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About This Game

GUIDE

It's a Tile-matching video game. The attractive photos are covered by blocks which are locked by magic ball with four colors. The magic ball list show the combinations available to unlock the block.

Align 3 balls which of same color and same star-level in a row to get a higher star-level ball of the same color.

ABOUT THIS GAME

Four-Color Fantasy is an indie X-rated Game. The arts and music clip are unoriginal.

The game including 30 levels, 60 achievements. Playable and enjoyable.

Surprise

code: sonlovesthis

Title: Four-color Fantasy
Genre: Casual, Indie, Strategy
Developer:
YEMA GAME
Publisher:
YEMA GAME
Release Date: 18 Feb, 2019

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Minimum:

OS: Windows XP/Vista/7/8/10

Processor: 2 Ghz Dual Core

Memory: 1 GB RAM

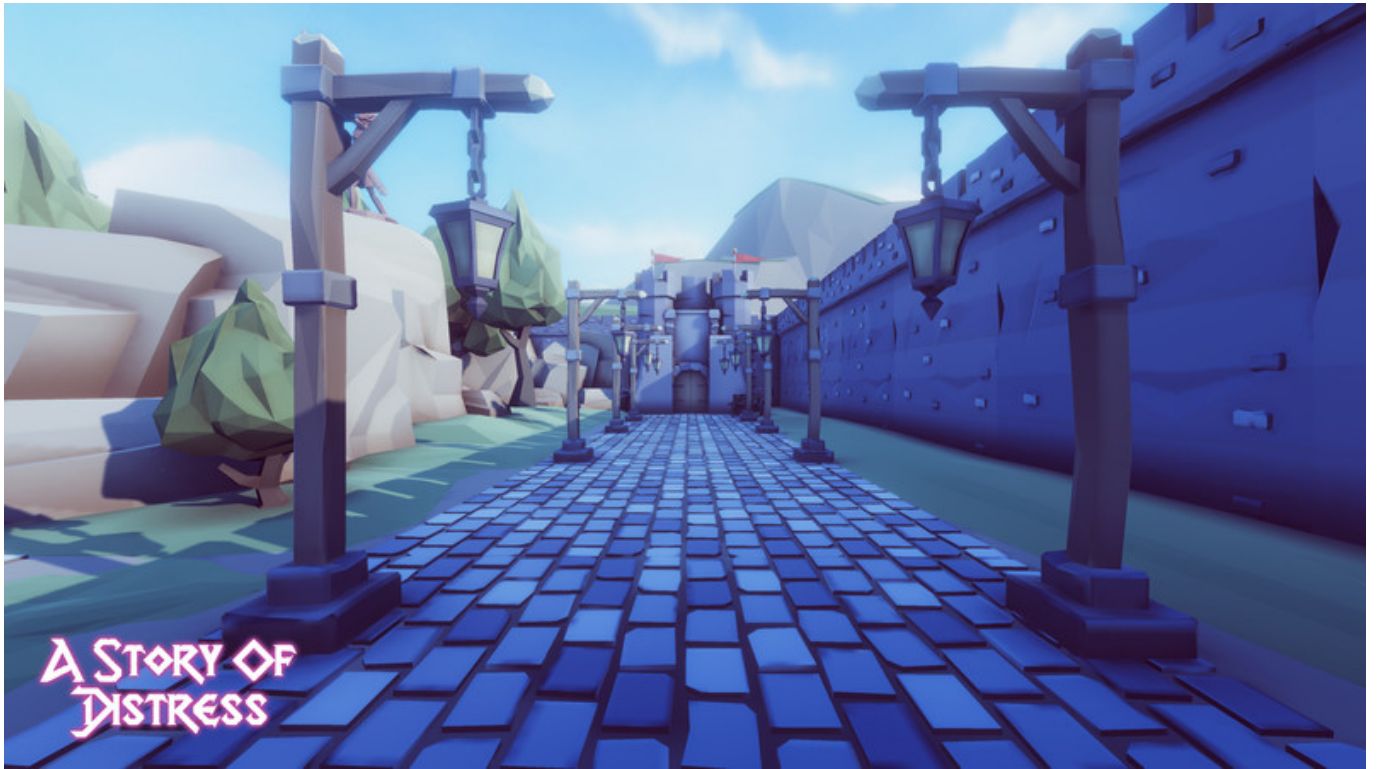
Graphics: graphics card supporting DirectX 9

