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About This Game

Splice is an experimental and artistic puzzler. Immerse yourself in its microbial world and start splicing! Every level ("strand") consists of a number of cells that you will need to rearrange into a target structure in several moves ("splices"). Exploration and experimentation are key in determining how the curious little cells react to each other. Predict the sequence of splices you'll have to make in order to successfully arrange each strand. Re-sequence, mutate, and splice your way through this unique puzzle experience, and you'll exercise your ability to visualize sequential series of shapes over time. Solve your way to the final strands and you'll be left with a heady sense of mental accomplishment!

Splice is the fourth title out of Cipher Prime Studios, and was the Best Puzzle Game winner of the 2011 Intel Level Up contest.
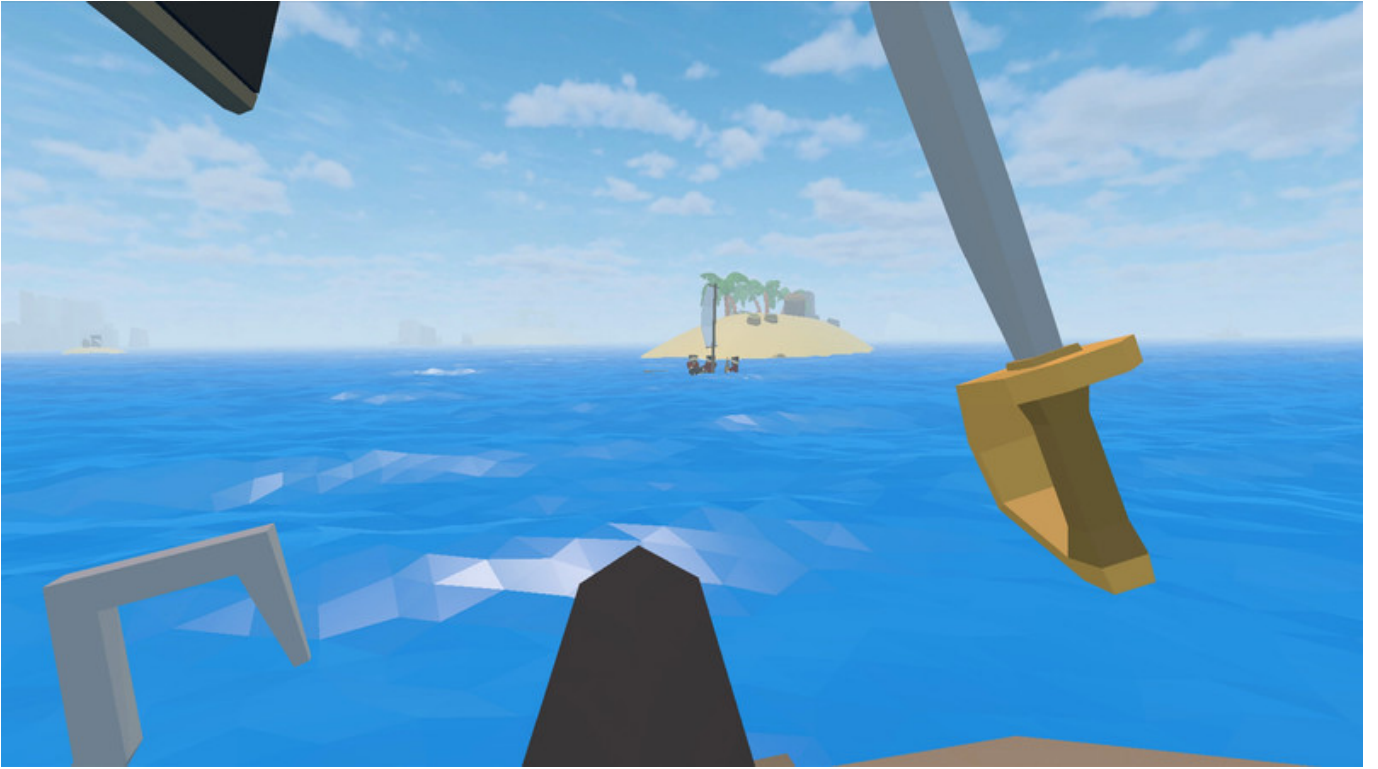
Key Features:

- **75+ Puzzles:** The main sequences introduce the player to the game's basic mechanics and the epilogue sequences challenge the player's mastery of the game.
- **Angelic Solutions:** Every level is solved in a few moves. Challenge yourself and find the angelic solutions of puzzles by completing puzzles in fewer splices than you're given. Novice players can still progress through the game by using all splices.
- **Unique Geometry:** Explore the structure of a binary tree in radial space.
- **Absorbing Soundscape:** Put your headphones on and lose yourself in Splice's hauntingly beautiful and Glass-ian piano music.
- **Compelling Colors:** Massage your retinas with the soothing visual effects and ambience of this primordial puzzle

environment.

