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## Color Symphony 2 Portable Edition



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### About This Game

#### ■ Storyline

A man returns to his world to reclaim all he has lost without knowing that everything has changed since he left...

#### ■ About the game

Color Symphony 2 is a puzzle action platformer that utilizes the ambiguity of color. Try to eliminate obstacles or find new paths by using color! This simple rule allows you to solve various problems. Color Symphony 2 will provide lots of fun with improved controls and level designs.

#### ■ Features

- \* Unique mechanics that utilizes the ambiguity of color
- \* Simple rules and various solutions
- \* Level design packed with action and puzzles
- \* Over 120 levels and various achievements
- \* Support for Steam Cloud, Leaderboards and Trading Cards
- \* Newly introduced elements

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- \* Improved controls and graphics
    - \* Optimized for gamepad
  - \* Support for various OS including Windows, OSX, and Linux
    - \* Support for color blindness and color weakness

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Title: Color Symphony 2  
Genre: Action, Indie  
Developer:  
REMIMORY  
Publisher:  
REMIMORY  
Release Date: 16 Oct, 2015

a09c17d780

English,French,Italian,German,Japanese

Fantasy Grounds

NPC Monster Factory

Amphisbaena Basilisk CR 7  
 XP 3,200  
 N Medium magical beast  
 Init +2; Senses darkvision 60 ft., ~~low-light~~ light vision; Perception +12

**DEFENSE**

AC 16, touch 8, flat-footed 16 (-2 Dex, +8 natural)  
 hp 85 (10d10+30)  
 Fort +12; Ref +5; Will +6  
 Defensive Abilities all-around vision, split (slashing 20 hp); immune flanking; Resist cold 10

**OFFENSE**

Speed 20 ft.  
 Melee 2 bites +14 (1d8+6)

Build New NPC from Statblock

Amphisbaena Basilisk

Type N Medium magical beast  
 Initiative +2 CR 7  
 Senses darkvision 60 ft., low-light vision; Perception +12  
 Aura

**DEFENSE**

AC 16, touch 8, flat-footed 16 (-2 Dex, +8 natural)  
 HD 10d10+30  
 HP 85  
 Saves Fortitude +12 Reflex +5 Will +6  
 SQ Immune flanking; Resist cold 10 OFFENSE Speed 20 ft.

**OFFENSE**

Speed 20 ft.  
 Attack 2 bites +14 (1d8+6)  
 Full Attack 2 bites +14 (1d8+6)

