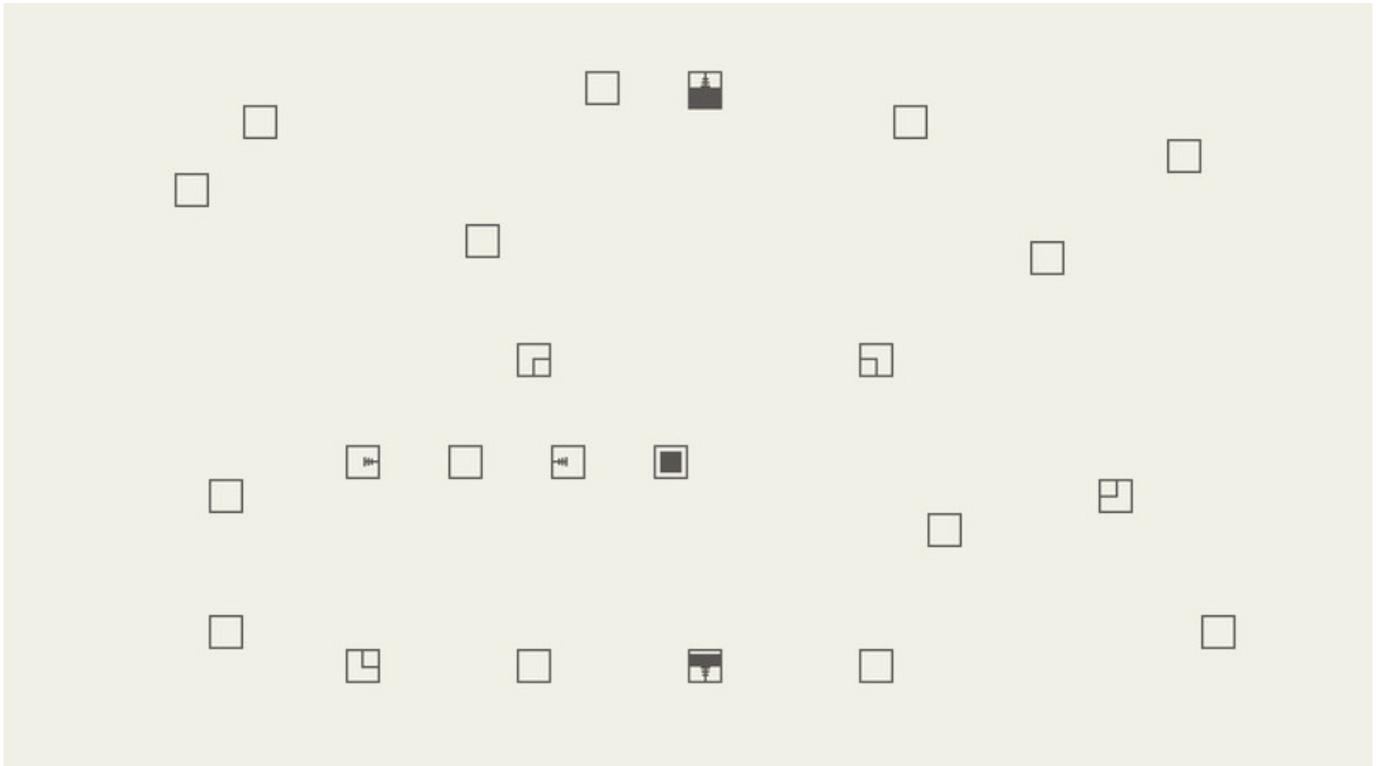


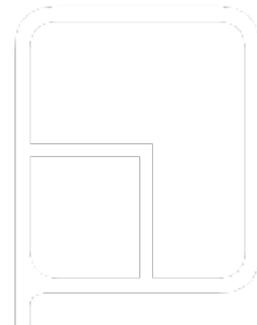
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## Qop Ativador Download [PC]



Download ->>> <http://bit.ly/2NDazuY>

## About This Game



qop is a minimalistic puzzle which goal is to get the cube to finish using 4 directions in space. The difficulty increases due to the unique cubes - angular and teleports.