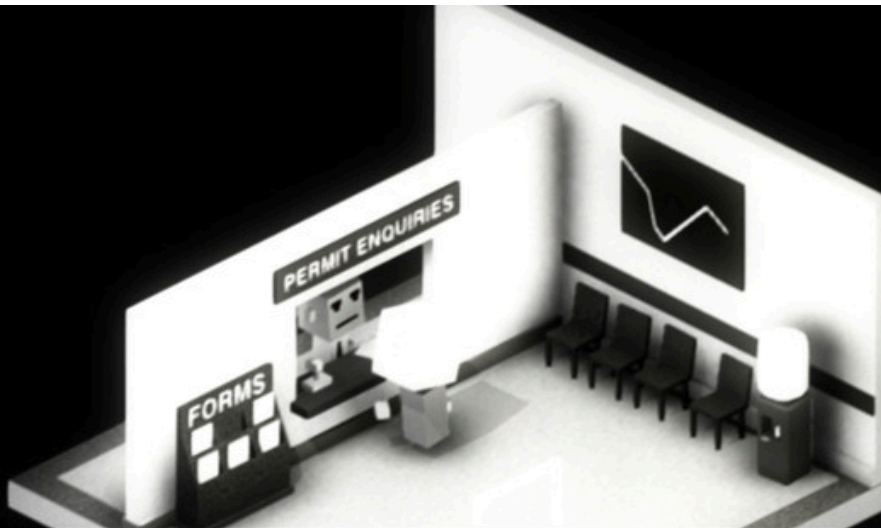
DirectX: Version 9.0c


Storage: 200 MB available space

Sound Card: Any

English,Simplified Chinese





 **Clerk**
This form 43B8B personally requires The Mayors signature. He's probably in his office.

Seems a bit inefficient to have The Mayor stamp everything personally?

Did I tell you I am a poet? I might write a poem about getting the form stamped.



four color fantasy winchester va. four color fantasy comic winchester va. four color fantasy comics. four color fantasy. four color to fantasy. four color fantasy rancho cucamonga

Seeing as the game just came out it has relatively few reviews, but it is **oh-so-deserving of more thumbs up**.

I just started playing this and tried the daily mountain, it was quite easy to learn but so hard to master.

- **You can easily play alone and randomly generate mountains to climb, all very unique and fun.**
- **You can apply modifiers like moon-gravity, burning hands and such.**
- **But the real fun of this game surely comes from local coop though, which I did not get the chance to try yet. Upon seeing the game today I immediately bought it because of its potential. Endless amounts of generated maps that all feel unique and friends to be a spiteful douchefrog to? YES PLEASE!**

I played 14 Minutes so far and i'm already convinced that this game is going to gain traction within the community. I hope my friends like it as much as I do, because if they do this will surely become our new go-to-couch-game next to speedrunners.. I really liked this skin, however it is somewhat disappointing that they use the same voice lines for lightfinger instead of the urchin lines. oliver is a child not an adult, so it makes no sense for him to talk like an adult. until they either make olivers own lines or change his lines to the urchin lines I will maintain this negative review.. Lots of fun. But player is not enough now, sometimes I want to play with player, not just bots.

Hey, come on, go!. REALLY FUN GAME. A lot of people around me don't appreciate it *cough* Sam *cough*, but overall a great experience so far. 5/7. I like the realism, the bikes feel more on the edge when braking, and the AI is better - they don't run off the track all the time.

The tracks seem more real, graphics and sound are great!

I think the movements look very "arcade" and i don't see any rubber marks on the pavement when the rear is sliding.

All in all i would like to see more dynamics things happen - weather change / flag to flag..... that would be awesome. Aggressive riding penalties - i can still bump a guy off the track.

I would recommend this game, its a good step in the right direction.

. Typos and poor English aside, the point of the game is really unclear, even with a tutorial.

I've also been plagued by tons of bugs, from the main menu not being able to load to the character sprite not showing up in the game.. Its on sale right now and worth the \$5 alone just because it has Rich Evans as the main character.. Good start so far... waiting for controller support. xD

I'll see what features are added before recommending.. Loved it! Every episode has a different team dynamic, so it was very interesting to see how some indies I know work with each other in an intense 2 day jam. It's all shot very well, and the soundtrack is great. I listen to it while working sometimes :)

5/5. Why firefly remove many features from stronghold crusader I ?