Title: Splice
Genre: Indie, Casual
Developer:
Cipher Prime Studios
Publisher:
Cipher Prime Studios
Release Date: 13 Jun, 2012

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English

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Splice is a very unique puzzle game. It's basically the concept of creating a specific binary tree with special nodes and moving smaller trees (splicing) to make a goal pattern/layout. This gameplay is very logic dependent and an intriguing concept, but the game doesn't provide much context to your input or any form of hints system. They do offer a sort of time reversal system and a simple undo, but some of the design decisions are questionable to me and this game could have benefited from a clearer input tutorial.

Things I really liked about Splice: the atmosphere of the game is pretty calm and soothing with a beautiful soundtrack and very ambient aesthetics; some of the angelic solutions (optimal moves to save as many splices as possible) are brilliantly designed; the concepts don't overstay their welcome too much with only 7 levels per sequence and the levels can be solved fairly quickly unless you get stumped.

Aspects that didn't click with me: minimal tutorial/context to input (a tool tip or two wouldn't hurt when a player gets stuck; just have a setting in the menu to enable/disable hints if they are purists); unfortunately a lot of the levels feel very similar to others and portions of the main sequence levels don't distinguish themselves particularly well; clearer menu system from the select screen to help identify potential angelic levels would be appreciated.

I got stuck for about 10-15 minutes on around 2 or 3 levels for the main sequences, but I didn't really care to plan my moves as I started to lose interest by that time [I was on the last series of levels]. The epilogue levels have some really neat puzzles and patterns they want you to understand, but it started to feel a lot like Computer Science work to me near the end and it might become too much pre planning with all the combinations for some folks.

Overall, Splice gets a Below Average Recommendation unless you're a Puzzle aficionado and for those people it would be an Above Average Recommendation. Splice is a neat experiment that can provide a cerebral evening or short bursts of puzzle solving split up into smaller segments over a few days. I'd just suggest keeping your Google-fu handy to get hints or some tools nearby to draw out the various combinations.. Great binary trees game!. Music and atmosphere is great and the puzzles are decently challenging.. very clean looking puzzler. love the artstyle and challenging puzzles. Splice is definitely a brainteaser of a game. It will require you to think hard about how to solve the strands presented, and if you want to really get to the full potential of the angelic strands, you'll have to think even more about it.

The biggest challenge about Splice is the way the strands change appearance by just changing one litte aspect. You'll have to watch out for how you will change the appearance of the strand, and how the special parts of the strand will change with a right click.

This is definitely a puzzle game with quite a bit of a challenge. I recommend getting this game if you're really into trying to find the optimal solution for every single puzzle encountered.. Overall: 8.5 / 10

Splice is a fun puzzle game with vibrant minimalistic visuals, a matching soundtrack and simple but nontheless interesting mechanics.. very clean looking puzzler. love the artstyle and challenging puzzles

Scientific, aesthetic, beautiful, romantic, challenging and addictive. This is less-complicated than standard Andiod game... Not recommended!. This game takes itself too seriously. Gets boring fast. Buy mobile version, don't bother with this. Also block traffic to Google Analytics if you decide to play this. Snowden didn't teach america anything.. An interesting little game with a very nice, if somewhat repetitive soundtrack.

There is nothing in the way of a tutorial, but the game does a pretty good job of introducing you to new concepts so it doesn't get confusing. It doesn't waste time with context or even a bare-bones story- just a pack of puzzles with some fun mechanics. It's short but remains challenging throughout. However, there's no real reason to revisit old puzzles once solved, so replayability is very limited.

For what is is, I can't recommend paying full price for this, but if you can get it for under five dollars it's a few hours worth of enjoyment if you like puzzle games.. Can be hard at times but very fun!. Splice is an interesting puzzle game. It isn't groundbreaking; however, everything about it screams original. Without giving too much away (there is not an instruction manual - part of the joy is discovering how it works), the game is to arrange cell parts (?) into a set orientation by moving the pieces. Each puzzle has a set number of moves (splices) that you can make. Then to top it off, there are some puzzles that have "angelic" solutions. These are denoted by a "jingle" playing when you open them and the "Splice" logo flashing in the corner. These puzzles can be solved in less than the given number of moves for an "angelic" solution.

The first part of the game has seven sequences, with each sequence having seven strands. Forty-nine puzzles; twenty-five have angelic solutions. Then the fun really begins. There are four epilogue sequences with seven strands each. Twenty-eight more puzzles; eighteen of them angelic. These are much more complex and almost seemingly not possible. But they all can be done, and all the angelic solutions do exist.

As I said, the game is not groundbreaking but screams originality. The interface is extremely elegant and functional. It does yell out for a tablet conversion. The ambient music is fantastic. This is a great game to check out if you love puzzle games.. Quite catching and fluid puzzle with smooth graphics and nice music. The levels grow from the easy to the really challenging ones in the epilog (including angelic solving).

I actually played it on the phone a lot before completing 100% in steam.. Stylish puzzle heavily dependant on intuition rather than logic. Nevertheless, the ability to see few steps ahead will do you good in some of the advanced levels.. quite atmospheric and addictive, but not for the price. an incredibly well crafted game and a great puzzle experience.