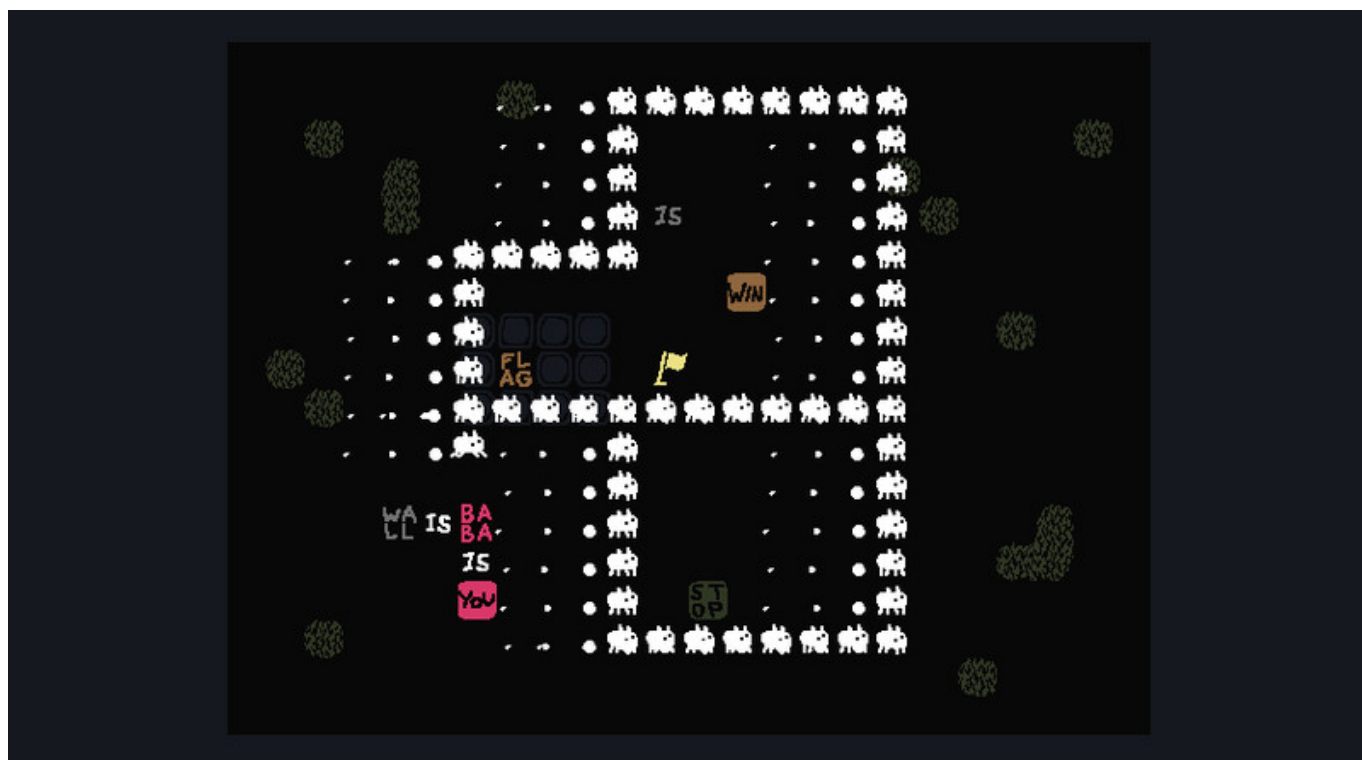


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## Baba Is You Free Offline



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## About This Game

Baba Is You is an award-winning puzzle game where you can change the rules by which you play. In every level, the rules themselves are present as blocks you can interact with; by manipulating them, you can change how the level works and cause surprising, unexpected interactions! With some simple block-pushing you can turn yourself into a rock, turn patches of grass into dangerously hot obstacles, and even change the goal you need to reach to something entirely different.



The game has over 200 levels that experiment with the game's mechanics in a multitude of ways, requiring the player to understand and manipulate the rules of the game and figure out devious ways to make the objects in the game world interact.



The game was originally created for and won the Nordic Game Jam 2017. Baba Is You also won the Excellence in Design and Best Student Game awards in the Independent Games Festival 2018, and was nominated a finalist in 2 other categories, including the Seumas McNally Grand Prize. The game was made using Multimedia Fusion 2 by Clickteam.



