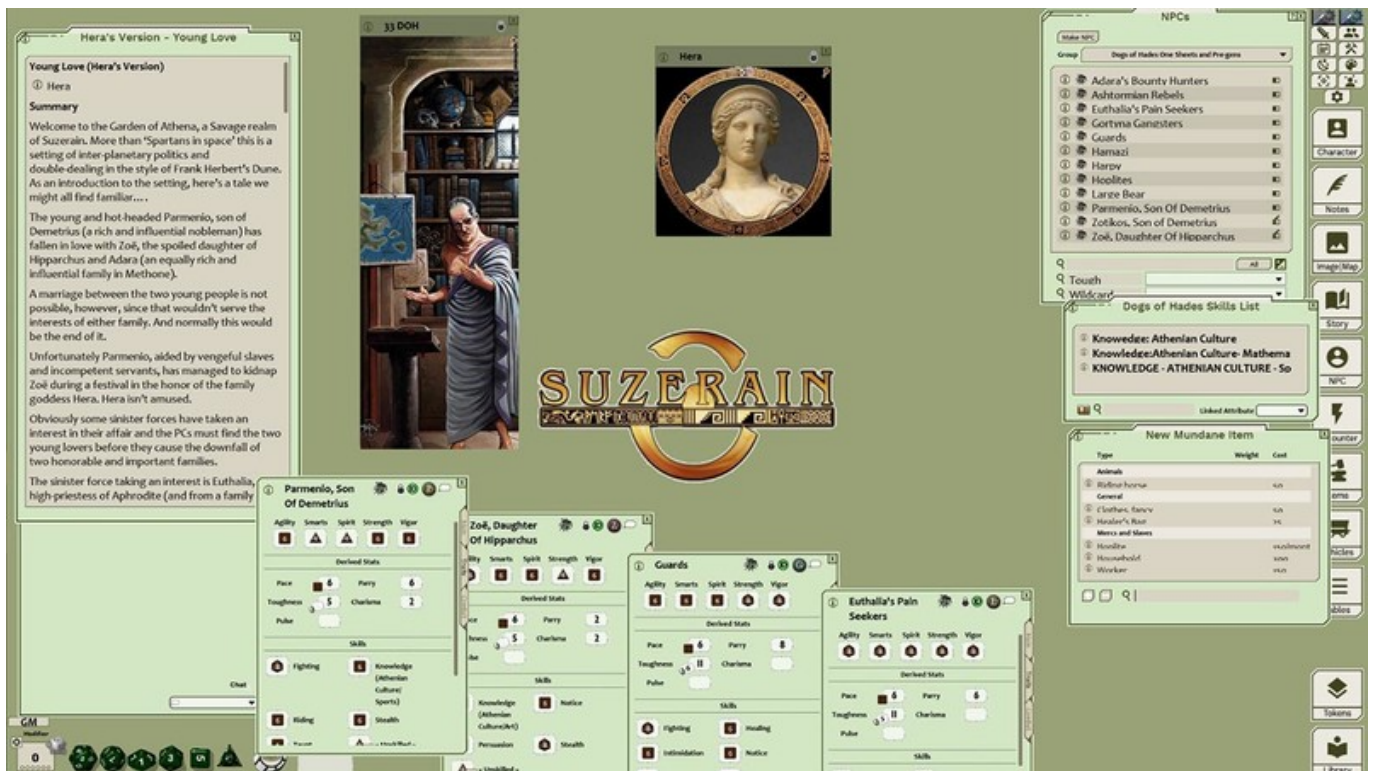


Coloring Game - Expansion Pack No. 1 Download Lite



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About This Content

This is the first commercial DLC for the Coloring Game. The package contains 30 new images. The completion of all the levels takes approximately 30 hours.

