recommend it.. This is another sokobon clone with puzzles of laughably trivial difficulty. I'm not exaggerating: the puzzles are so simple they solve themselves. Whoever designed this game did not understand sokobon (or puzzles) well enough to create a single interesting puzzle.

There's no undo button, which would be frustrating if the puzzles had any difficulty to them. The game says you should compete for solutions in the fewest number of moves, but they provide no information on how well you did.

Purchasing this game was a waste of 99 cents.

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