
Free Download Mondrian - Abstraction In Beauty .zip



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About This Game

Mondrian - Abstraction in Beauty is a full-circle block-breaking game about video game art history. Inspired by the works of the De Stijl masters' limitations on form and color, *Mondrian - Abstraction in Beauty* takes an abstract look at the history of video game art, through unlockable features like paddles, balls, powerups, and screen effects. The game is dynamically generated, with millions of level combinations and endless replayability.

Features:

- Break out of the boring, vertical-only block breaking experience with 360 degree freedom of motion.
- Over 48,000,000 possible combinations in level generation
- Collect gems to unlock goodies like paddles, balls, powerups, wall shapes, visual styles and more.
- Level Packs and Museum Galleries based on other games for an in-depth look at video game art history.
- Play the game your way with adjustable gameplay options, level packs, and screen effects.
- Inspirational quotes by Piet Mondrian

Soundtrack



Mondrian - Abstraction in Beauty: Original Game Soundtrack, composed by Davidjohn Blodgett and Hannah Hoyt, features nearly an hour of acid jazz, hip hop, trip hop, ambient, electronic, and classical music. Remastered from in-game tracks and exported as 320kbps, 44.1khz MP3's, this stunning collection of music is bound to keep you immersed in Mondrian's geometric world at work, at home, at a party, or on the go.

[Available Now!](#)

Title: Mondrian - Abstraction in Beauty

Genre: Casual, Indie

Developer:

Lantana Games

Publisher:

Lantana Games

Franchise:

Mondrian

Release Date: 21 Sep, 2015

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Minimum:

