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YANKAI'S PEAK. Download]



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## About This Game

**YANKAI'S PEAK.** is a love letter to **PYRAMIDS**. A colorful **PYRAMID**-pushing puzzle game about the beauty and joy of being a sentient blue **PYRAMID**.

- Pretty cool gameplay.
- Over 130 handcrafted levels.
- 7 PARTs each exploring a unique multifaceted mechanic.
- Meditative sound design.
- A sick intro.

A game by Kenny Sun.  
Music by JACK+JIM.

(YANKAI is pronounced YEN - KYE).

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Title: YANKAI'S PEAK.  
Genre: Indie  
Developer:  
Kenny Sun  
Publisher:  
Kenny Sun  
Release Date: 13 Jul, 2017

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**Minimum:**

**OS:** Windows XP

**Processor:** 1 GHz

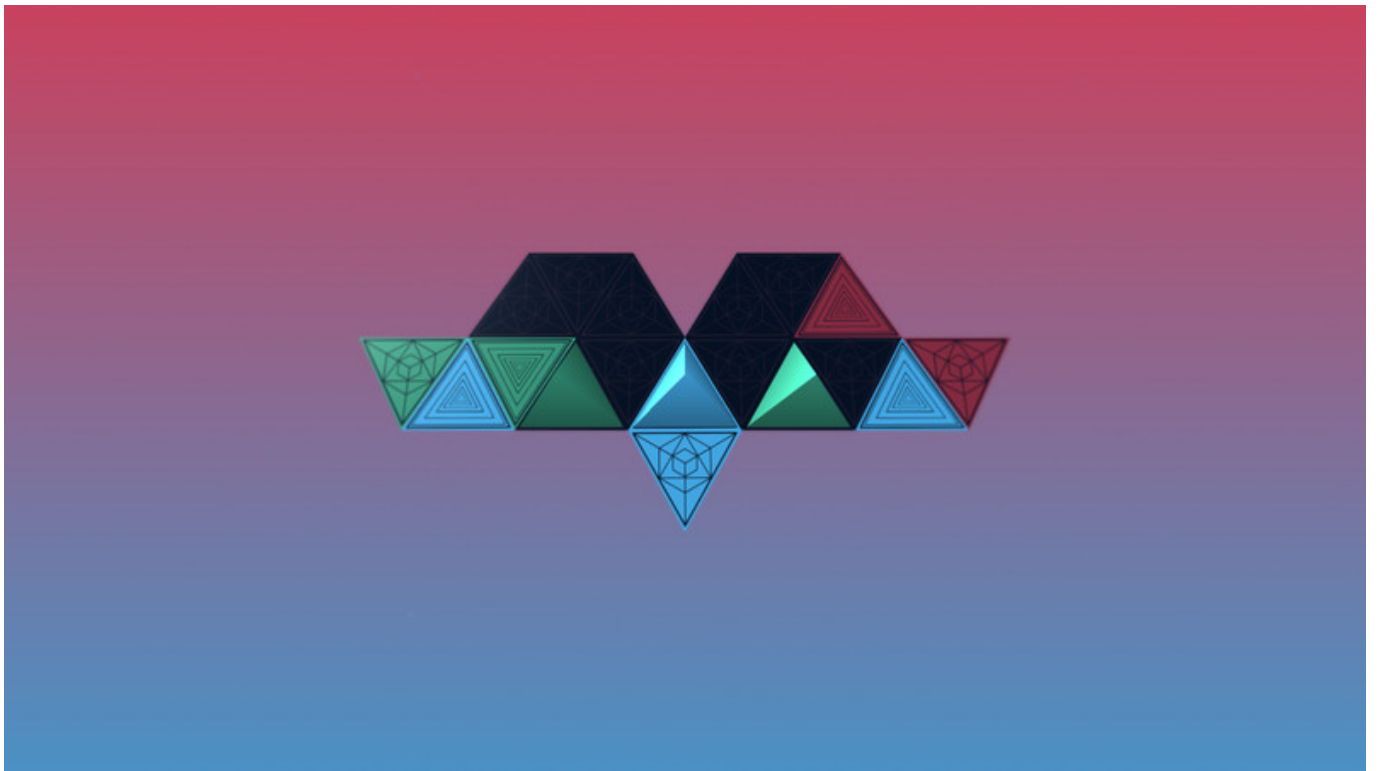
**Memory:** 1024 MB RAM

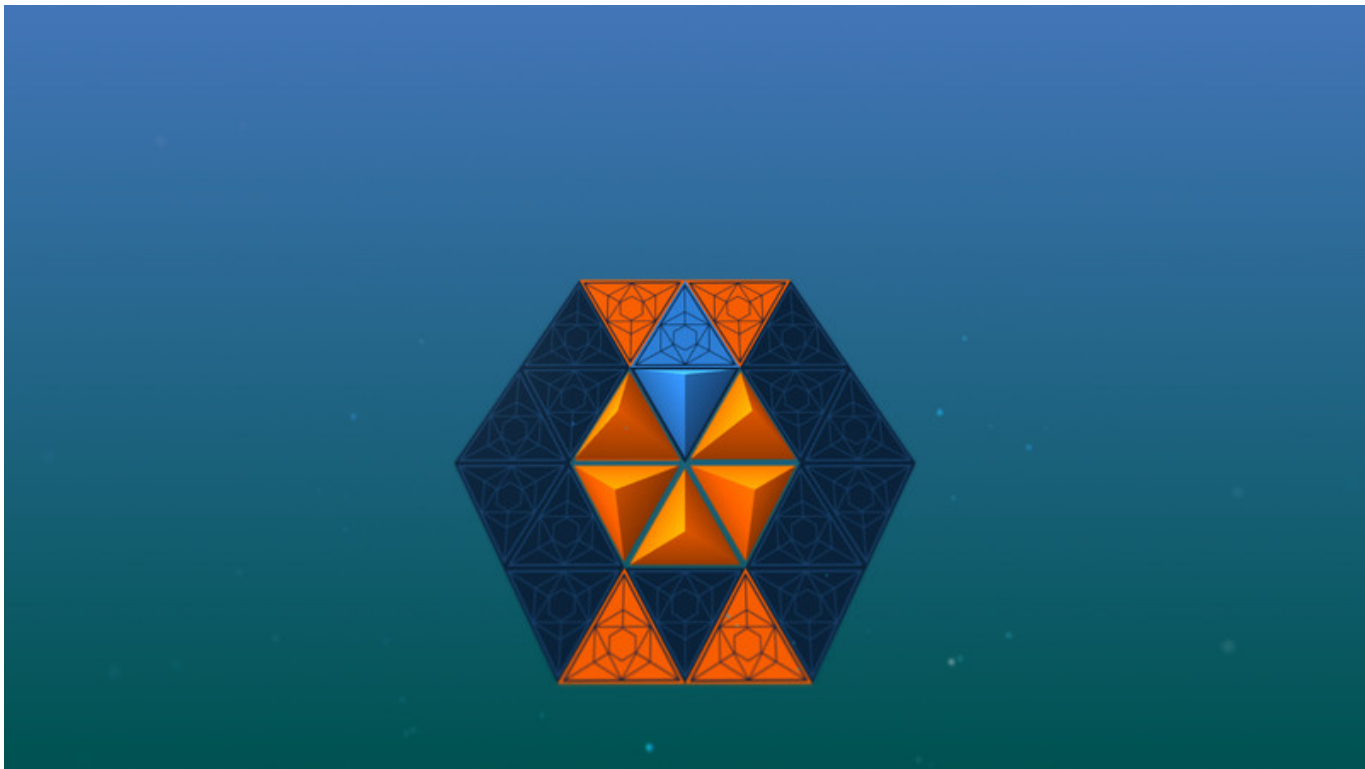
**Graphics:** 256MB

**DirectX:** Version 9.0c

**Storage:** 100 MB available space

English







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Beautifully, lavishly presented. Checks all the boxes of a great puzzle game: easy to learn, hard to master, utterly captivating, and just a little bit pretentious. Terrific music and sounds.

Depends a lot on trial-and-error, but remains mind-blowing and creative to play. One of the greats.. They are not kidding about that intro.

(Also, the game is good. Really good for the price. Not even a little similar to Yankai's Triangle so far, more like Yankai's English Country Tune.). A minimalist triangular take on Sokoban. Move around small grids while trying to push and rotate pyramids into their corresponding tiles. Great puzzle game, with positioning and movement based puzzles which remind me slightly of Stephen's Sausage Roll.

