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Four-color Fantasy Ativador Download



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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

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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

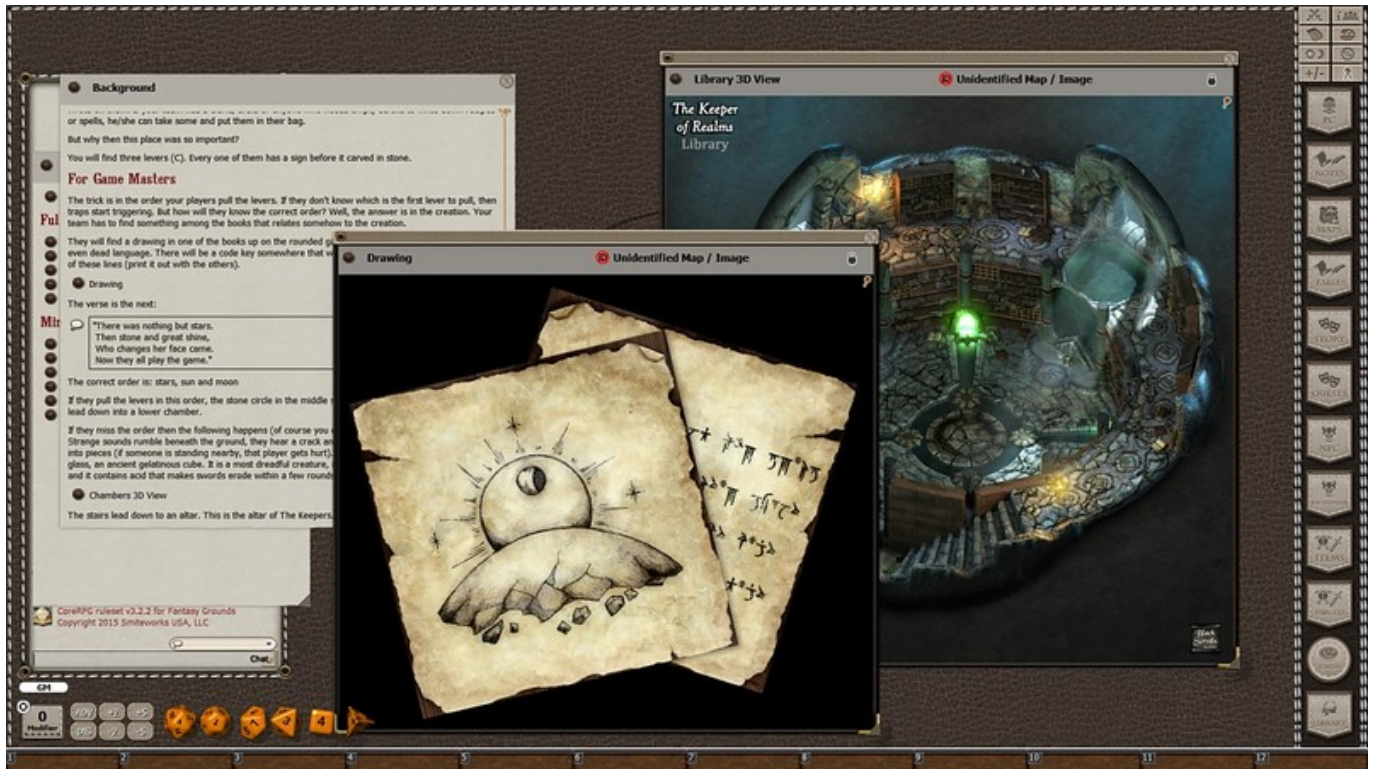
**CRASH GEM: WHICH GEM TO COUNTER-CRASH?**  
 Crash Gem: Puzzlebot, select the gem you want to countercrash, then click OK

**Menu:**

- Card 1: 17
- Card 2: 14
- Card 3: 12
- Card 4: 19
- Card 5: 13
- Card 6: 9
- Card 7: 21
- Card 8: [Skill]
- Card 9: [Skill]
- Card 10: [Skill]
- Card 11: [Skill]
- Card 12: [Skill]
- Card 13: [Skill]
- Card 14: [Skill]
- Card 15: [Skill]
- Card 16: [Skill]
- Card 17: [Skill]
- Card 18: [Skill]
- Card 19: [Skill]
- Card 20: [Skill]

**Gameplay:**

- Puzzlebot:** 7 gems, 3/5 health.
- Thelo (7):** 7 gems, 8/0 health.
- Gem Chips:** 1 (green), 3 (green), 0 (red, WOUND), 3 (green), 1 (green), 0 (red, WOUND), 1 (green).
- Available Gems:** 9 (DOUBLE CRASH GEM, +2), 5 (CRASH GEM, +1).





