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Chocolate Makes You Happy 4 Full Crack [full Version]



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### **About This Game**

Casual colorful physical puzzle with sweets, jumpers, teleports, accelerators, traps and explosions.  
The goal of the player is to keep the cookies on the chocolate bar for some time to pass the level.

In Chocolate makes you happy 4:

- 50 levels
- Explosions
- Jumpers
- Teleports
- Sweets
- Accelerators
- Traps
- Colorful art
- Cool Soundtrack
- Achievements

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Title: Chocolate makes you happy 4

Genre: Casual, Indie

Developer:

Blender Games

Publisher:

Blender Games

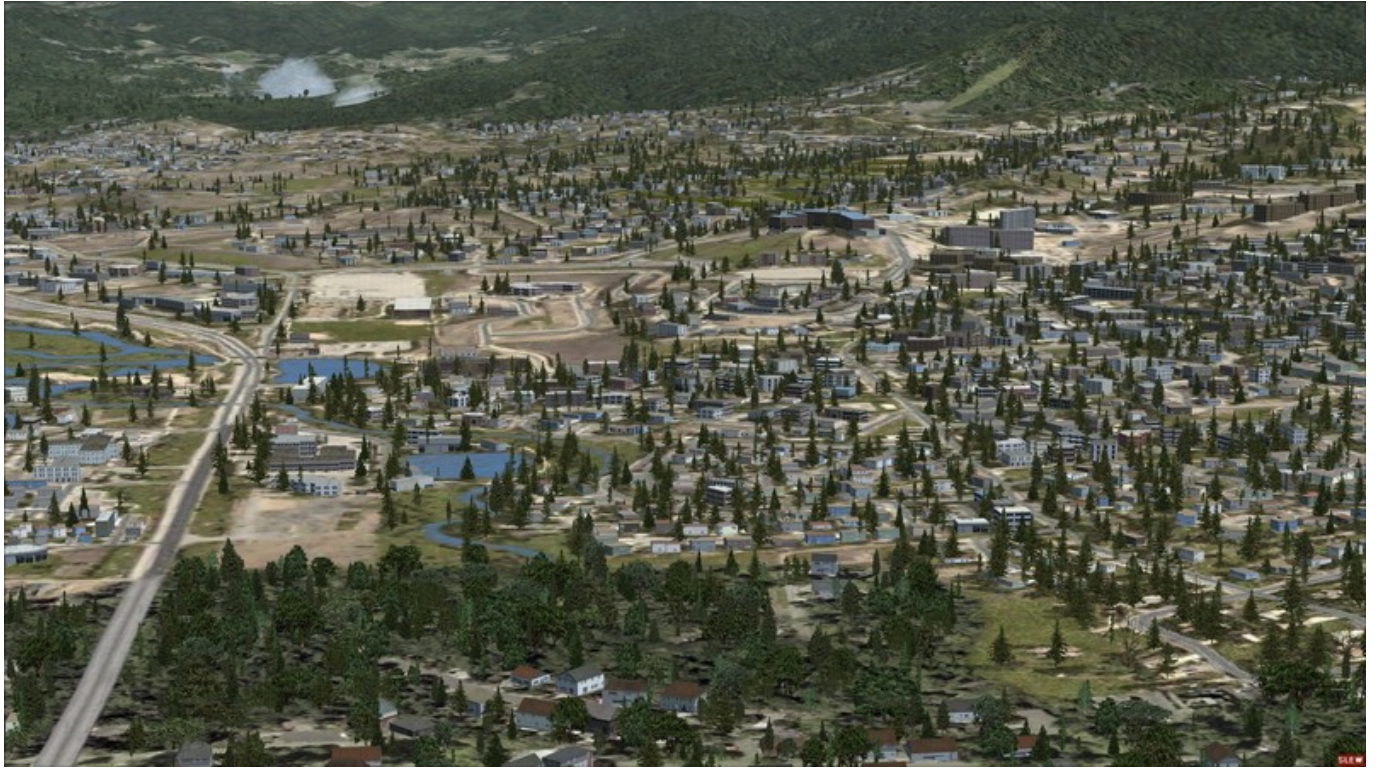
Franchise:

Chocolate makes you happy

Release Date: 14 Mar, 2018

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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



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4

2

98

<b>UNLOCKED AURA</b>  Draw a card. You may destroy a card in your hand or discard pile. 1 ACTION 5	<b>GOLIATH</b>  Wheels. Each has you'll own their souls from the top 3 cards of their deck into their discard pile. 1 VILLAIN - ATTACK 5	<b>COOL OFF</b>  You may destroy a Villain in your hand or discard pile. If you do, draw 2 cards. Otherwise, gain a Vindicator. 1 ACTION 3	<b>BULLHEAD</b>  When you buy or gain this, gain a Vindicator. 1 EQUIPMENT 5	<b>QROW</b>  If you draw or have drawn 2 or more cards this turn, +3 Power. 1 HERO 5
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Spider Droid