INDEPENDENT  
GAMES FESTIVAL  
WINNER

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Title: Baba Is You  
Genre: Indie  
Developer:  
Hempuli Oy  
Publisher:  
Hempuli Oy  
Release Date: 13 Mar, 2019

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**Minimum:**

**OS:** Windows 7

**Processor:** 2.0 GHz+, 32-bit

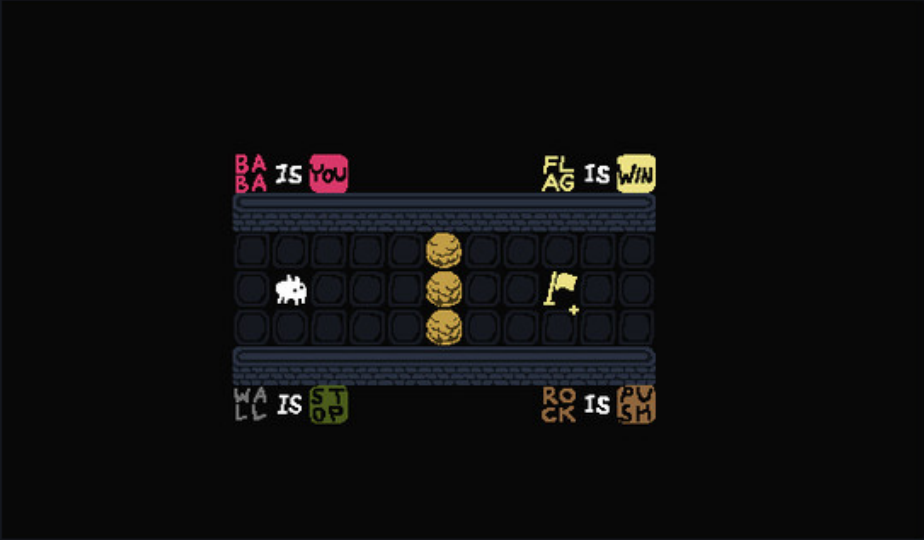
**Memory:** 1 GB RAM

**Graphics:** ATI Radeon X1300/NVIDIA GeForce 6600 GT/Intel HD 3000 or better

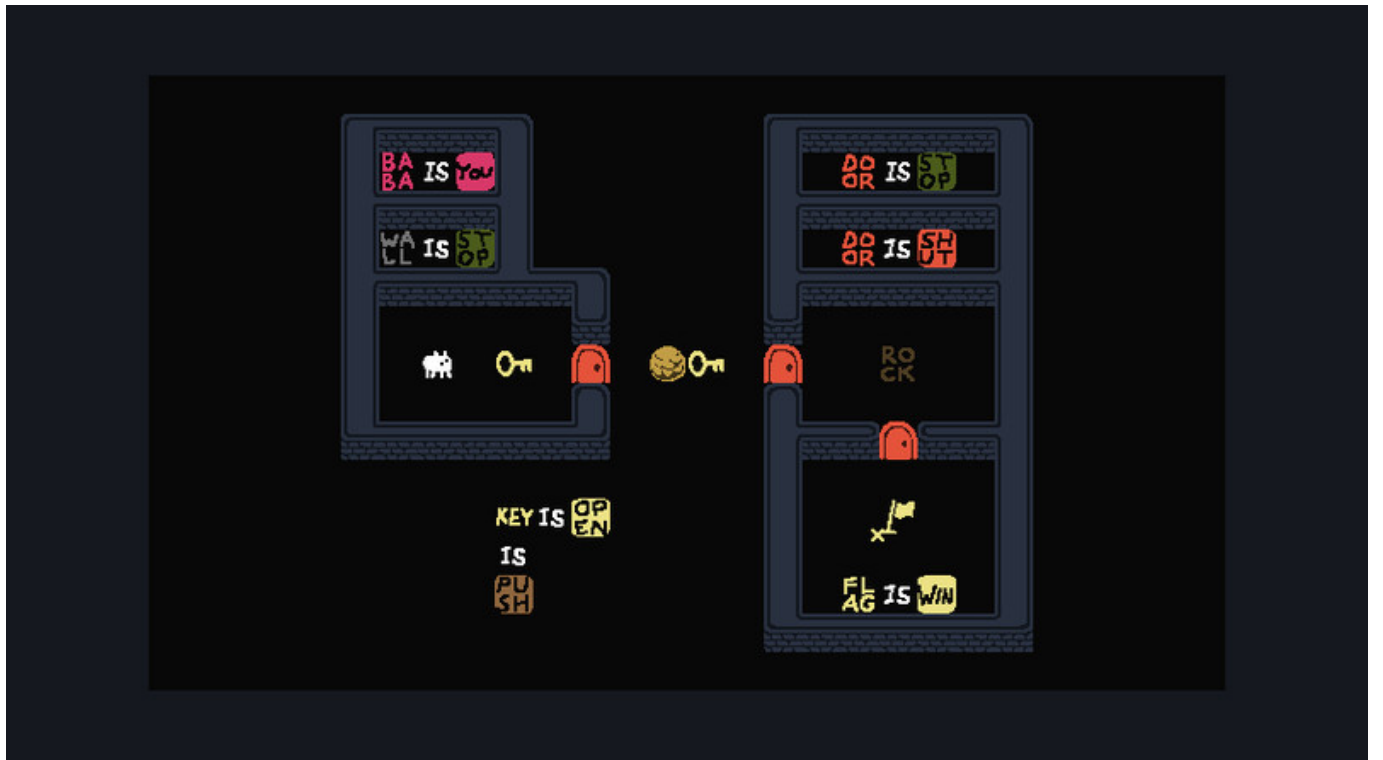
**Storage:** 200 MB available space

**Sound Card:** Intel High Definition Audio

English







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Baba is you is incredibly crafted. As a guy who enjoys a good hearty puzzle game (but is not particularly good at them), Baba Is You offers excellent challenge but also excellent pacing. New puzzles are unlocked with relatively few roadblocks and all solutions seem "fair" in the mix of complicated rules\complications.

A surprising number of levels have multiple solutions, and there are a lot variation\bonus levels that give opportunities for expert players to explore the depths of the rules.

The ways the game keep surprising me is amazing, and talking about them in this review would ruin some of the surprises, but they are worth it!. Baba is you is an amazing puzzle game that is not only very fun and innovative, but also extremely complex yet logical at the same time. I love the brilliant game design, and really appreciate the mix of creative thinking and logical deduction required in the puzzle solving process. On top of that, you are continuously introduced to new mechanics and tricks as you progress, which helps keep the game new and engaging. I would highly recommend this game to anyone who enjoys puzzle solving.