. I was hoping to have more of the game finished before reviewing, but it's pretty hard and I wanted to help spread the word about this hidden gem. I've had it on my wishlist for months and excitedly bought it the moment it finally came out. This game would be a bargain at twice the price and I feel I already got my money's worth in my first gaming session alone. According to the opening credits sequence, the whole Sun family pitched in to help make this game, which I thought was a nice touch.

There's 7 regions of puzzles and you have to solve a certain amount of puzzles in each region to unlock the next. Each zone has a new concept that introduces a little more complexity. The gameplay is relatively simple: you can move freely in 3 directions (provided there's ground there) or anchor yourself at one of the 3 tips of your pyramid and swing in an arc along the other two directions. This gives you a surprising range of options, even on a very small level. The goal is to use anchored swings to push other colored pyramids onto tiles of the same color and move your pyramid to the blue tile to finish. It's possible to brute force the earlier levels by just trying everything, but it pays to slow down and get an intuitive sense for how your movement is going to affect the pieces around you.

This game is nothing like the developer's earlier game, Yankai's Triangle. Triangle is procedurally generated and has very little variety. Yankai's Peak reminds me more of Steven's Sausage Roll, except it has a much smoother learning curve at the beginning. They both involve rotating your character to slide pieces into position and can get very difficult. I heartily recommend this game to anyone who enjoys spacial reasoning puzzles.. Yankai's Peak very much seems like a labor of love. It's an ultra-polished, very pretty and pretty mindboggling puzzle game.