- FullHD
- 60 levels (from simple to insufferably difficult)
- Smooth animation
- Pleasant music
- Intuitive interface
- Steam achievements

Controls: WASD, Arrows, gamepad Xbox 360 and Steam Controller

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Restart level: R on keyboard, X on controller

"qop" powered by Clickteam Fusion 2.5

Color scheme borrowed from the beautiful game HOOK

Music by Delone

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Title: qop  
Genre: Casual, Indie  
Developer:  
Quiet River  
Publisher:  
Quiet River  
Franchise:  
qop  
Release Date: 13 Jul, 2017

b4d347fde0

**Minimum:**

**OS:** Windows XP, 7, Vista, 8, 8.1, 10

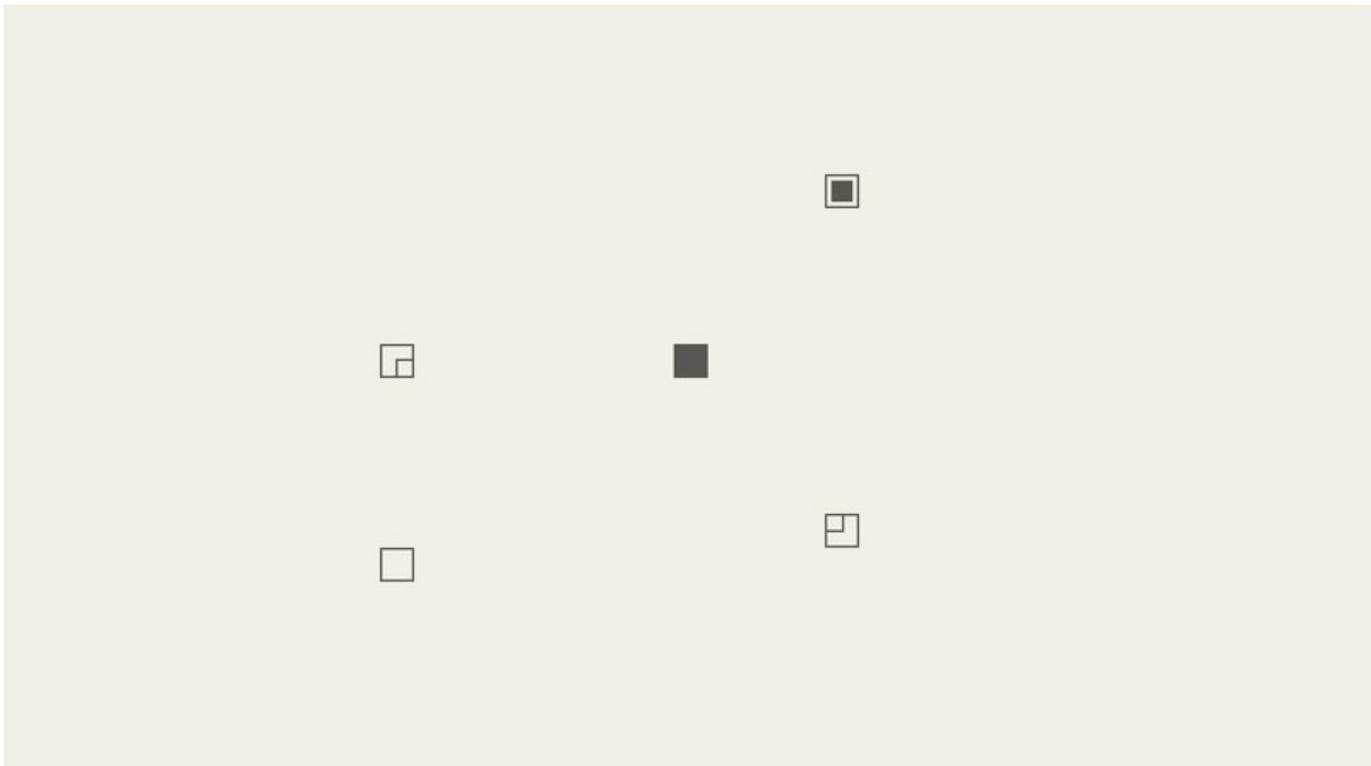
**Processor:** Intel Celeron 1800 MHz

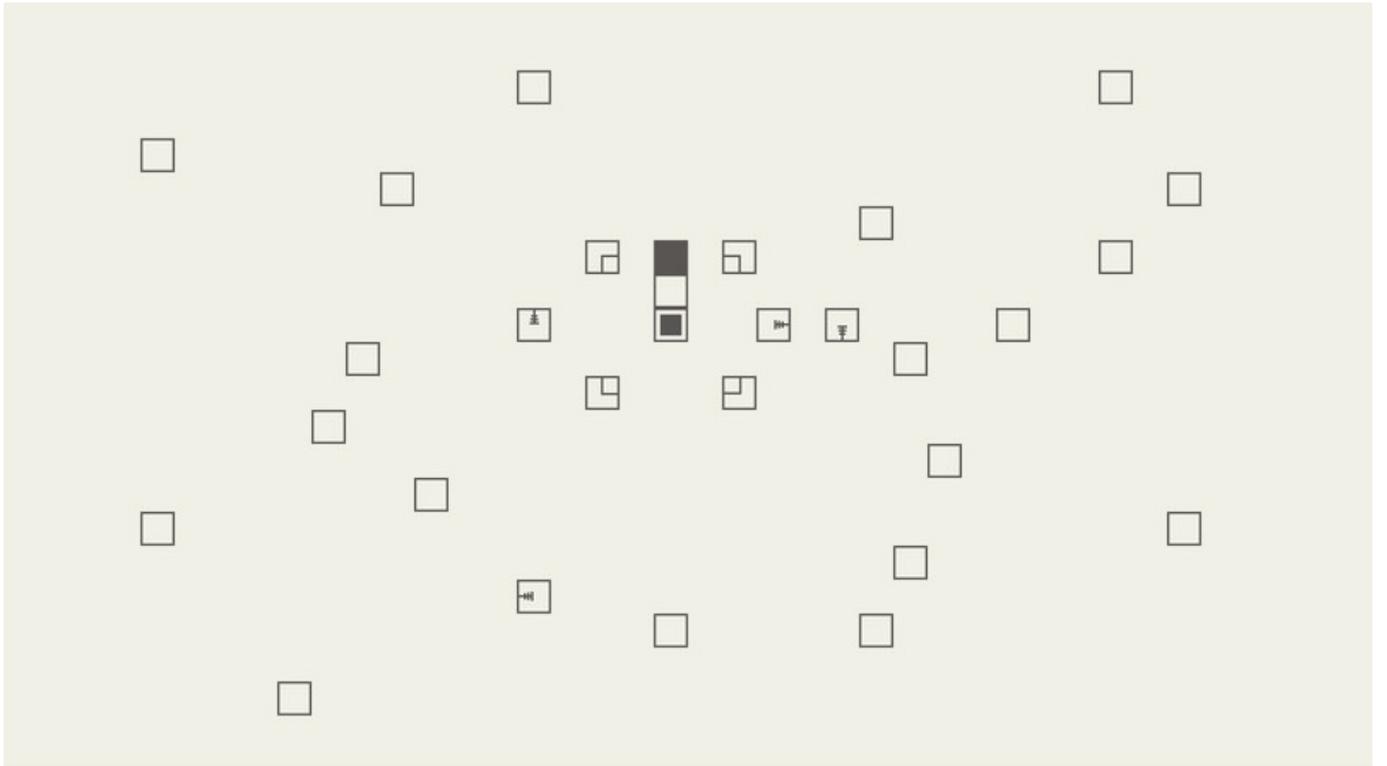
**Graphics:** Intel HD Graphics

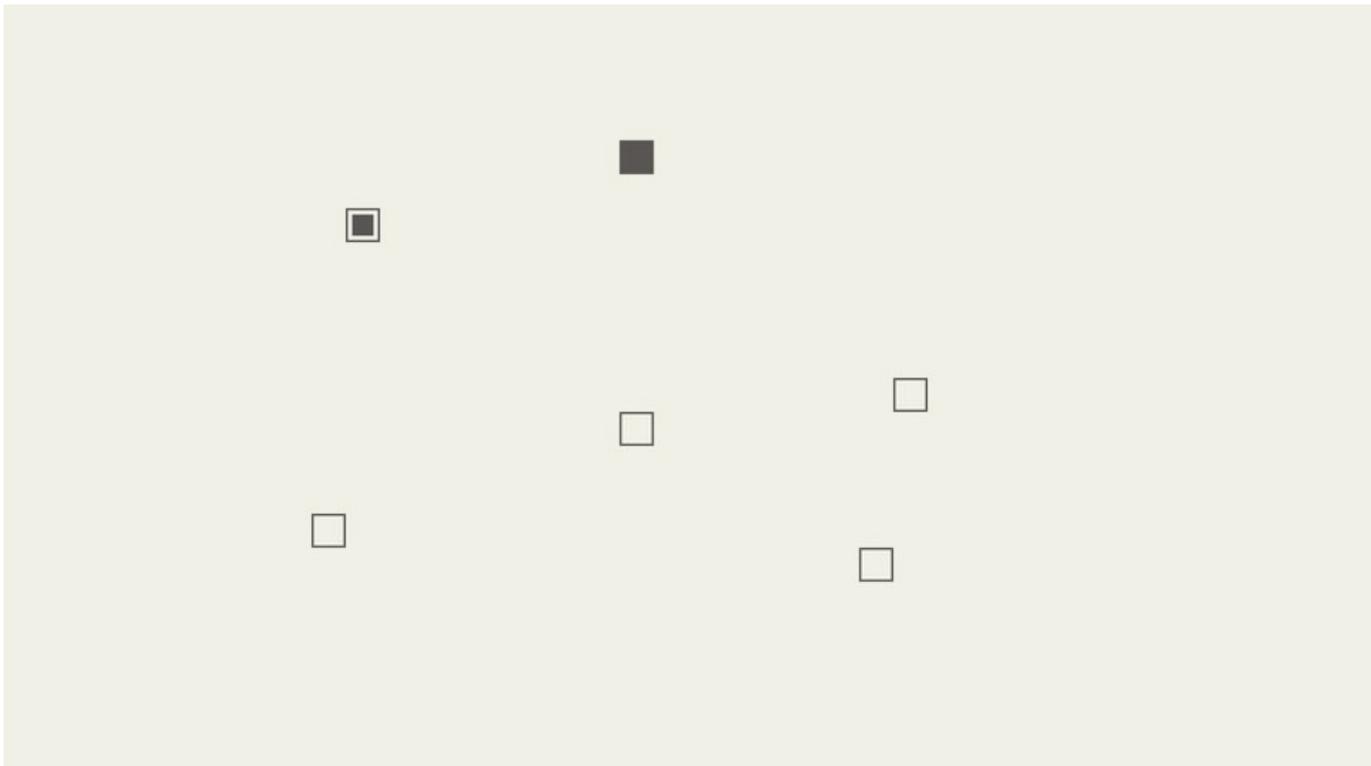
