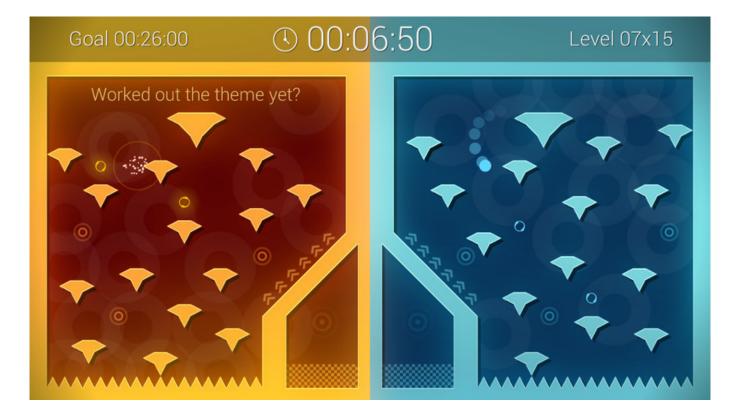
Binaries Download] [serial Number]



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About This Game

Test your skills and reflexes as you simultaneously guide two lovable(1) balls through over 100 controller-smashingly(2) tough platform challenges. Control both balls at exactly the same time as you try to avoid the death and danger that awaits their every move.

Oh, and there are jokes.(3)

(1) May not be lovable(2) May not even be a word(3) May not be funny

Features

- Make your way through over 100 levels of fiendish puzzle solving and death-defying challenges.
- Glutton for punishment? Replay levels against the clock to get the fastest time you can. Are you quick enough to get S rank on every level? (We're not.)
- A funky adaptive music score that ramps up when you do well and chills out if you're stuck, to help you concentrate. It's like the game wants you to do well (while it's throwing spikes at you).
- Choose your own route to completion through a non-linear map. Stuck on a super-tough stage? No worries! Just go and

hone your skills on a different level.

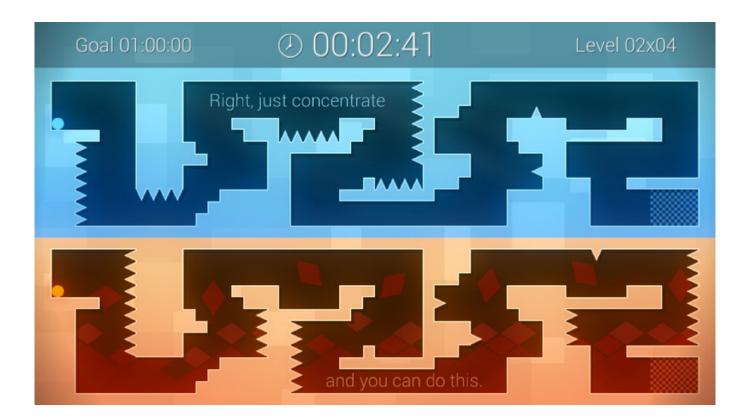
• Laugh along with up to ten jokes! Look, we're going to keep saying it's funny. You'll come around eventually. (Don't worry there is no extra charge if you laugh more than ten times.)

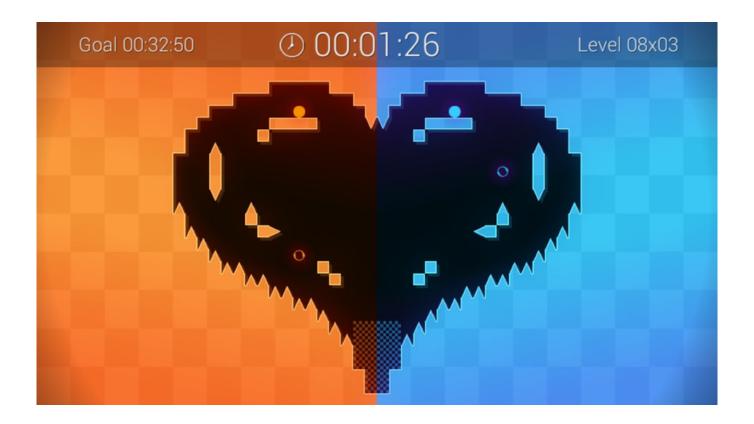
No controllers were harmed in the making of this game.

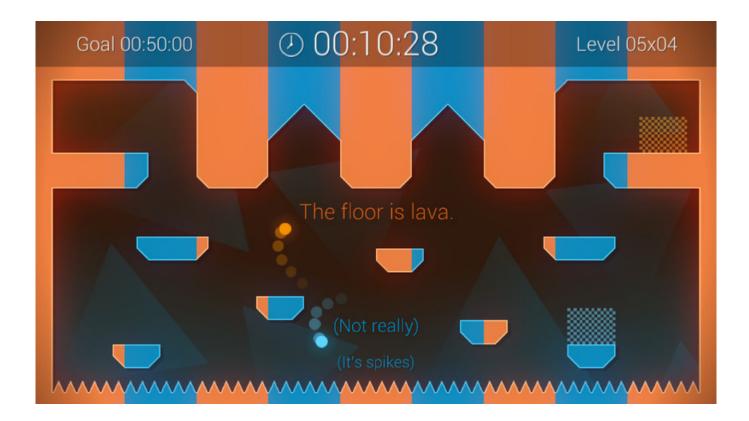
Title: Binaries Genre: Action, Indie Developer: Ant Workshop Ltd Publisher: Ant Workshop Ltd Release Date: 4 Apr, 2016

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English, French, Italian, German, Russian







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This is a tough one to rate. Actually, no it isn't. I wouldn't recommend a 5V10.

