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## Art Of Gravity Download Install



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### About This Game

Art Of Gravity is a voxel/physics based puzzle game, revolving around the theme of destroying abstract figures, which results in mesmerizing displays of dance of gravity.

My name is Michal, a puzzle game designer - and it's my new game, after very well received Zenge.

As a player - you will have to discover the rules of the game, as there are no tutorials or explanations, just you, the levels and puzzles. The game is packed with tons of different mechanics that will surprise you, give you a wonderful eye-catching physics experience, make you think, or just leave you in awe of oddly satisfying beauty of destruction.

The game consists of over an hour of gameplay, with all the levels designed to surprise, enchant, and give you a fantastic puzzle game experience.

Thanks for playing!  
Yours  
Michal aka Hamster On Coke

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Title: Art Of Gravity  
Genre: Casual, Indie, Strategy  
Developer:  
Michal Pawlowski  
Publisher:  
Hamster On Coke Games  
Release Date: 13 Jun, 2017

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**Minimum:**

**OS:** Windows 7

**Processor:** i3

**Memory:** 1 GB RAM

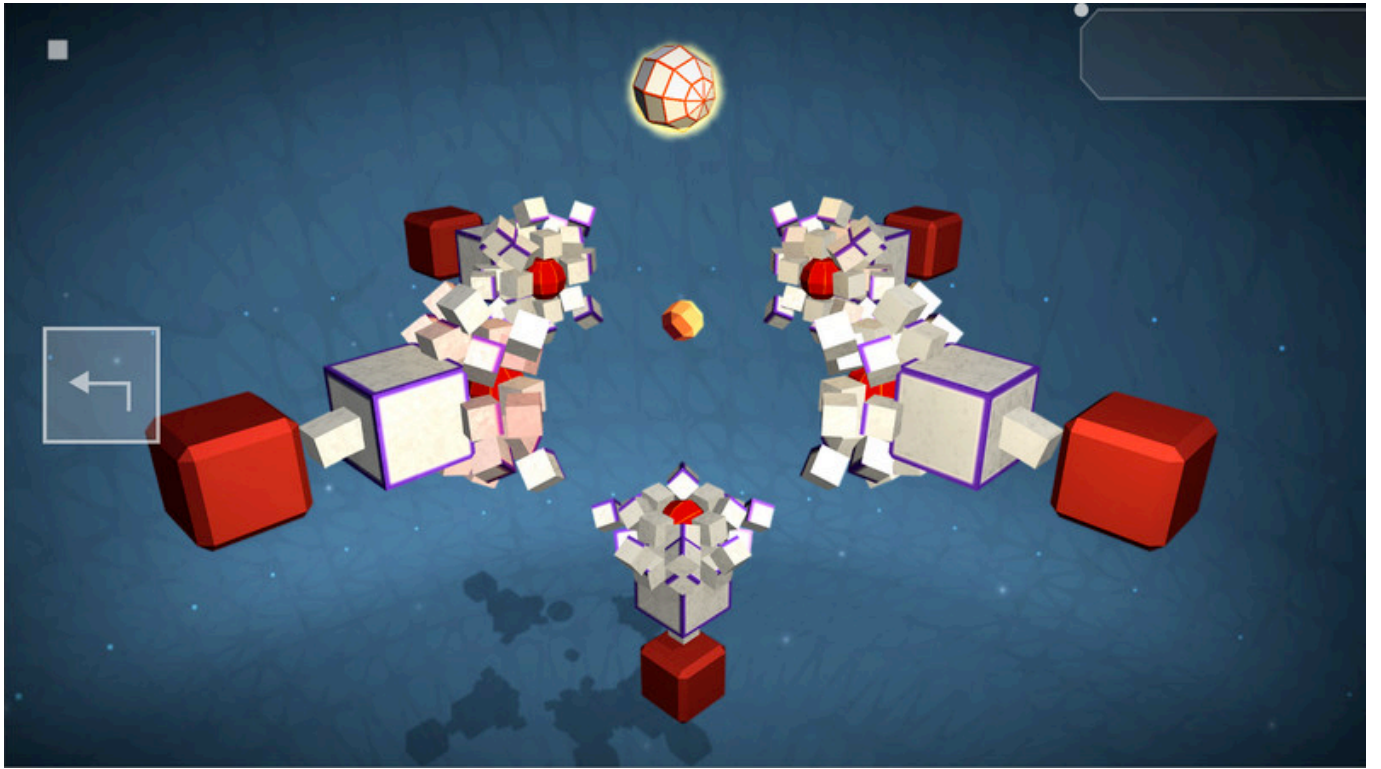
**Graphics:** Intel HD4000

**DirectX:** Version 9.0

**Storage:** 200 MB available space

**Additional Notes:** Game does a lot of physics calculations, quality CPU needed.

English, French, Italian, German, Arabic, Bulgarian, Traditional Chinese, Simplified Chinese, Czech, Danish, Finnish, Greek, Dutch, Japanese, Korean, Norwegian, Polish, Portuguese, Russian, Romanian, Swedish, Thai, Turkish







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Great game, though the graphics could be improved upon. Other than that the gameplay is fun and not too challenging, but not too easy.