The only thing I can complain about is the background music. While the sound effects are pretty good, the BGM gets a bit annoying for me personally and detracts from the puzzle solving experience, so I usually play my own music over it. I would prefer something that feels more relaxing or zen-like and helps me concentrate.. Baba Is You is an extremely addictive and very challenging puzzle game that's nothing like any other game out there. The fact that the very rules of the level can be changed by moving a few tiles around makes for a game that gets very deep very quickly. I would recommend this to anyone who fancies a mental challenge. In short, BABA IS HARD AND GOOD. [BABA | IS | BABA | IS | YOU]

[GAME | IS | HARD | AND | FUN]

[GAME | IS | VERY | COMPLEX]

[BABA | AND | KEKE | IS | CUTE]

[MUSIC | IS | GREAT]

[GRAPHICS | IS | GOOD]

[BABA IS YOU | IS | WORTH | THE | MONEY]. A staggeringly clever masterpiece of a puzzle game that will make you feel like a complete moron, then a genius, then a complete moron again. There are no time constraints, and you can undo your moves as far back as you need to, so it's surprisingly relaxing for a game consisting entirely of seriously difficult, often terrifyingly complex logic puzzles. It's so tightly designed that there isn't a single puzzle I managed to solve by accident, without understanding exactly how I did it, and there were many, many occasions where my totally brilliant, horribly complicated (but ultimately wrong) solution would have worked if only this one single piece of wall weren't there, or if this moving object were one square ahead or behind at a specific moment, making me acutely aware that the designer had anticipated my every move and planned accordingly.

Less because of the nature of the puzzles (although there is some similarity there) and more because of the overall level of difficulty, branching map with themed puzzles, and artfully simple visuals, Baba Is You reminds me most of Andrew Plotkin's System's Twilight. I have been carrying a torch for that game since the '90s, to the point that I have an emulator set up just to run it and the two other great Mac-exclusive games - so for me to consider a game in the same league as System's Twilight is really high praise.

