
Qbeh-1: The Atlas Cube Download For Pc [full Version]



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About This Game

QBEH-1: The Atlas Cube is an atmospheric 1st-person puzzle platformer by Liquid Flower that takes players on an inspired quest through a variety of divergent worlds, each filled with new mysteries and secrets to uncover. In each world, players find special cubes that must be collected and used to navigate to the next portal. Some cubes will simply be used as stepping stones to new areas while others are imbued with magical properties such as gravity and propulsion.

Created by Liquid Flower, *QBEH-1: The Atlas Cube* is a prequel to their much beloved *Qbeh*, a small student project that found its way online and into the hands of gamers and journalists alike who wanted more after feasting on the appetizer. Now, *QBEH-1: The Atlas Cube* builds on the core concept and aesthetics introduced in the original and brings even more polish, passion and gameplay into the new game.

Now includes a LEVEL EDITOR with STEAM WORKSHOP support! Build your own levels then share and play those made by the community.

MAIN GAME FEATURES:

- Solve elaborate puzzles using a variety of Cube types such as Building Blocks, Energy Cubes and Gravity Manipulators
- Explore atmospheric Worlds, each with 6 challenging levels and unique themes
- Discover alternate paths, intriguing platforming elements and secrets to unlock an unfolding mystery

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- Experience an immersive & mesmerizing Soundtrack that pulls you into the adventure
 - Uncover the game's narrative through interpretive imagery
 - Oculus Rift Support (supports DK1 & DK2)

STEAM WORKSHOP FEATURES:

- Create levels using similar (world) styles found in the game
- Mix and match styles from multiple themes in one level
- Add doors, switch activated doors, moving platforms, fans and more
- Add special cubes (basic, energy, gravity and force)
- Add geometry blocks such as walls and floors with different styles
- Move, resize and rotate objects (only geometry blocks are resizable)
- Change lighting and add light cubes as light sources
- Change skybox
- Select your background music from tracks available in the game
- Test levels right in the editor
- Share levels through Steam Workshop
- Play levels made by others

Title: Qbeh-1: The Atlas Cube
Genre: Adventure, Casual, Indie
Developer:
Liquid Flower
Publisher:
Digital Tribe
Release Date: 15 May, 2014

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Minimum:

OS: Windows Vista/7 /8

Processor: 2 GHz (or 4 GHz for CPUs like Celeron/Duron)

Memory: 2 GB RAM

Graphics: DirectX 9.0c compatible; integrated or very low budget cards may not work