6 7 9

3

Play All 2

Ongoing

<b>CRESCENT ROSE</b>  If you have this hero, +3 Power. 0 EQUIPMENT 0	<b>BURST OF SPIES</b>  Discard 2 cards. Then, draw 2 cards. 0 ACTION 0	<b>COURAGE</b>  Upgrade: Pay 3 to transform this into a Vindicator. 0 BASIC - STARTER 0
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End Turn

2

3

<b>COURAGE</b>  Upgrade: Pay 3 to transform this into a Vindicator. 0 BASIC - STARTER 0	<b>COURAGE</b>  Upgrade: Pay 3 to transform this into a Vindicator. 0 BASIC - STARTER 0
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2





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chocolate makes you happy 4

unplayable with out a game pad, Super messed up controles. The entire front end is broken.. good game, can't wait for more courses. my wife and i played it plenty of times.. **Before I get to the review I should add why I recommended this game because it definitely won't appeal to everyone but this is a combination of an Awareness of Bullying set in a Surreal Lucid Dreaming environment & that is a very original way to spread a message...**

This game starts with the male protagonist, Gil, telling us of less positive sides to his life up to the present day which is voice acted in an Italian accent simultaneously alongside broken English text on the screen.

The opening scene lands us in Gil's room that can be explored using the common UNITY controls. The first thing that will grab your attention is the complexity behind the simple act of picking up an interactive item. In most games the item is taken and ends up in an inventory to use as and when needed BUT here the item can be picked up and there are a few actions to be done : *Zoom Take Leave being the main choices. If you're able to Take the item it will go into the Inventory (ESC key) otherwise a message will show saying it cannot be taken.*

*The player can investigate other areas of the room (switching on\off lamps & opening drawers among them) but the main objective is obvious as you see a circular light area near the bed to head towards.*

*Upon entering this lighted circle the screen loads you into Gil's Lucid Dreamworld which takes you down the path leading to Gil's past school and during this visual walk you see the credit introduction to the game - this was a nice touch that I hadn't seen used before in an Indie title.*

*So why is Gil using his Lucid dreaming powers? Well, it's here where Gil will face past school life events that have deep rooted psychological effects on him and, as we enter areas of the school, Gil (through the voice acting) briefly explains past scenarios that occurred.*

*The aim of the game is to help Gil overcome the memories and bury his psycho-traumatic fears by finding items such as keys to access school areas then, once inside, solve puzzles as dictated by Gil or shown in note hints. I should add one of the first puzzles has been mentioned in other reviews as being too vague or challenging and I agree to an extent mainly because while you are in Gil's Lucid dream you have a healthbar in the lower left of the screen that shows as a heart within a circle. This circle gradually disappears and, as the circle gets shorter, your vision is made blurry and Gil's 'mental' temperament becomes more erratic. When this circle fades away you restart the level. Luckily there are plenty of 'medicine bottles' to collect that helps replenish Gil's state of mind. This makes the puzzle solving a lot more challenging as it becomes not only a gradual time based situation but the blurriness makes it harder to investigate. (I should add that during movements like walking there is a blurred sensation where the environment comes into focus each time and this can be awkward for anyone with Motion Sickness or other similar problems)*

*The inventory shows as a full-screen layout with block areas to the left where your collected items are stored and, to the right, is the actions you can do with the items. Personally I feel this inventory can be replaced and just have the item controls I mentioned above that are seen when investigating an inventory item. This means after you have picked up the medicine bottles they can be used at a push of a set-button (say Shift key as an example) instead of having to go through the longer journey of accessing the inventory screen. This will help in a big way with the first puzzle of solving the safe code.*

*One very immersive side to the game was the sound as it complimented the lucid blur effects used when Gil was succumbing to this 'dark side' during the repression stages of his Lucid dreaming.*

*The message within the game touches on a very real & traumatising time that seriously impacts on a young teens development both socially & within themselves. I admired the unique approach taken in this gameplay towards that subject and, as I said at the start, it's why I recommend this game. Yes it has its faults and it needs polishing but its got a lot of potential.*

*~~~~~Liked what you see? You can find more at [Have a Word~~~~~](#). Very good party game. boss. Much laugh.*

*The only thing that takes away from the experience are the words that you draw the picture from. So you kind of recognize the real title very quickly, and can adjust answer accordingly.. Cerita singkat tentang kebersamaan. So heartwarming, made me smile throughout the story <3 Getting attached to them already lol*

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A game that leaves you doing a lot of guess work with no tutorial. If you aren't used to builder games, don't buy it as it will just frustrate you. Learning curve is steep and takes time to get used to it and the controls. Not worth full price I bought it at 51% but still contemplating if I want my money back or not. If you have the time and patience to put into the game it is worth it. If you want a game you can just quickly jump in and play this isn't it.. A decent short game with time mechanics, although it could have done without what little story there was. For more info, I invite you to check out my mini-review of the game here (begins at timecode 01:36): [https://youtu.be/VpmPi2SIP\\_Y](https://youtu.be/VpmPi2SIP_Y)

For more reviews, as well as Let's Plays, be sure to check out Gemini Does Games on YouTube, Twitch, and Patreon!. LOOP is the game for people who suffer from anxiety, an overly chaotic mind or stress.

