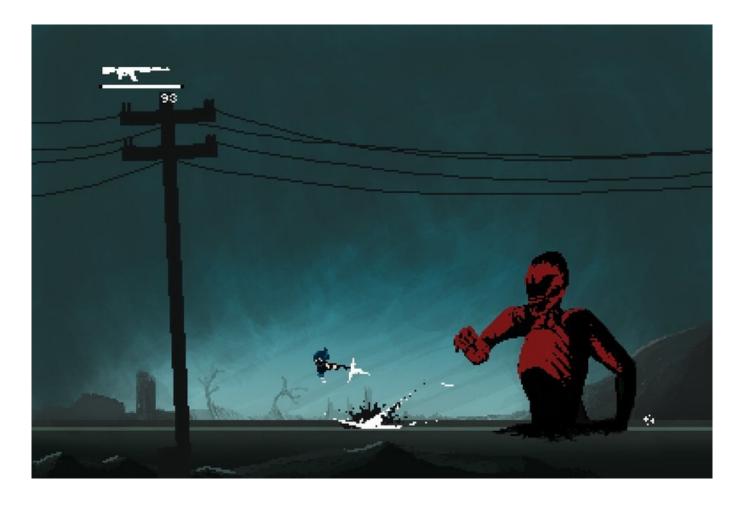
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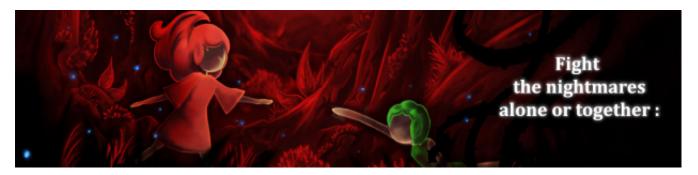
About This Game

Koloro is a contemplative puzzle/platform game with a unique and **dynamique one-button gameplay**, lovable characters, all in a dreamlike world with striking art style, and accompanied by a captivating soundtrack. Become Kora, the little girl with pink hair, and surpass her fears and anxieties to find her little sister Lora in a world where dreams and nightmares are one! Jump and avoid the obstacles and hordes of shadows monsters led by the very naughty Bad come straight from the deepest fears of Kora!



Will you be able to face the hostile world of nightmares with a single button ?!

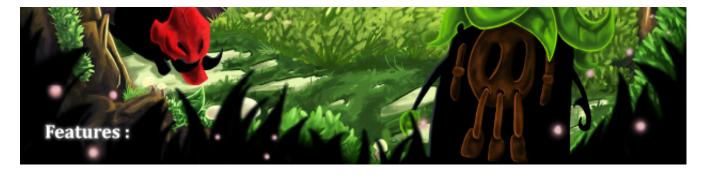
Koloro offers an extremely minimalist and out of the ordinary gameplay. Indeed, what makes the game unique is that you will have to solve wacky puzzles and face hordes of enemies and huge bosses only with the ability to jump and jump against the walls. Once transformed into a square, Kora will slide along the floor so be attentive and think carefully because each of your jumps will be essential!



Go on your own to find Kora's sister or, face the dangers and solve the puzzles in a parallel story in which two players can play Kora and her sister in a cooperative shared screen mode.



Once the main adventure is over, the real nightmare begins! Will you have the courage to measure yourself to the hard mode and to do better than the time challenges in each level?



- A detailed and contrasted art direction in a dreamlike world
- Explore sumptuous, detailed and living sceneries rocked with an awesome soundtrack made for the game and a rich and engaging soundscape
 - Discover a unique, elaborated, easy-to-learn and intuitive gameplay
 - Find the courage overcome more than 300 levels with lot of game mechanics that require dexterity and reflection
 - Live an intriguing adventure with lovable characters around the imagination, friendship and love
 - Enraged fights against huge bosses

- Find all hidden bonuses scattered across multiple levels of the game
- Co-op: Invite a friend and live together a side adventure on a shared screen cooperativ mode with more than 50 levels made only for that game mode
 - Surpass yourself in the hard mode unlocked at the end of the game
 - Time trial challenges await you in the 300 levels of the game

Title: Koloro Genre: Indie Developer: Sköll Studio Publisher: Light Maze

Release Date: 18 May, 2018

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Minimum:

OS: Windows XP SP2+

Processor: Intel(R) Core(TM)2 Quad CPU Q6600 @ 2.40GHz (4 CPUs), ~2.4GHz

Memory: 1 GB RAM

Graphics: NVIDIA GeForce 310

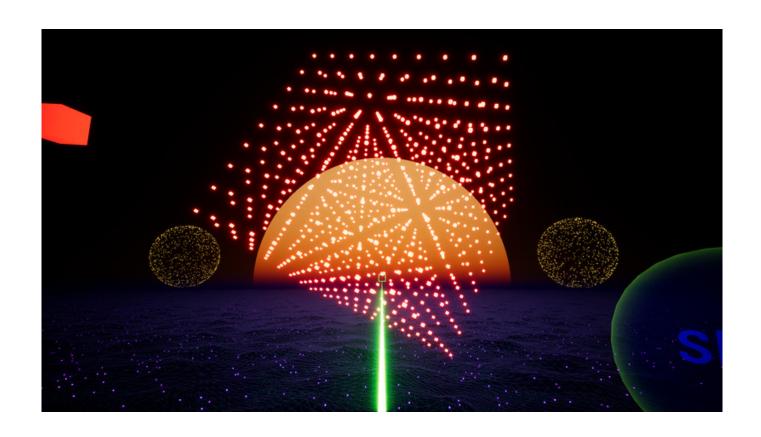
DirectX: Version 9.0

Storage: 1400 MB available space

English, French, German, Simplified Chinese, Russian







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On a completion scale, this game would probably reach 5%,. From today's perspective, there are so many things a developer could insert to make a challenge out of it, such as score tables (multiplier for almost meeting with and/or closely following another car), multiplayer, special walls, traps, enemies, bonus for taking special routes, pop-up-icons for special abilities, changing arriving order with time and so on.