OS: Windows 7

Processor: Intel Core i3/AMD Athlon X2 2.0ghz

Memory: 2 GB RAM

Graphics: nVidia GeForce 300 series/ATI Radeon HD 4000 series

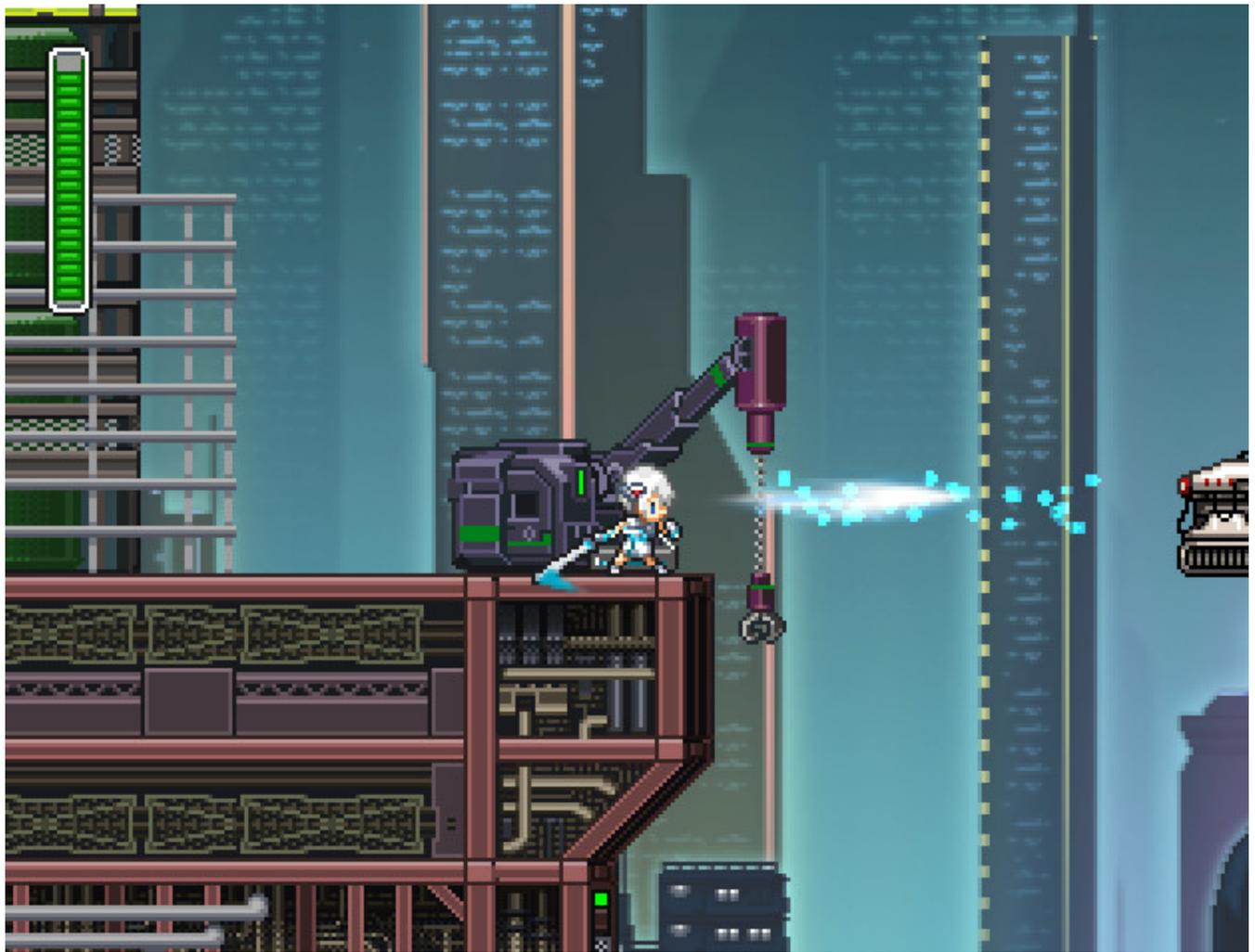
DirectX: Version 9.0c

Storage: 165 MB available space

Additional Notes: Xbox 360 Controller Drivers for Windows are required to play. If you experience difficulty starting the game, you should download these direct from Microsoft at <https://www.microsoft.com/hardware/en-us/d/xbox-360-controller-for-windows>

English





The Harbinger's Head

by Kim Berkley

Show Stats

Restart

Menu

Captain McDowell blinks, clearly startled by your blunt inquiry. "How did you know about that?"

You explain that you've heard rumors about the incident.

"And why exactly," asks the captain, his eyes intent upon your face, "are you interested in this alleged incident?"

"I'm trying to help someone right a wrong that was done to them."

"It's a matter of grave peril. I can't say more than that."

"Please. My life depends on it."

Next

Learning curve higher than the sun 8/10. Even if its only \$2, you won't get much out of this game. I saw the trailer and thought "This looks like a game I can play when I'm bored or waiting." Instead, I get an experience where you can mash all the buttons for either side to get unbelievable far in the game. Bought this thinking it would be a casual puzzle game, turned out to be quite a stressful, timing\coordination\puzzle game which is quite challenging.. And that isn't a complaint. Great game!

To the devs, defiantly needs a leader board, but also if possible some co-op modes would be interesting if that could be worked out. I know that would be quite a big change but I think it would be worth it, like multiple colors to solve the maze. or perhaps just a racing mode.. Loved this game. A lot like Narcosis but longer. Play it or miss out on a classic.

10'10.

. 10/10 would beta test again

very good for a \$. FUN GAME!

Its an amazing game but i think its dead because i just waited 40+ min and still got no match.....

Battlerite please do something to fix the waiting because its such a good game!. A poor man's Binding of issac, it's not too bad. I reccomend you get it on sale, the most I'd spend on it is 5\$. It's the type of game you play when you're bored and just want something to shoot at, or if you're at a friend's house when you're not included in an activity or whatnot. Not alot of content, I rather like it for how simple it is, I've also heard it's easy. I haven't played a ton yet but this game barely comes out with a positive review ratio. Get it on sale, I say it's worth the 3\$ I dropped on it, not worth the 10\$ it's default price is at.. A world of Fractals I could very well imagine used to create wonderful new unseen alien worlds.

I could spend a long time in this universe, changing the variables and seeing how the entire landscape changes, it feels like travelling trough space in an alien world.

. The game was fun but very short-lived. I spent maybe 3 hours before completing it and the bonus level. I would recommend giving a timer for the hints like many other games and not allowing people to skip every puzzle so quickly. For the price, it was great.

Small funny cheap arcade game where you are gathering coins and avoiding traffic on a highway - great for some short time casual gameplay. Epic and hilariously fun with friends!. I just bought this game. Its a fun puzzle game that makes you think. You have to know a little bit of math, but it's all fun and there is a story too! Great plot twist at the end of the game. Highly recommend.. i really like it but the music drives me insane, can't play longer than 5 minutes...no option to turn it off, or i just can't find it.. Okay, I'm a big fan of roguelike games and mechs and this game seemed right down my alley initially. However, there's one thing I detest more than anything else and that is poor game design. You see, this game emulates roguelike experience, like you go there, you fight, you die. Like all roguelike games it gives you the rush, you want to get better to beat it. But the problem is that there's no point of getting better, as there's a reliable sequence of steps that will bring you to victory. To achieve this you have to avoid the missions that will get you killed that were put there by the developers to emulate the roguelike experience. When there's no point of getting better at the game, and half the missions being deathtraps you realize that you've been fooled and there's nothing more to this game than visual aesthetics.

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