As someone who deals with too many voices in my head as well as just a bunch of noise, this game is brilliant and allowing the mind to just focus on fairly logical tasks. The aim of the game is to complete the loops by moving (and in some cases, rotating) tiles. It's something to take your time with and a game that is unlikely to cause any frustration.

Definitely worth it if you're someone that needs help calming down.. A great way to alter reality without leaving the universe.. I was first introduced to the series via Guacamelee: Super Turbo Championship Edition. I played that game with a friend, and I'm pretty sure we finished it in a couple of Saturday afternoons. This game I finished alone in about the same amount of time.

Pretty much everything from that game makes an appearance in the sequel, save for the 'Intenso' mechanic. That's a good thing, because Intenso trivialized most of the combat. Removing that puts the focus back on the 'combat puzzle' again.

Combat in this game is as fun as the first. The simple beat'm'up combos are just varied enough to be interesting, without getting overwhelming. The excellent wrinkle this time is that you're now just as capable in chicken form (perhaps more so) as you are in human form. This leads to more fun twists on fights, switching between the two forms as appropriate, watching that combo meter climb up. I feel like there are more boxed-in arenas in which the combat is used, too. That's good and bad. More combat is fun, but it did start to feel like it was just padding out the game toward the end, with similar arenas popping up.

The somewhat controversial change this time around is that platforming challenges are now very much present in the world. I wouldn't say that they're terribly much harder than they were in the first game, but because there are now more platforming mechanics, there's more that the designers could use in the platforming puzzles, and that can be seen as exerting more cognitive load compared to the first game. Coming from STCE, I'd say that some of the overworld challenges for the 'special key' can be about on par with trying to 'gold' some of the challenge rooms in El Infierno in that game. In my opinion, none of those got frustratingly challenging. The ultimate platforming challenge in this go-round is far more based on timing, however. I don't recall any of the challenge rooms in the first game demanding much in the way of precision on timing. Don't get me wrong, these can get tough as nails, but they're neither required for story progression, nor punishing enough to get frustrating.

(Side note: i haven't purchased or played either of the DLCs for this game, so I don't know how those challenge rooms compare.)

The game cribs an interesting mechanic from Celeste: There are 'refresher orbs' that replenish energy and refill all abilities when you touch them. Normally, once a move (such as the uppercut) is used, it can't be used again until you touch the ground. Now that move can be done again either by landing or by touching a refresher orb. This leads to some fun (again, end-game) sequences wherein you spend most of the time above the ground, bounding from orb to orb and completing a challenge. It's satisfying, and there's not much penalty for failure. Either a death or a setback of around 30 seconds of progress.

I'm not spending much time talking about the story, because there's really not much to say. The atmosphere is charming as usual, and the writing is distinctly 'cartoony,' which is nothing different from the first game. Also like the first game, the main antagonist isn't particularly compelling. What disappointed me here is that his lieutenants aren't nearly as fun as the ones in STCE. I remember the game spending a good deal of time building up the lieutenants in STCE, but that seems to have been saved for just one of those lieutenants this time.

As with the first game, most of the comedy is one-off jokes here and there, and there are plenty of image-based memes living in the background. It's good for a chuckle.

There's some good music, but I didn't feel nearly as engaged with it as the music in STCE. There's one very good boss track, but

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unfortunately there's just the one. I was hoping for some cool themes for each, but alas.

Overall, it feels like Drinkbox spent their time in the right place when iterating on STCE: new platforming mechanics, new combat mechanics, and interesting challenges for each. And at 20 dollars for around 10 hours to 100% the game, I think it's an easy buy. But there's enough familiarity there that you'll wonder how much is really new. I hope they'll spend some time refining the storytelling and level design a bit for the next go-around.. You love motorcycles? you love 2.5D games? then this game is just right for you!

<https://www.youtube.com/watch?v=4EF4keCuJbI>. Fun little game. You have to rope off the map one segment at a time, while dodging dragons and turrets. Short game, but small price tag.. Fun if you have 5 min to kill. Game is okay. AI will never play by the same rules, so game will be challenging in a good and bad way. Also some things can only be learned by trial and error, as game feedback often if very lacking. Still, if you like hex strategies, pick this one up and play around for some 40-60 hours.. Highly recommend this game regarding of what ever other reviewer are writing. I was an early fan of the original and was still a reference as how a game should be made.

First thing people should keep in mind when playing a remake is keeping some of the original feature to link it to old memories for the hardcore fan and still plant in some new feature that will attract new player to the franchise. The shitty jump is one of the original feature and i was more than happy to see Conrad jump that way. If putting new enemy and turn it a little more toward the action genre is required to attract the young then why not, as some other as mention the story is intact and THAT is the important.

The only real complain i can make and im not the only one, is the voice acting and im pretty sure a couple a guy could put a mode online to change that completely . And BTW my main language is french and i would have preffer more american style of voice acting but that is personal.

In the end if you like the original you MUST buy this game and play it as a gift to your little self.  
You Fanboy are never happy with anything!



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