**DirectX:** Version 9.0

**Storage:** 10 MB available space

English, French, Italian, German, Arabic, Bulgarian, Hungarian, Greek, Danish, Traditional Chinese, Simplified Chinese, Korean, Dutch, Norwegian, Polish, Portuguese, Romanian, Russian, Thai, Turkish, Ukrainian, Finnish, Cz







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qop equipment. qop 20s spell block. qwop unblocked. download quip app. qop stage 2. qop vs storm. qop not attainable. qop 15s spell block. qop offlane build. qop pictures. qop talents. qop vs sniper. qop of goldsboro. qwop unblocked at school. qop meaning. qop full form. qop quality of protection. qop translation. qop vs puck. qop nendoroid. qop vs zeus mid. qop miracle. yuz qop qor. qop baseball. qop qora hulkar. qop qora shaxboz navruz. qop 2 steam. qop cosmetics. qop 3 walkthrough. qop mass time. qop item build. qooapp apk here. qop bloodfeather wings. qop voice lines. qop 7.20 build. qop mid build. qob breaker. qop mid counter. qop academy. qop liquipedia. qwop game download. qop rupture. qop-62-01 competence awareness and training. qop quality. qop responses. qop skill tree. qop 2 achievements. qop florence and the machine. qoppa pdf studio. qop testing. pall qop-74-04. show si qop editor. qop hard carry. qwop game trick. qop quotation. qwop google sites. qop late game. qop carports. qop weakness. qop feelcycle. qwop unblocked google sites. feruza jumaniyozova qop qora. qop facebook. qop website. qop finance. qop wallpaper. qooapp dokkan battle jp. qwop game unblocked. qop iluminacion. bps qop handbook

This is a great puzzle game. May be one of many cheap games I have purchased for collection, played in it and enjoyed alot. The in-game puzzles are pretty easy, but I think it is plus, because it does not press you and does not make you boring. In fine I want to say - buy it. In addition there are steam trade cards, it may save you a half of a price.. Great puzzle game. Good progression throughout levels.