8/10. It's good to play a puzzler in this day and age with some meat on its bones. But Art of Gravity fizzes and pops in all the right ways. It's fresh and intriguing, and it's not like anything else you've ever played before. And that's definitely to its credit.

This isn't a game that you're going to run through in a single sitting, it's going to take some time and consideration. But if you're looking for something to settle down with for the long haul, for something clever to really sink your teeth into, then you're in luck.

There's a thick and engaging experience here, and the way it builds on its sturdy foundations with intriguing new structures makes it one of the finest head-scratches that his hit mobile in the past few months.. I got this game on sale with some games similar to it. I have to say, I enjoyed this game the most.

Its a simple puzzle game. I beat it fairly quick, but that didnt make it not fun.

I love the sandbox wreck em style.

I say, if its on sale, get it. Youll have fun.. Short, easy, fun and cheap puzzler.. may start to get boring at first but keep playing its an extremely fun, easy, and satisfying game. Really fun puzzle game. The only thing it lacks is a level creator. As it stands I beat the game in less than 2 hours of casual play. Well worth the what I payed for the game, but I think everyone that liked this game would dig some additional content. Whether it's dev made or not.

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Thought, the game last's only for ~2h, it's really worth to play it. The graphics and the effect are really ok for a game worth 0,99 euro and it's not very hard, but last ~ 10 levels will take you some time. Overall, 9/10 game.. Great little puzzle game. Loved the graphics and music - very soothing. Some levels make you think for a bit but overall not too hard. Ideal for a casual puzzlegamer.. A simple yet fascinating puzzle game. As you can see in the trailer, the animations when you destroy blocks are mesmerizing. The game is fun in itself and is interesting to solve, but truly the animations are what makes the challenges so satisfying to overcome, and what will hook you and get you to finish it. Also, the rules are not explicitly taught, which in my opinion makes a puzzle game more enjoyable and shows it is well designed.

The one criticism I have is that sometimes, the physics are a bit unpredictable, and therefore it makes some puzzles harder to solve for the wrong reasons. However, I still managed to beat the game in around 2 hours, so it's not really that big of a deal: just be aware that some puzzles will feel a bit random. If you enjoy the genre and you can handle the occasional less polished puzzle, then please go ahead and play it!. Very unique idea for a puzzle game. I can see why this game gets good reviews.. A fun little physics game. You start out with a floating bundle of cubes, and then proceed to throw balls at them until they break. I think it might be some sort of metaphor for my high school years.

When hit most cubes will shatter in a shower of voxels, which will in turn cascade down and possibly cause more damage. Your goal is to get rid of all the floating elements with a limited number of balls.

As the game goes on you get cubes and balls of different colors, which behave in different ways, and on some levels you get the ability to arrange the board to facilitate your virtual vandalism.

And it's really satisfying! The sight of cube fragments interacting against each other and other elements never really gets old, and that's as fine as any reward a computer game could give. Most of the puzzles are very simple, though some on the last stretch require a bit of thinking (or a lot of trial and error).

You can only throw at fixed angles, so it's not too fiddly - though being physics-based, a little unpredictability is unavoidable. If it sounds at all like your sort of thing, it's an easy recommendation at slightly less than a quid (or whatever heathen money is used outside of the empire).. Not something I'd want to play without doing something else at the same time. Feels more like it should be an iPhone game or something else portable. But for the price ofc its worth it. Maybe it could come in handy for queueing in other games or on the bus.. graphics

+ music

+ physics

+ 75 lvls

+ price. A small puzzle game with some interesting ideas. The flow feels a little strange, as you'll be hit with what feels like a tutorial for a couple levels, get a few stages where those new rules are challenged a bit, and then repeat until the game is over. I feel like the creator(s) of the game have a lot of potential behind them, and I may just recommend this game in hopes of seeing what could be done with more resources.

6.5/10 was mildly puzzled. Eeeeh...Kind of slow.. nice game ! but i need more levels

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