Binaries is a platformer where you control multiple units at once. Therefore the game is very disorientating for most of the levels, and can feel very annoyingly just like you have to use trial and error. There are also a lot of nicely designed levels that are fun to figure out.

The problem I had was that by the time I had 100% completion, I was only just starting to feel like I was getting good at the main mechanic of the game: being able to watch and move two units at once (the last thing I had to do was replay some of the first levels to beat the time trials). For the rest of the game a lot of the time I'd just been swapping which unit I was looking at and learning by trial and error where was safe to land for the others. So now I'm finished and don't feel like I have fully been tested on the skill the game has given me.

There's too many lazy levels and bad design choices (that the in game subtitle commentary tries and fails to make uniquely comedic) and also a couple of very minor bugs like getting stuck going through small gaps and sometimes not dying to projectiles.

There's no workshop/user-made levels. The aesthetic's alright. The music is nothing special. Took me about 7 hours to 100% over a couple of months.

Get it if you really like trial and error and want to try platforming with multiple units at once.. One of the tags for this game says \u201cdifficult\u201d. Normally it would mean avoiding lightning-fast sawblades, navigating penny-sized platforms that executing pixel-perfect moves. Not here though \u2013 all jumps are easy, deadly sparks are rather slow and timing in general is quite relaxed. But make no mistake, this game IS difficult \u2013 for a totally different reason. All those jumps and dodges you\u2019ll have to do, you do for two (or more) balls simultaneously. With only one set of controls to do it.

You ever heard of how difficult it is to simultaneously \u201ctap you head and rub your tummy\u201d or \u201cdraw circle with one hand and triangle with another\u201d? That\u2019s exactly the skill this game will put to the test. This is multitasking brought to the extreme, this is the ultimate twofer, this is the stone to kill two birds with.

Level design definitely deserves a praise too. With 101 levels, developers really explored the concept of simultaneous control to the fullest, finding time and time again in what particular way it goes against any instinct you had so far. Add minimalistic, but very clean design, simple, but appropriate soundtrack \u2013 and you not only swearing and breaking your keyboard, but doing it in stylish and relaxing environment.

All in all \u2013 \u201cBinaries\u201d is puzzle platformer with rather unique twist in it for those who have seen it all. Sure, you have defeated Dr. Fetus or whoever it is the hardest platformer boss out there. This time your enemy is your own brain. Fight!. This gave me brain hurt (in a good way). 10 out of 10.. Sadomasochists Play before you jerk off .

A game that makes you\u2665\u2

f***ing loathe myself after playing a total of 20 minutes of this game.

Be prepared.. I want to be honest from now on...

I just wrote this review to show everyone that I have been the very first person to buy Binaries on Steam.

The original review has been deleted in order to write this here.

As you can see, I don\u00b4t even own the game anymore; I refunded it because it wasn\u00b4t worth its money for me.

I am not trying to say this game is bad, actually it\u00b4s the opposite! I love the mechanic, which makes this as hard as it is. The jokes are... well, let\u00b4s say they could be better. I think 9,99\$ are way too much for this, but "Binaries" is pretty nice and I want at least to support the developers by writing a positive review. I will rebuy this, as soon as it\u00b4s cheaper, promise.

I am sorry about this guys. Just couldn\u00b4t stand it any longer not telling you all I should.. Binaries A very good puzzle platform game its a very interesting the way the map changes and the movement is so different i havent played a game like this before 10V10 i would recommend this to everyone i like all games and its nice to dip into a puzzle platformer goodwork.

Wonderfully infruitating and tormentingly joyful. This game is tough, but that's exactly why it is great. For those who like their puzzle games on the head-banging side of difficult then this is for you. Fantastic level design and a charming concept. Binaries is a maddening bundle of fun!. A citation I heard before is perfect for this game :

This game is as easy as riding a bike, except the bike is on fire, you're on fire, and you're in hell.

Perfect game that just tries to make you crazy. This is a great puzzle-platformer. The core part of the game that makes for difficulty is the fact that you basically have to control two chracters at once, but with the same controls. You need to be able to either (or both) plan in advance and quickly react to dangers faced by both the characters.

The art in this game is simple, and goes well with the soundtrack. The levels are easy to understand (as in, you can quickly identify where the dangers are to plan for them), but definitely not easy to beat. The addition of a timer adds to the difficulty quite well.

Good game, definitely plays best with a controller, and I would say there are the right amount of levels to let you swap between if you get stuck on one in particular.. Delightfully fiendish was the term I used on Twitter to describe this, and it's funny to boot. Not played for long but would easily recommend based on what I've played so far.. VERY GOOD GAME! I would review but did whole review here: <u>http:///thegamersblogog.blogspot.co.uk/2016/04//binaries.html</u>. A throwback to Super Meat Boy's level of difficulty, this game features a map that's free to explore, corny humor, and two balls.

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