Baba Is You is better than System's Twilight.. First impression review after 70 minutes in:

Concept and idea: 10/10

Gameplay 9/10: Feels very fresh, already addicted

Graphics: 7/10 Very fitting, but nothing extraordinary

Music and sound: 7/10



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Conclusion: Baba is Win

Overall: 8/10. Puzzle games are hit and miss for me. This is a huge hit. Some levels break my brain but I refuse to look for solutions online because it's that rewarding to solve the hardest levels. You can skip many levels and come back to them later, allowing you to continue to get better before going back for levels that caught you up earlier. Best puzzle game since the Portal series.. If you are worried about the price and who like puzzle games like me, you won't regret.

The amount of puzzle is quite a lot in this game. Also they have very unique answers.

Finally, Baba is so cute. :D

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Devastatingly brilliant.. One of the most innovative puzzle games in years. Levels can be tricky, (especially Extra levels), but solving them is always satisfying. My only complaint is that a non-trivial subset of levels basically devolve into Sokoban, where it's clear what you need to do, you just need to line up the various blocks properly, which is always tedious (particularly levels where you need to control multiple characters to push things at the same time). The best levels are ones that fully utilize the core mechanic, manipulating the rules to turn obstacles into assets.. Brain Hurty

More Specifically it's a game about thinking outside the box, but even when you think outside of the box you have to think your way out of another box to get to that glorious flag, or wall that you made have that little win box. I, a random internet stranger, completed every puzzle in this game, without any hints. Surely you won't let a random internet stranger one-up you, right?

More seriously: This game is basically "Think Outside Of The Box: The Game". In almost every one of the 225 levels, you're given a box to think your way out of. You start with some nice boxes, moving on to more evil boxes one by one. New mechanics are introduced throughout the game, and the game wastes no time at all forcing you to use them in several utterly unorthodox ways each.

The game has a very nonlinear worldmap, so if you get stuck on a few levels you can just go complete some other levels instead, then come back with a fresh outlook and an epiphany waiting for you. You'll definitely be happy about this nonlinearity, because this game, more than any other game, has the unique ability to make you think "This level is literally impossible". You don't just get the feeling that it's just very hard and you haven't found the solution yet, you literally think "Yep, there's absolutely no way this can be done." You're always wrong, of course. The correct statement would probably be "Yep, there's absolutely no way this can be done using the techniques I am aware of". So you need a new technique, a new approach. And guess what: The new approach is *always outside the box. Sometimes outside several boxes at once.*

*The game is not unfair. The rules of the game are ridiculously simple. To solve the puzzles, you need to learn to understand them. For each word in the game, you need to understand two things: what the word means, and what the word doesn't mean. The game loves to mess with your preconceptions like that: for example if there's nothing on screen meaning "LAVA IS HOT", then lava isn't hot, no matter how intimidating it looks.*

*If you're out of ideas on some level, try to think backwards. What needs to be where for YOU to WIN? What needs to happen to achieve that? Very often, the game wants you to plan ahead and build a certain setup, one you can't just find through trial and error, but one that becomes way more obvious when you think about what needs to have been done.*

*Later on in the game, you'll notice that the game has secretly begun to build more boxes around you while you were playing it. It lulls you in, repeatedly shows you things you'll come to expect, acts like there is an underlying structure to things beyond just the written rules. And then... it just starts subverting your expectations, mercilessly, one by one, without even breaking any of its rules. It's absolutely magnificent to experience, and it's all your own fault for believing there are limits in the first place.*

*The game has an unlimited undo feature, and it's the one feature you'll use most in the game. You will live the undo, breathe it. It is a good feature.*

*Now get to it, buy this game.. An absolute masterpiece of a puzzle game. As someone who drops puzzle games very quickly if they aren't interesting, this one held me over for 50 hours as I cleared every single level (on the Switch version). Even if you don't play*

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*puzzle games, absolutely pick this one up. It's expertly crafted from beginning to end.. Baba Is You.*

*Flag Is Win.*

*Game Is Amazing.*

*Brain Is Dead.. ROSE IS RED*

*VIOLET IS BLUE*

*FLAG IS WIN*

*BABA IS YOU*

*11\10*

*Best puzzlegame ever*

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