Creature
  Trap/Haunt
  Vehicle

GM

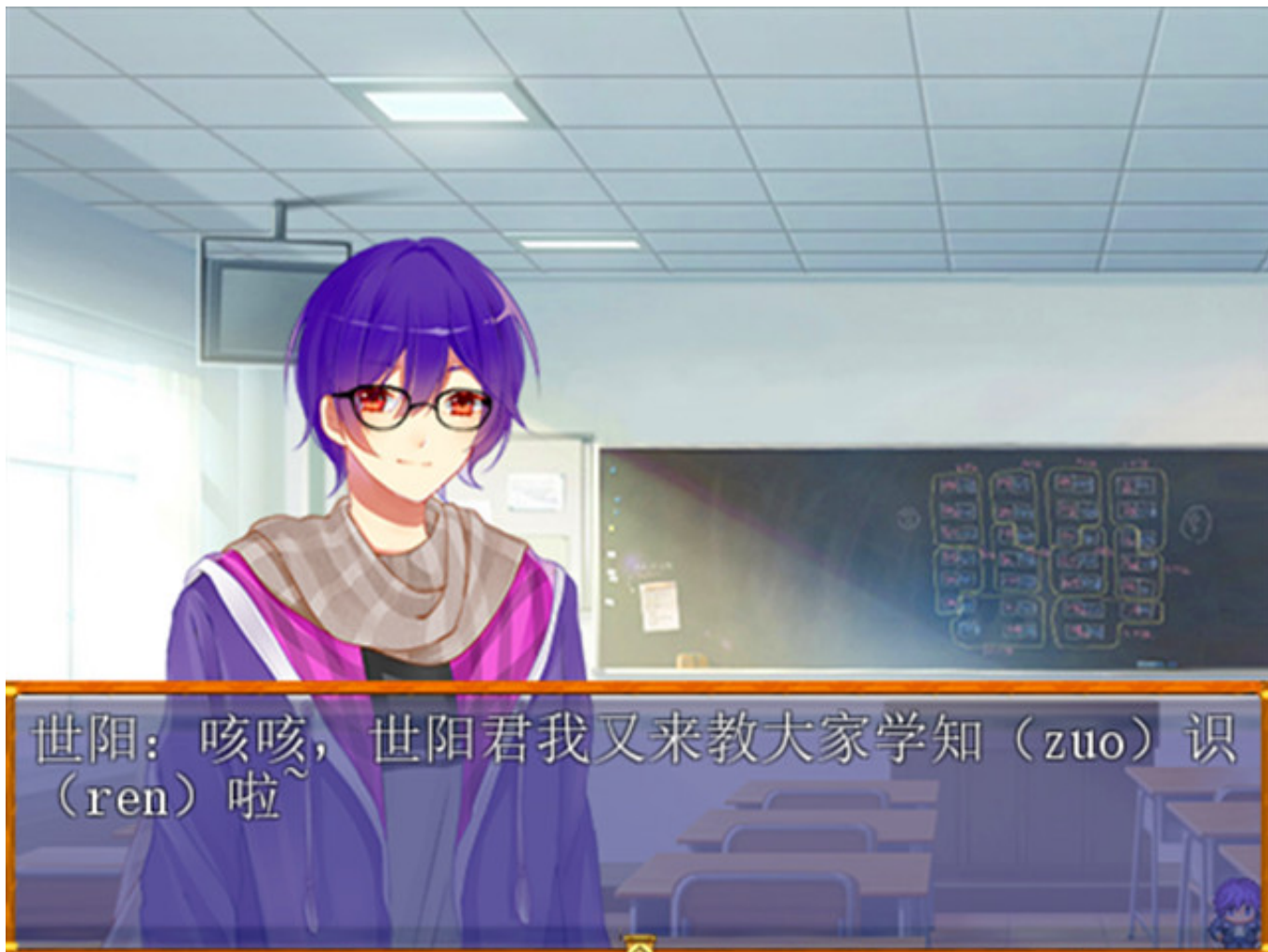
Modifier \*\*\*\*\*

A1 A2 A3 A4 A5 A6 A7 A8 A9 A10 A11 A12

PFRPG v3.0.10 ruleset for Fantasy Grounds  
 Copyright 2013 Smiteworks  
 Advanced Bestiary extension for Fantasy Grounds  
 Author: ddevinson







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love it, much fun here!. Fine game!

Very hard on death mode, just finished, man almost broke the controller.

Although I think the heal ability would be very hardly surpassed by any other.

Too many abilities too xP unnecessary, i liked more the first one that was even simpler.. Very nice game => Fascinatingly. Truly a masterpiece, I must give it a 9/10 however because no matter how much I'll play this game, I'll still never have the balls to shoot myself.. Awesome Soundtrack, Recommended for Purchase if your a fan of the soundtrack from Jet Set Radio.. It's good at first but gets boring because events are all the same and not exciting. All you do here is build your farm, grow crops, took care of your animals. You also build houses for villagers who want to move in at your own expense but their rewards are trash. I hope you could add more elements in the game like combat (even though you said this is not gonna happen) and more events for each month.. An okay game .

. Brief:

I love the story very much... but pathetically... i conclude with following advice

"to make a good version of pc you should redesign the things(control, resolution) instead of simple put all the things of psp to pc version. otherwise thou will only ruin this good game"

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Story:

Very good, i have played psp version of the game and enjoy the story very much so i decided to play it in pc again when i first heard it will rereleased to pc which is my favorite platform

Sadly and pathetically, i feel very sad when i receive this... i want to enjoy it again... i love the story which is quite meaningful the girl is so good and sacrifice herself to let the world to relearn good values ... however i cannot play to enjoy the story again... see below points

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Control:

"using keyboard instead of mouse control for main character movement? it is quite strange in the platform of PC"

The game was quite bad using PC controls although the story is good, I would say YS6, YSF, YSO 's control is better than this YS7

I really hope YS8's control is based on PC, not a portable devices otherwise i will be quite sad to leave the series...

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Resolution:

the ships in the begin segment of the port makes me this version is poorly ported to pc...

beside i also want to say again to make this version a successful one you should have "no excuse of making a better resolution for the pc" edition instead of putting psp resolution to the pc

however, i know the benefit is not that much by just porting the games, so i will say

It is acceptable to have low resolution, but the control is awkward and unacceptable.

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Conclusion:

what a waste to a good title ... poorly ported to pc... is my conclusion this version of this game at least improve the control for pc so we will have a reason to replay this on pc.

i just hope one thing... they can make YS8 better, at least to give us the experience from older pc series.. Nice throwback to the simpler days of split-screen FPS games. It's kind of like if Goldeneye 64 and Super Mario 64 had a baby. You'd think that only having grenades would be boring, but it's really not. There are some variations to try out, but nothing too crazy. The fast pace and challenge are what make it fun. It's also a plus that you can go head-to-head with 4 players local, or you can co-op the campaign mode together and unlock dozens of levels. The only thing lacking here is online play. Overall, it's a fun budget game

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to play locally with friends. [Check out my gameplay if you're interested.. 3 words: Cheap.Addictive.Fun](#)



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Actually helped me pass my test today

It tells you question by question if you got it right, shows the right answer and the reason for the answer.

It also shows you in which area you are dipping in with a handy graph.. Since I love destroying things, this game got me playing for a few hours.

Is it a good game though? No.

It's buggy as hell, sound is absolute♥♥♥♥♥♥ the graphics are poor.

The physics are relatively good. But the damage model of the buildings are pre-programmed, and sometimes it falls randomly.

A certain building that I played a lot with, sometimes it just collapses on it's own.

Regardless, that could be fixed with patches or whatever, not happening.

Onto the mods which they claim they have. Not there.

The main website directs you to a page with the mods, and there's an amazing amount of mods, adding up to a total of 10, of which 2 are actual maps.

You'd hope for a big building to demolish, but it's not there.

Get this game if you can get it for a dollar or two, but don't pay for the gold version, not worth it by a long stretch.. great game, similar to LoZ. [gt;Download Game](#)

>Open Game

>"Login via Gamespy"

Check Year

>2018

>Gamespy no longer exists

>Make up fake Gamespy and it works

>Play 5 minutes

>Opening mission is every "SAVE THE MINERS FROM THE GOBLINS IN THE MINES" ever

Uninstalled - Going to just go play Guild Wars or WoW if I need this kind of fix. This is not a good game. While attempting to be yet another game in the puzzle/RPG genre. Gyromancer lacks the fun of PuzzleQuest and the UI of any decent game of the last 10 years.

I don't like twisting match 3s to open with but this one has all kinds of complications thrown in that don't give you any way to strategize. The world FEELS stilted. A puzzle RPG game is always a stilted world. But it doesn't normally feel like it because the battles are so fun. The battles here aren't fun.

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