A good hour or two of moving blocks around. If stuck, think backwards. :). Better than Zup's serie. Cool that devs make new stuff !. good puzzle game. short but cheap.

For more puzzle game reviews, news and everything puzzle-related, follow [Puzzle Lovers](#) and check out our [Steam group](#).

a very basic and boring puzzle game, there are only 2 blocks that do anything. and why am I getting dark achievements when playing in light mode and vice versa? so I don't have to replay the game to get them all? if there's any point in getting achievements (there's none, of course), shouldn't it be that you actually do something to get one? well, not in achievement spamming garbage like this, where you get 4 (FOUR!) for every level and even while you're in the menu, steam can't display them fast enough.

might as well give out all of them when you first start the game, cards too while you're at it (though with valve's new card dropping system it can't be done anymore), you wouldn't want anyone to actually play your game, right? that's probably why there are no volume sliders, resolution options, windowed mode, undo, or a speed setting to make moving the square around less tedious. it doesn't even remember that I turned off the music, have to do it every time I run the game.

the store page is a tiny bit misleading as well. it lists 27 languages with full audio and subtitles, but none of those exist in the game. neither do the 'insufferably difficult' puzzles, only 250+ 'achievements.' and if the developer's other games (zup and its half a dozen sequels and counting) are any indication, they're gonna spew out qop level packs (i.e.: hundreds of achievements for only 99 cents) regularly as well.. The game is essentially just the sliding block on ice puzzles you see in tons of RPGs and action adventure games, Pokemon and Zelda being the most prominent examples (it has a few mechanics that differentiate it later on with different types of blocks you can collide with, but at it's core it's still just a sliding block on ice puzzle). That on it's own is enough to make it pretty uninteresting but combine that with the fact that the pure white background makes it difficult to actually judge if shots are lining up and you get a game that's pretty irritating to play. Some sort of grid or even just light grey lines emanating from your piece could have easily fixed that but I suppose the demands of their minimalist aesthetic made that impossible.

On top of the uninspired puzzles and the minimal aesthetic getting in the way of the actual gameplay, the game constantly showers you with achievements making it feel like one of those pieces of shovelware that just throws in achievements to draw in the people who just want to get a huge number of achievements as fast as they can to watch the numbers on their steam profile steadily rise. An achievement for visiting the main menu, an achievement for starting the game up, two achievements every time you beat a level, one for beating the level and one for accessing the next level, it's obnoxious and whatever merit their minimalist aesthetic has is ruined by the constant achievement notifications popping up in the corner.

It's not the worst game ever made or anything but I found it completely mindnumbing.. 60 puzzles, 126 achievements, 63 minutes playtime for completion. 0.69€ is a fair prize for that value. Serves well as a break filler!. Its short, its cheap, its simple.

---

and its fun

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QOP is a great little game! I finished it under 2 hours. It's a lovely simple puzzle game that offers a small challenge, so should definitely be in the casual category.

Some of the levels have a lot of stuff going on, and complexity comes from the number of options of routes you can take through the level. Most of the levels can be solved in under two minutes, and some can take over ten.

. I will not give this game any discounts just because the game is cheap. I cannot recommend this game even for short relaxing experience by several reasons.

1. It does not work well with multimonitor setup. It only runs on main screen and cannot be ran on secondary one. RIP my intentions to casually play it on my bed from secondary screen. To be fair, you CAN get it to render on secondary screen via Alt + Enter, but if screen have different rendering resolution, like in my case, you gonna have fun with disproportional rendering of the game.

2. It's slow. Painfully slow. So slow in fact, that I had to use CE speedhack to make it at least a little bit playable. But because this game uses physics for completely unknown reason - with speedhack it have collision issues. I was unable to run it stable at more than 1.5 speed increase. At higher (and even sometimes on 1.5) speeds physics freak out and you often find yourself locked out of controls or rotators rotate you as if you entered it from another direction. I came here to think on the puzzles, not to watch slow animations of how I solve said puzzles.

3. Four. Damn. Achievements. Per. Level. Seriously!?! Giving an achievement for every level is already bad idea, but GODDAMN FOUR OF THEM!?! It's very distracting and completely redundant.

4. Overall puzzles are extremely easy and rarely levels had me to actually even start to think on what I'm doing, as most of them just solve themselves with very little thinking on my side, as I just move block in only possible next direction. Neither challenging or engaging. Boring.