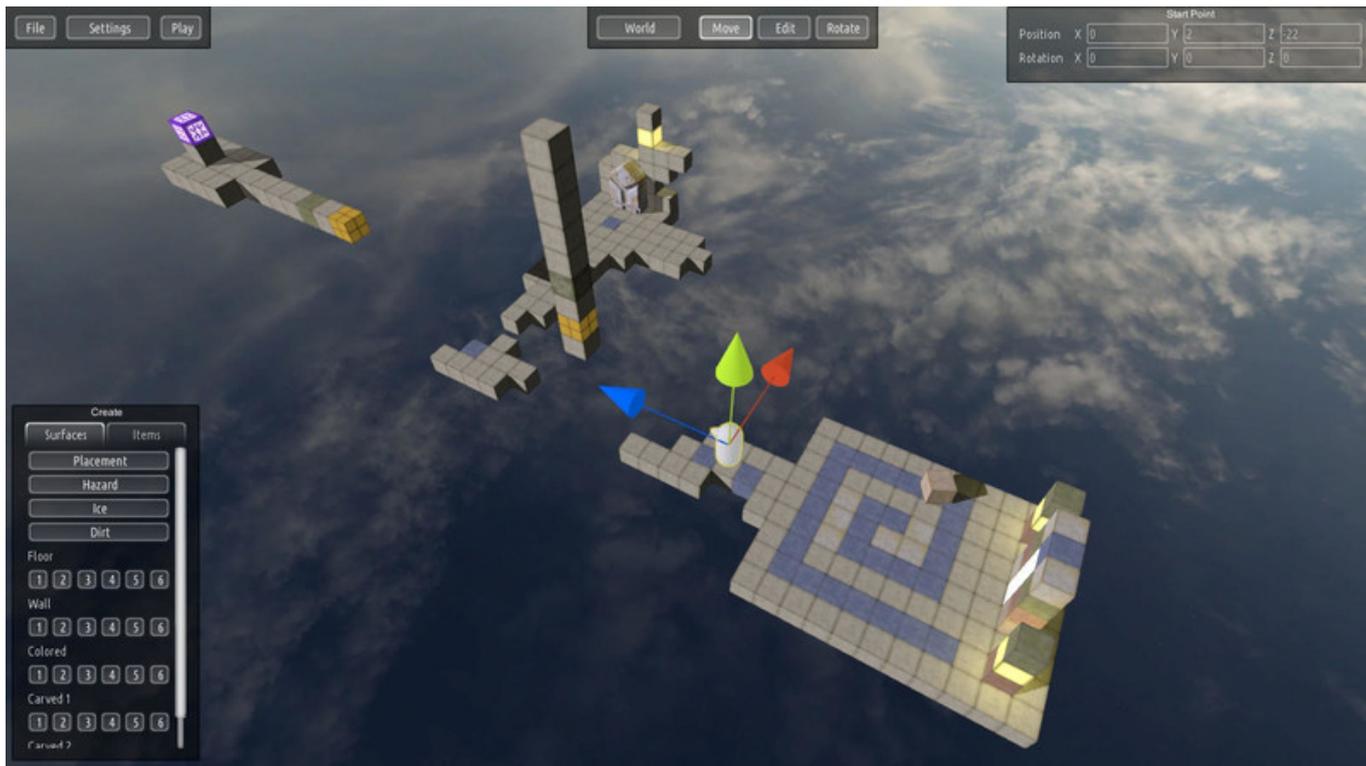
DirectX: Version 9.0c

Storage: 3000 MB available space

Sound Card: DirectX compatible sound card

English







I'm currently done with the game and i do have to say this is among the best hidden gems on steam in terms of puzzle games. each stage manage to mix up how you have to build your way though the stage of each world. the game gives off this lonesome atmosphere of being trapped in a endless void of cubes. the music highlights this REALLY well. delivering calmful pieces that allow the player to focus on competing many of the levels and their challenges that are ahead. have i also talked about the fact that this game has steam workshop support. meaning you can preety much be playing this game for a long time thanks to user created content. the game doesnt really have any story elements. which im fine since i mostly play puzzles games with the intention of playing for the puzzles anyway and this game does that with flying colors and cubes. this was the best blind buy ive made and the perfect game to unwind after a busy day from work. I recommand this game if you are fan of portal! (and speaking of that, you run into a "old friend" while playing. when you see your "friend." you'll know. :) Or if you love puzzle games as a whole.. Qbeh-1 is one of those games that really make you appreciate good puzzle game design. Unfortunately, this is because "You don't know what you got 'til it's gone."

I quit halfway through the second world, so I don't know what kind of other cubes/mechanics get introduced later on, but the beginning gave me a bad taste. The "puzzles" in world 1 are nothing but picking up cubes and placing them in dedicated zones to reach more cubes to increase your supply to repeat ad nauseum. It gets old quick, especially with the great many instakill pits that respawn you at FAR-too-infrequent checkpoints, forcing you to repeat the earlier tediousness. The puzzle design might be redeemable later on with more mechanics, but the QoL here is too low for me to recommend.. *Qbeh-1 is a game designed by people who think that grinding is the pinnacle of gaming. "Here's a level that requires no thinking!" "Here's a level that requires no thinking and making a tricky jump!" "Here's a level that requires no thinking, collecting a bunch of cubes, and then making a tricky jump!"*

When the two most attained achievements are "fall into the abyss" and "rage quit", it's not a fiendishly difficult game, it's just a bad game. Prospective players who are interested in sovling physical puzzles by placing cubes should turn to [Q.U.B.E., which is far from perfect but miles better than Qbeh-1.. Qbeh is a quite minimalistic puzzle platformer which requires mainly spatial thinking and planning with very limited resources.](#)

[While it is greatly designed, it lacks any story whatsoever and looks shoddy at best. Just mechanically speaking, I can definitely recommend this, but there are a lot other puzzle games with actual story and a lot more immersion to be had.](#)

[Even considering the not too high asking price I still would only get this above 50% discount and then only if you've run out of other puzzle games.. Lovely peaceful atmosphere, nice soundtrack, puzzles not too challenging if i remember correctly, some more about technique that logic which can be a bit fiddly at times. Drags on slightly. Level editor is easy to use \(compared to a lot of other 3d games\), although custom maps have bugs with moving platforms afaik.](#)

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