I believed I was getting into something simple, and probably short-lived, and was somehow still disappointed. After a pretty confusing tutorial, and half an hour of playing the game, I still didn't see the point, and I wasn't having fun.

You direct your little workers to maintain a terraformed area, build energy towers, and bring up your shields when aliens attack. Later on, you use a very overcomplicated array of combat units to fight off the enemies instead of just bringing up your shields.

Nothing is properly explained; the objectives in the missions force you into a very specific direction, and none of the game systems feel satisfying to use. For these reasons, Perimeter has been chopped.. Pretty Dope game. It could definately use some improvements, but it is good and a solid base for further updates. The idea of a FPS Immune system is just so fascinating.. This is game is awful. I feel like this was made in a weekend. No quality at all . Doesn't recognize my Xbox controller even though the options lists a controller and shows all of the button mappings for it. When you pause the game none of in game menu options work except "Continue". If you click "Quit" it just closes the menu and unpauses the game??? The UI is confusing. The quality of this game is Pre-Alpha at best, I will be seeking a refund.. Waste of money. does not work with my graphics.. This is probably one of the best games you can get for 5 bucks. It is honestly just insane how good the game looks, how smooth the mechanics are, and how much detail there is. The story is fun and makes you constantly wonder what will happen next. The scares are great, and the atmosphere of the game is just downright creepy. The game took me about 6 hours to complete, and I had to look up atleast 5 youtube videos to walk me through it. You need to play this game.. Cute but uninteresting and generic story.

Also when I made a save on chapter 4 the game became unusable.

I could load the save or press continue, and then the game was bricked.

So idk...not worth it.. I picked up the game after patch 6, enjoying it immensely. The laser scanning of the tracks really paid off, they are fantastic. Game still seems a little 'shaky', I had a rider in quali get stuck on the racing line. Every AI rider crashed into him lap after lap LOL. If I had bought it earlier than this patch I'm sure I would be less than pleased. It's o.k. now and I'm sure MotoGp 19 will build even further upon this and get rid of more bugs. I picked it up on a Steam sale so very happy.. The first entry in a charming and compelling story arc that follows on from the earlier Space Pilgrim episodes. While the RPGMaker style can seem quite simplistic, it is actually quite relaxing with minimal visual clutter. There is great enjoyment to be had with the character interactions as they solve puzzles with clever improvisation. The growth of the characters as they deal with unfolding events is the game's greatest strength, and I am eagerly anticipating the next entry in the series after the dramatic conclusion of SPA: Reunion.

Firefly in 2019:

Stronghold Next & New Project!. **Stronghold Next Interview:**

Lead Coder Talks Stronghold @ PAX East. **What's Next for Stronghold?:**

New Stronghold Reveal in 2018. Butterfly couple City Game Studio NAMELESS/Woods Looting/ Apocalypse Cow CAFE 0 ~The Sleeping Beast~ Deathsmiles Divine Business: Fantasy Trading Simulator Keyhole Spy: Hot Nurses Princess Isabella: The Rise of an Heir Escape Legacy: Ancient Scrolls Stronghold HD **Stronghold at E3 2019:**

<https://www.youtube.com/watch?v=vjGMt9b3ats>

The biggest gaming show in the world is soon upon us and Firefly Studios will be revealing the next Stronghold game in June at E3 2019. Check out our final Stronghold update before the show to learn how Nick and company will be unveiling our brand new RTS. Just to tide players over we also reveal a whole host of new information regarding the reveal itself, our post-E3 plans and when you'll be able to get your hands on the game!

With the help of a bunch of white cards with poorly written notes on them Nick explains among other things how you can get your hands on exclusive Firefly merchandise. Find out where we'll be taking our Stronghold Next demo, when you can wishlist the game and whether we've left any clues as to the setting...

If you find this final **Stronghold Next** update just isn't enough to fulfil your strategy gamer curiosity then check out our full playlist below. Featuring Q&A's, interviews, developer updates and all the behind-the-scenes goods you could hope for related to our next entry in the 'castle sim' series.

Want more?

1. Be the first to see our full **Stronghold Next** gameplay reveal by [subscribing to Firefly Studios](#) on YouTube.
2. Check out our [Stronghold Next playlist](#), which we'll be updating with new videos in the coming weeks and months.

. **Stronghold Next Q&A (Part 1):**

Modes, mods, diplomacy, languages and more!. **New Language Support:**

Russian and Chinese Now Available!

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