I've played lots of puzzle games over the years, but rarely have I started out so confused by the mechanics as here. To describe them badly, they're "Sokoban, but with a triangular grid and the ability to not just push pyramids, but also to rotate them". Instead of just being able to push in four cardinal directions, here you can push in three directions, but also rotate along three vertices in both directions.

I loved how all the levels provided plenty of challenge despite usually being kept intentionally small. The atypical moveset, combined with puzzle mechanics both familiar and unfamiliar, made for surprisingly varied levels. At the beginning, I struggled a lot with an inability to visualize what my moves would do. Movement is entirely deterministic, but when one pyramid pushes another, the results can initially be very counterintuitive. So the controls and game mechanics took me some time to get used to - but past that point, the game simultaneously became easier to grasp and more satisfying.

I also enjoyed the progression through the game. There are 7 parts, each of which either introduces a new mechanic (e.g. floating pyramids) or features combinations of earlier ones. And except for the short linear finale of part VII, in earlier parts you only have to beat maybe 2/3 of the levels to progress. I wish all puzzle games were so generous. About the only thing I didn't like all that much was the new game mechanic introduced in part VII, but even that didn't overstay its welcome.

Last but not least, I really loved the minimalist aesthetic. This is a very pure puzzle game, and yet there are some very satisfying sound effects, transitions, and animations. Not to mention the amusing 'auteur' style.

Ultimately, I appreciated Yankai's Peak as yet another great take on puzzles which explore some 3-dimensionality. Just like in e.g. Stephen's Sausage Roll or Pipe Push Paradise, the ability to not just push but also rotate sausages\pipes\pyramids opens entirely new avenues of puzzling... and being puzzled. Highly recommended for puzzle aficionados who are interested in a fantastic, mindboggling, and altogether unique experience.. I really love this game. The gameplay was difficult to get used to but

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once I got comfortable it became a joy to play. It's pretty easy in places, but given that the mechanics are so engaging that isn't really a bad thing (reminded me of Portal in that way).

It could stand to be leaner imo. Some levels felt like they didn't present new ideas. Also, I often just happened on solutions without understanding the idea behind them, to the point where I wondered if I was finding unintended solutions. That said, there's tons of really special puzzles here.

Fun playful style and sense of humour too. Great sound. Great game. Ok I'm done.. I took a chance on this one and was really surprised. Such a good, unique puzzler. It's disappointing that this appears to have slipped beneath the Steam radar - since the production quality, puzzle complexity and the presentation is top-notch. It is well worth a purchase at this price.

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YANKAI'S PEAK is about a four-hour long puzzle game by Kenny Sun, creator of Circa Infinity and Yankai's Triangle (the latter of which being the "twin" to this game).

Incidentally, I managed to get through the first part without completely wrapping my head around how the push mechanics work - not because the puzzles are too easy, but because of the complexity of the push mechanics. I got familiar with these mechanics indirectly, trying different directions and finding what movements can get me to a similar position with ideal results; however, I never got a completely solid grasp on moving, no visual image, only knowing that something would work. A different part of my mind, an unfamiliar one, solved these puzzles.

Comparing this to Sokoban, movement IS the puzzle, but the complexity of movement makes it an entirely different puzzle. In 127 stages, the game accomplishes everything it needs to say; no filler, no stages that seem entirely worthless to include present themselves in the game, and if they are, they take seconds.

The level select screen (which also moves around like a puzzle) is divided into "parts", with a more open-world feeling - allowing you to go into the puzzles blocking your way to learn mechanics, or clear more for the next part. You do need to beat everything to get to the end, but you can go back whenever you like.

Most of the graphics are configurable, to my enjoyment, as pressing ctrl+x in Yankai's Triangle wasn't the most fun experience. Disabling blur was all I needed to get 60fps on my potato. There's also some extra effects, if you want them.

Understandably, this game connects to its twin and has some slightly unsettling ambience in some parts. I think I eventually got a bit tired of those ones, but the calming ones caught on (especially the first and last sections). Intro and end tracks are great.

Overall, I loved it.

(Side note: The intro was silly. Never realized how many names end in -enny, though.). This was a solid game, but I felt like after getting a grasp of the pushing mechanics the game felt much easier than expected. The new things that were added as the game progressed, while they contributed interesting mechanics, I felt like the only time they were used together was in the 6th area and I feel like that made the game feel less substantial than I would have liked.

Still a great game at its price point, but I think there's a lot of potential for more interesting stacking mechanics (sort of like what you'd see in a game like SSR) that didn't really get explored here.. \u2b50\u2b50\u2b50\u2b50\u2b50. this game is trippy. A beautifully minimalistic puzzler. Not as easy to understand as YANKAI'S TRIANGLE, but as addictive. Recommended.. A truly breathtaking calming puzzler.

This game is amazing, the vivid visual effects, astonishing; the music and sfx, sublime; the hard yet not (usually) too demanding level design, ingenious; and the gradual additions of new game mechanics, perfect.

For only \$4.99, this game is a bargain. I would happily have paid double that for the same content.

Overall, a great, peaceful puzzle game, with almost minimalistic graphic design and the ability to make the player feel smart after completing its levels.



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