

Zengrams

2015/01/20

Zengrams is a fun little abstract puzzle game where you rearrange a number of shapes to fit to a specific silhouette. I'll do a short review on it as I liked it instantly due to its minimalistic design. The game is inspired by the tangram, a Chinese dissection puzzle in which you have to form a specific silhouetted shape using only seven pieces (which has thousands of possible configurations). It's available on android (on which I played it) and iOS and was made by gameblyr. It's version 1.0 has 70 levels right now.



Overlapping shapes creates new shapes of different color and size.

Anyway, the reasons I liked the game are pretty simple:

- It's minimalistic design is gorgeous. Very clean graphics with almost no options except for sound / music and a color-switch options for color blindness. I would have preferred a few more options (like an about / exit button), but it's cool that they went completely minimalistic.
- It's an intuitively understandable puzzle game. No tutorial needed to immediately start solving puzzles. And you can quickly play a single puzzle and go do something else. The difficulty is pretty easy, but scales ok. I finished the game in probably an hour or two at most. I didn't get really stuck on any puzzle.

And that's basically it. It's a pretty small game, but definitely fun if you like this genre and it plays perfectly as a game to quickly do a few levels of.