- New animations
- New challenges

Title: Coloring Game - Expansion Pack No. 1

Genre: Casual, Indie

Developer:

L. Stotch

Publisher:

L. Stotch

Release Date: 10 May, 2019

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English, French, Italian, German, Arabic, Bulgarian, Hungarian, Vietnamese, Greek, Danish, Traditional Chinese, Simplified Chinese, Korean, Dutch, Norwegian, Polish, Portuguese, Romanian, Russian, Thai, Turkish, Ukrainian



DAY 001



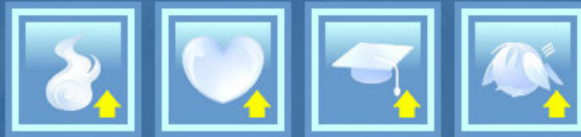
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STATUS GROWTH



SPIRIT +1, CHARM +1, WISDOM +1, BOREDOM +6

NEXT



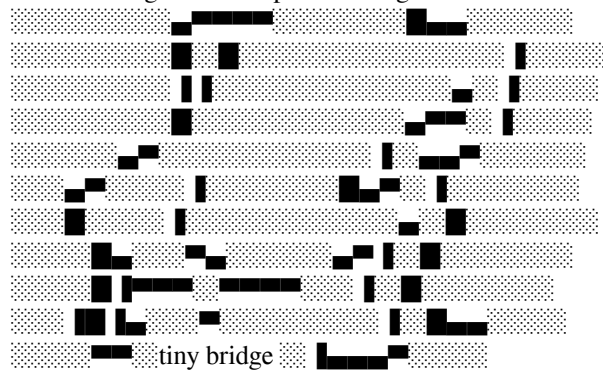
The game itself is really cool, but there are not online matches for multiplayer. Maybe this kind of game was better suited as free-to-play.. Highly recommended for any fans of tactics RPGs! This game is a lot of fun and has some impressive depth for a free-to-play.

- +Fully voiced story, play solo or with others
- +Option to replay missions for leveling or more equipment
- +several character classes each with unique and upgradeable skills
- +free to play, even earn 'paid' currency just by playing the story
- +Lots of choices for leveling and equipping characters
- +turn-based tactics combat

-Simple graphics, but they get the job done
-Some bugginess with loading, alt-tabbing seemed to resolve it. the difficulty is not challenging but just annoying. soundtrack sucks as well. wouldn't recommend.. EVERYONE WATCH OUT GOTY 2019 COMING THROUGH. PLEASE play this game for only a little above ten bucks you get a dank art experince. If you want a fun way to try some different art or even just like doodling and vapor wave, play this game.. I WAS going to do an Einlanzer review first, but I guess I'll have to settle for this instead. What can i say about this game? This is RPGMaker, and it is fairly good, the music and dungeons are a bit repetitive, but this game feels a bit lackluster.

For some reason it feels like this is half a game, despite the story being relatively well written. My main reasoning for this is that I'm used to in RPGMaker games you to be around lv 50-70 when you reach the finale. In this game you are lv 30 if you do EVERYTHING. It feels short in that regard.

But I admit it was a good story, except for the final act which was kind of cliché. I will admit there were SEVERAL points before the finale that had me laughing at the seams, but the finale was a bit lackluster. But not a terrible game by any stretch of the mind.. This game is insanely fun. It should of got more attention than it did at release. If you are bored one afternoon with friends then get a few copies of this game..



tiny bridge
Neat little dungeon crawler with a very light VN touch.. I have been playing this game for a couple years in pre-release versions and I have seen it come a long way. I have played evolution games for years from Darwin bots to Spore (if only!), If you are into micromanagement or even just want to set up a system and see what happens, this is the perfect evolution sandbox for you.

Negatives:

- Needs optimisation when spawning large numbers of creatures
- Occasional crashes/bugs

Positives:

- Developer is responsive and actively fixing things
- This is the gaming equivalent of playing with bugs in your garden, with the added bonus of being able to directly/indirectly

create new lifeforms

-Neat tools in-game from terrain manipulation to life trees where you can see the history of your creations (and watch as species go extinct)

-Sharing your creations to other players

-Regular updates and clean vision for the future of the game

Undercooked: needs more time in the oven.