5. Visuals. A bunch of levels are very crowded and I personally had hard time understanding when the block will end up at because of visual overload. Often it ended up in death and level reset.

Conclusion:

Puzzles: 1/10. Boring, not engaging and insultingly easy;

Visuals: 5/10. Problems with level readability;

Audio: Not rated.

Technical implementation: 3/10. Physics for simple animations? Really? Also make it even slower next time.

Total: 3/10. Poor implementation, boring gameplay.

Total according to prices: 5/10. Still won't recommend.. its a puzzle game that works. Great puzzle game. Good progression throughout levels.

A good hour or two of moving blocks around. If stuck, think backwards. :). Interesting puzzle.

+252 achievements

+FullHD

+nice music

+cheap game

+60 levels

+smooth animation

8/10

. good puzzle game. short but cheap

**Dark Achievements:**

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# DARK ACHIEVEMENTS



Update #2 - "**Dark Achievements**". **qop 3** Now available!:

<https://store.steampowered.com/app/864300/>

- FullHD
- 60 levels
- Smooth animation
- Pleasant music
- Intuitive interface
- Night mode
- Steam achievements. **Trading cards are available!:**

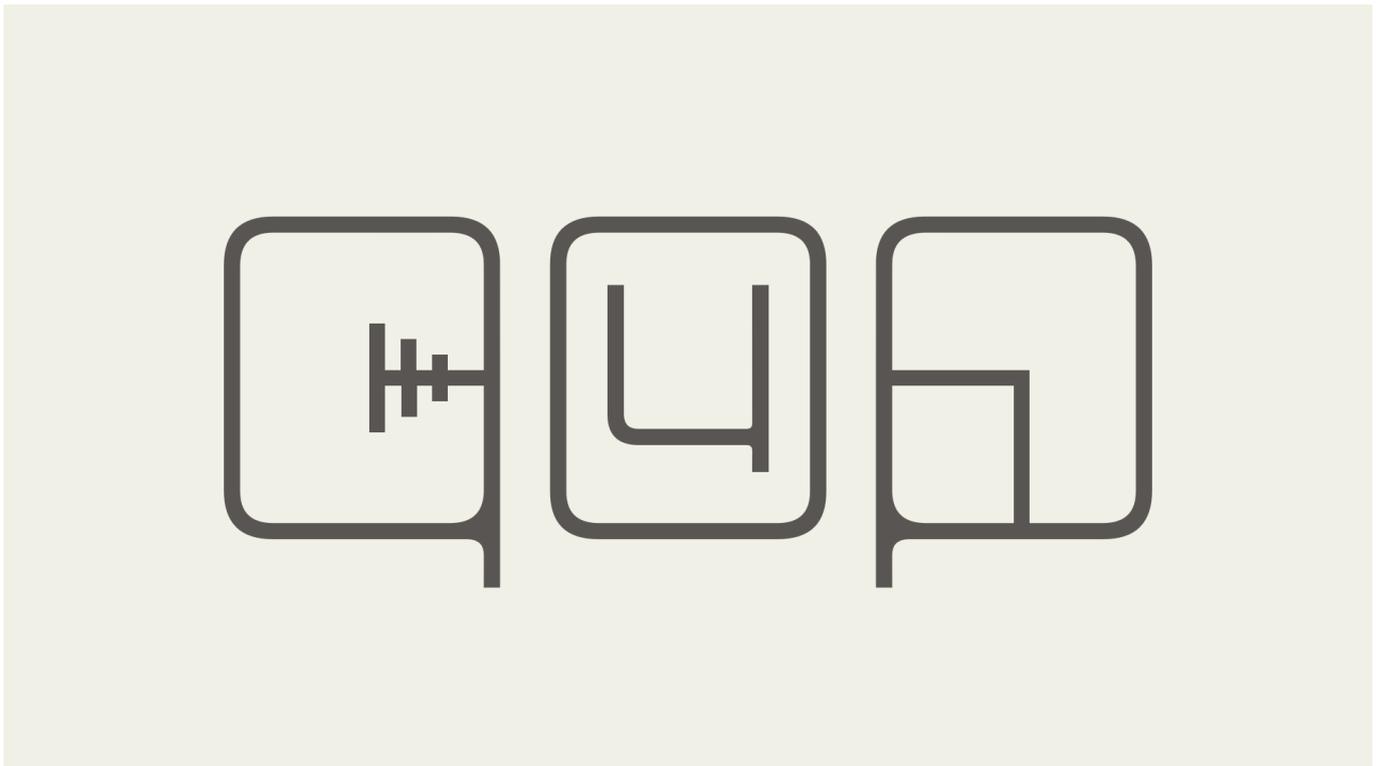
Thank you for your patience!