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

One of the few good horror games on Steam, great graphics and story.. This route is a fantastic route.

It's incredibly detailed and very worth the \$39.99 if you can get it on the sale then great!

It's a fantastic route with beautiful locos, realistic sounds beautiful scenery one of the best routes Dovetail Games has actually ever made so all in all if you are starting your collection or expanding it then this route is a perfect buy!

I would certainly recommend it especially for the \$32.99 price on the sale at the moment!

Love it i would give it 5\* out of 5

p.s this route is not that graphically demanding so it won't put your pc under too much strain which is a relief unlike some of the newer routes. You should definitely give this game a try. I wish there were more choose your own adventure games on Steam..

So Glad i didn't miss it.

Not recommended anymore since the developers

abandoned ship.... A beautifully executed story with lots of details and possibilities to immerse deep into it - the "theatre-button"

setting and the tools in there are great. Really true: It's not a film and it's not a theatre; there's something in between. I hope there

will be comming other stories in some different environments, too. For everyone who enjoys studying, watching and exploring and is happy to see a game, that can run backwards literally, too. Thanks to the developers, for that lovely made game.



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This is a lovely game, with it's fair share of issues that can be easily overlooked. Cool combat with a few unclear mechanics that take some time to learn, (you should unlock playing as some of your party members as soon as you can since swapping between them makes the combat really enjoyable), Story's pretty sentimental in a good way but has some plot holes, nevertheless it will feel like there's someone cutting up some onions near you at some points of the game.

The world is just beautiful, everywhere you look you're bound to see some amazing scenery with some nice eastereggs here and there for fans of the franchise and with the Car they give you, even though the driving is pretty handheld so that you don't mess it up, just made travelling around seem like a really good road trip.

Main characters are all lovable and interesting with really good backstories dialogue and interactions. And ofcourse, The fishing is really well done, I spent more than 5 hours just fishing throughout my 1st play through since it can be both chill af or even challenging.

All in all, Yes, I do recommend this game.. tbh i love this game, finally a free 2 play game thats not p2w the learning curve is nice asf im learning new things every min, the only thing this game needs is more players and bug fixes thats it anyways if your looking for a good action combat game try it its free why not you feel me.. It's a fun game and for five bucks you can't go wrong. You get about 8-10 hours of game time, depending on whether you happen to be a completionist.. Not happy that it is unfinished. I was expecting the usual from a hidden-object point-and-click: baffling plot twists, bizarre game logic, and as much amusement in explaining what was going on to my friends as I got from playing it.

What I got was an artistically pretty game with an excellent soundtrack compared to others in the genre and a tight, forward-moving plot. The areas were well done, it actually felt like something was at stake in the game. I had to skip some of the puzzles because the controls were a bit wonky, but it's a small quibble for something that was otherwise quite fun.

...is there some rule I don't know about that a casual HO game must contain two pieces of flint that start a fire? If all you needed was moving flint, mountain ranges would be spontaneously combusting death traps. Oh, well. Recommended.. Th15 15 4 v3ry 5h0r7 8u7 fun g4m3. One of my best game its worth buying

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

Modes, mods, diplomacy, languages and more!. **40 Questions About Stronghold Next:**

<https://www.youtube.com/watch?v=HTAGMUJNF54>

Multiplayer! Units! Defenses! Our latest and greatest **Stronghold Next** video reveals brand new details by answering 40 of YOUR questions about the game. Join Nick and Aaron for a detailed discussion about our upcoming castle sim, guided by player questions posted under previous Stronghold Next videos and Q&As.

Ahead of our full production update from the development team next week, today Firefly's community staff shine a light on a few finer details requested by fans. How many Lords can join a multiplayer game? Will there be healing units? Will regular troops be able to knock down castle walls? Together these smaller issues make a huge difference to each Stronghold, so we're taking the opportunity to lay out our plans at this early stage.

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 Summer Sale:**

Get Up to 90% Off Stronghold!. **Firefly Dev Update:**

Stronghold Next, MetaMorph & Stronghold Kingdoms!. **Firefly in 2019:**

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Stronghold Next & New Project!. **Stronghold Next Q&A (Part 3):**

Story, campaign, co-op and sim modes!. **Stronghold Lunar Sale:**

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