There's no option to configure input at all, no way to have multiple players on keyboard, no way to turn off controller rumble (I HATE controller rumble, and it rumbles for all kinds of irrelevant pointless things which I definitely don't want to be notified about, and *regularly* bugs out and leaves the rumble on high when you finish a level, and doesn't turn it off until you start another level and do something to trigger the rumble).

As many others have pointed out, there is no indication **whatsoever** as to what the star ratings mean. The developers have confirmed that it's just time, but it's clearly different for different levels and for different numbers of players, so that's not much help.

It doesn't have as many levels which lock you in separate sections as Overcooked 1 did, which is nice. And when it does, it appears to randomize who is in which half each time. I can't decide how I feel about that. On the one hand, you could just restart the level until you get a spawn you like, whereas in Overcooked you had to pass controllers around or switch places at the keyboard. On the other hand, if you're not willing to wait to restart the level a bunch of times, you'd have to pass controllers around or switch places each time you restart a level.

It doesn't try as hard to force you to work together as Overcooked did: often you can each kind of do your own thing. Which probably makes it more flexible when playing with kids or people of differing skill levels, but also makes it easier to just get stuck in a rut and not talk to the other people.

It's really hard to see where you're going to put something down: placing items on a teleporter is much harder than it needs to be, and the purple energy vials are extremely annoying. It's also very unclear whether you will pick up the item that you want (or any item at all). If you remember how annoying it was in Overcooked to pick up vegetables rolling around on the floor instead of fixed in place on a counter, well...everything in this game is that annoying to grab.

Other visibility stuff is poorly done too: there are two different kinds of basic one-man guns (presented in the first two levels). They look a little different, but the section around the firing button is identical. On one kind you can tap the button and go. On the other kind you have to hold the button until it charges up. Can you tell which is which in the heat of battle? Probably not. At least there's only one type per level.

I think it has about the same number of levels as Overcooked 1, but they're much shorter (if you're any good). Overcooked's levels were a fixed 4 minutes long: here I think most of the three-star times are around 2 minutes. So if this has 30 levels (six sections, five levels each) where Overcooked had 28, it might be half as long of a game. And it seems to be a fair amount easier: in Overcooked we had to go back and repeat levels to get more stars to continue, or even just re-try levels several times to get through them at all. That seems to be much less of a problem here: the stars aren't required AFAICT (which you might like: Overcooked required you to three-star *most* levels), and it was rare to fail a level after the occasional initial failure when we didn't understand a new mechanic. So it felt like a *much* shorter game.

It's not too bad for what it is, but it's missing what I consider to be essential configuration options, it's very short, and some of the difficulty feels like it's poor visual design and clunky controls (maybe intentionally so, but it's still not a design decision I like). If you are all played out on Overcooked 1 and 2 and Lovers in a Dangerous Spacetime, and really want something new in that vein, you might check this out. Otherwise you can probably take it or leave it.. Update Version 1.2.2096 is not compatible my system. It shows installation failure. I contacts by email. It cannot solve it.. Strangely frustrating for a relaxing game.. Y'ALL NEED TUH PLAY THIS HERE GAEM BOI. GOL DURN SUN \u2665\u2665\u2665\u2665\u2665. Beatiful, intelligent and surreal.

Worth the two euros and 50 cents!. Fun and simple game, hope it improves with either hover details when listing pros/cons of items before purchasing in the game.. this is simply a Sherlock Holmes themed point and click game. Like a lot of these games it has a lot of silly hard puzzles that frankly make next to no sense in context of the story or the source material. It also suffers from a lot of busy work problem solving that plague point and click adventures - to get the thing, you need to open the door with another thing thats in another place, hidden under a thing etc etc. This not to say its bad, just that it can be exhausting at times with no real sense of progress or for that matter no real sense of uncovering a mystery so much as trying to complete an obstacle course. It had one particular bad puzzle that involved running along a forest track to a timer. The game very nearly ended up in my sin bin for this alone.

I can't really recommend this when there are better stories in this series, like Testament of Sherlock Holmes or Crime and Punishment.. jogo porreiro. lingua portuguesa errada nao existe portugues do brasil

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