As so often with these half hearted efforts, it falls way behind most classic games:

Pac Man Museum for example can easily be claimed to be 1980times as challenging and Tron 5000 to be 5000times the fun, by the way, this can also bring up the idea of attributing traces to the game, which also isn't the case.

As it stands, the game is all about counting squares, ergo $0.5 \ 10$ as mentioned above.. Stylish and fun shooter! If you've got the VR legs, switch it off of rails movement and get into it! Fun mini tactical scenarios; hide behind an X, shoot at approaching X. Loads of style, plenty of fun, and from me? Thumbs: UP!. Gotta love it when devs remove content from the base game, add it as DLC, and then don't even include it in the season pass.. Completed 10/01/2018.. This game is horsepiss. ok dont listen tous useles noobs:) for 2 euro its exelent game if you like to climb and shoot its not even so bad at graphics have seen worse:) so dont trust tous negatives they cry like they spend 60 euro lol its wery wery good game for its price actualy i think it worth 10 euro:). My cousin was traumatized by a teddybear.

5/5 would spend 1 \$ again

An old classic... good classic combat.. fantastic little rogue-lite!. Legit one of the satisfying games I've ever played. Hunting for Grimores and Tomes to maximize your loot gains are extremely exciting. When you're in the middle of a huge horde and everyone is low health and somebody on comms is screaming "DROP THE F***ING GRIMS"...damn son. It just doesn't get much better than that. The combat is fast and brutal. If you get high enough level for heroic deeds, prepare your a**hole because this game is brutally hard on champion. You actually have to be good at the game to live through it. You can't just rely on being "hella geared" to make it through a champion mission.

The "rolling for loot" feature is an awesome homage to tabletop players everywhere. You can re-roll your enchantments on your weapons and gear to make your c.r.e.a.m. dreams come true, and it still won't be enough to secure that heroic deed - I guarantee it.

The ONLY thing that makes this game suck sometimes is the people who play it. Don't be a\u2665\u266 classic gameplay mechanics and innovative way of slain bullethelly (literally helly) bosses created with incredible pixel-artsy work, in various and immersive (and hard, this game is actually hard) battles orbiting a well scripted and writed main story spiced with fresh humour and dramatic turn-ups, the story of Ray and his war against his demons and also actual demons, bad anddeadly demons, trough the streets of Rome. The game is really challenging, but not in a frustrating way and you will have pleasure in playing the bosses again and again to improve your results, beat your records and learn where the crap is "u" key on your keyboard without turning off your eyes from the screen while satan itself sodomize the poor Ray. So what else i have to say, try the demo, love it and buy the full game!. Enjoy being a farmer between 1950 and 1970 in the Agricultural Simulator – Historical Farming. The game takes you to the good old days and you will experience the charming farming of the 60's and 70's. Fans of nostalgia and history will be glad to work with original designed machines and to till a field with well known Old-timer Tractors. With the new feature - the dynamic ground Agrar Simulator - Historical Farming presents the first real furrows which will be left when working at the fields with strong machines. The furrows will have impact on the driving behavior of the tractors and guarantee pure realism. It is up to the player to decide in which region he would like to cultivate his farm. There are two amazing scenarios - idyllic highlands, valleys and woods in the alp-region or the fascinating Toscana region with measured climate.. A nice and simple child-friendly collectathon.

The game is relatively short, If you play to complete it as fast as possible you can beat 100% of the game in about 1.7 or 2 hours.

The gameplay is rather simple you move around the level with a top-down perspective and beat the occasional enemy, using your fiery breath to defeat them. Beating a level is really easy I've beaten the entire game without dying to an enemy once and feel that you could only fail if you do so intentionally.

When it comes to narrative the game is rather bare-bones and does not really do anything to establish any character motivation or personality, it's just; You are a dragon who likes to collect treasure. Why who knows.

You have a mystic floating panda fiend. Who is he? I don't know.

but this can be put down to the young audience that it is aimed at.

Playing through the game I found that it had nice and relaxing BGM that suited the rest of the overall look, tone and feel of the game.. A re-imagining of the not quite official Slann teams. If you need to find tactics or skill guides you want to look up Slann because the stats are identical. Some might complain and call it a lazy reskin, but I imagine GW didn't want them to add Slann teams and they came up with this as a compromise. Here is hoping we see Chaos Pact in Blood Bowl III since they added Underworld in Blood Bowl 1 and now "Slann" in Blood Bowl 2 that is the only new team we are missing out on (and the coolest one too).. in a word suks. Nice DLC but the black mask is not included in the DLC.

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