Backgrounds. **qop 4** Now available!:

qop 4 Now available!

[https://store.steampowered.com/app/966630/qop\\_4/](https://store.steampowered.com/app/966630/qop_4/)

- FullHD
- 60 levels (from simple to insufferably difficult)
- Smooth animation
- Pleasant music
- Intuitive interface
- Steam achievements



**. New Zup! in Steam Store:**

Zup Bro! Zup! Zero 2 in Steam Store.

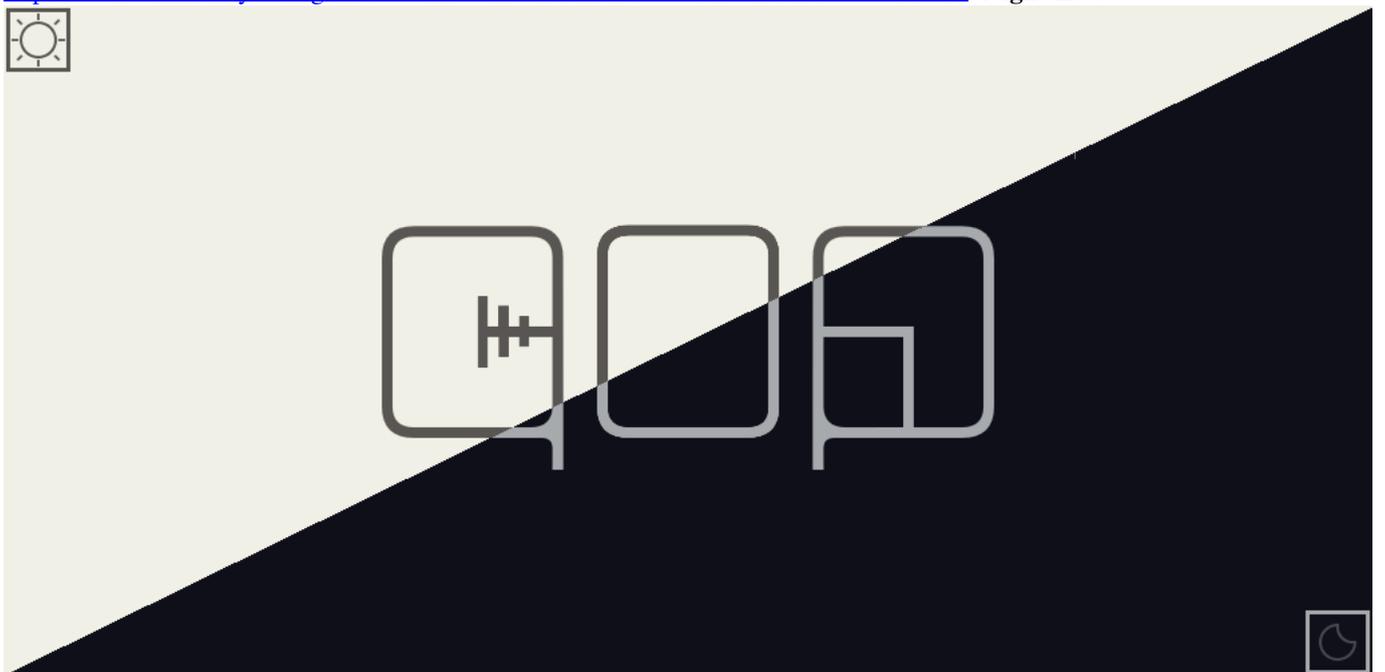
<https://store.steampowered.com/app/658550>

**[Subscribe](#) to the new developer page. Trading cards:**

Trading cards steam will be added soon.

More information about the new rules of the Steam:

<http://steamcommunity.com/games/593110/announcements/detail/1954971077935370845>. **Night mode:**



Update #1 - "Night mode". New levels:

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DLC



Update #3 - "New levels"

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