Passage 4 Cheat



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About This Game

Place tiles on the board to match the color or symbol of adjacent tiles to create 'passages' from edge to edge. Completed rows and columns ('passages') disappear from the board. Passage 4 is an easy to learn but challenging game that incorporates the best elements of several classic games. It will keep you fascinated for hours. Give it a try!

Features:

- More than 220 levels
- 3 game modes with 3 levels of difficulty
- 6 different graphic themes
- Spoken tutorial
- Great sound effects and background music



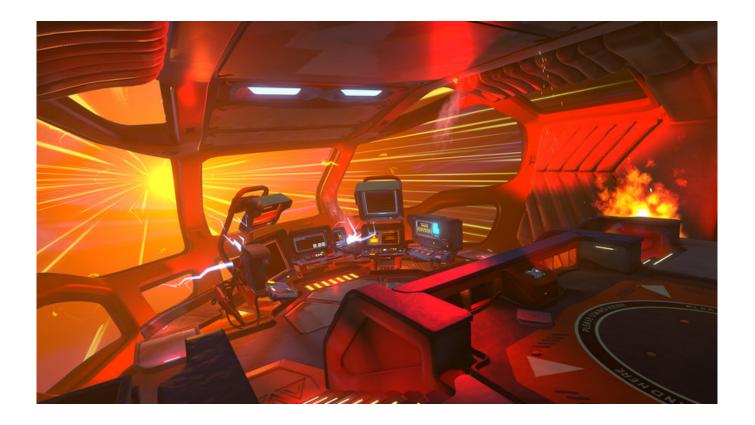
Title: Passage 4 Genre: Casual, Indie Developer: Netmin Games Publisher: Libredia Release Date: 13 Dec, 2016

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English, French, Italian, German, Dutch







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Why don't they make more games like this?!

Simple card playing mechanic that's fun and addicting. Then you have a vaguely interesting storyline that your character has to make his way through.

If you like Puzzle Quest (1st one), you'll love this game!

Seriously, they need more games like this!. How do I review a game I can't even play to a reasonable and fair amount of time? I did not even play it enough to give it a fair review. Then again, HOW do I? I play for like five $\forall \forall \forall \forall \forall ing$ minutes and then get to a point where I have to jump like a platformer. If you miss the jumping parts, you respawn with all progress in that area forgotten. So, you gotta do ALL the jumping again. The problem? The jumping button is flawed. You press spacebar and sometimes you don't jump! Wonderful! How do you progress a platforming point of a game with a jump button that doesn't consistently!? Therefore, this entire review will be solely about my experience with the first five minutes of the game. Here is goes:

The game $\forall \forall \forall \forall \forall ing$ sucks. Worst five minutes I have invested in a game in a long time.. There is nothing more appealing to me then this type of game. It has my favorite elements: Space, Micromanagment, fast paced gameplay- but it is not worth the price tag. The controls change seemingly randomly, playing solo is unreasonably difficult, and the *WORST part-Microtransactions*.

If you're not finished with the game and selling it for more than zero dollars, you should not be asking for more money for ingame currency.

Besides that cardinal sin in gaming, the tutorials are stuttery videos, and there are very few custimization settings for video or sound. I wish this game was better, and I'm hoping to turns into somthing I can play, but in its current form it is not somthing you'd want to put your time or money into.. The visual design is typically nice, unique and artistic. However every other aspect of this game... from sound design to npc interaction to core gameplay is unremarkable and leans toward being annoying. Your money can be better spent elsewhere.. A better rpg than Dragon age 2.. Wow, crazy de ja vu right now.

And a very strange erection.. Too short- my first play through lasted 10 minutes- and not nearly enough choices for a text based adventure.. This game has all the fun and enjoyment of an impacted wisdom tooth.

Go chew on a large piece of tin foil instead.. You are in control of 2 men one uses machine gun the other ues rifle- pretty clear the game let you choice the way you wanna play. However it takes age to aim and shooting without aiming is extremely lacking of accuracy, which forced me to use machine gun. AI is quite dumb you have to keep giving order or the other guy will not follow you up. I guess I meet a bug just right at 1st mission, where I steal a penzer however the other agent dies on the way chasing the penzer, which requires me go all the way back to put him back to life...

Not very intriging, Probably a good game at that time but not for now.

A very creatively implemented variation of the minesweeper. For me, this game became a great timekiller. There are a couple of bugs (empty cells still disappear when you exit to menu; sometimes after a new start, effects of enemy destruction continue to hang on the field; it can freeze once a week etc.), but not fatal for gameplay. I like the style of graphics, funny characters with their pro and cons. Every new start is a kind of challenge to collect the winner combination of runes to get as far as you can into the dungeon. Or rather to reach level 100-120 maximum, for further difficulty destroys all the fun.. Nice platformer it\u2019s really cute and colorful! but cute doesnt mean easy here the game is challenging and the levels are quite original (they are made by players). Cool game. Gemini: Heroes Reborn is a short fps game focused only in using your abilities to manipulate time. The game is too short (4h campain) and the story and characters are boring to say the least. It's slightly better than Heroes Reborn tv series, but that isn't hard because that serie sucked!!!

So why the positive review? Game graphics are good and using telekinesis to destroy enemies can be fun. Although is a short game you can have a good time playing it.. for less than a dollar (using coupon), this is really a worth to buy game. the graphics are good, lots of bloods are splattering.

there are many armors and weapons to buy about 10+ weapons n armors

about 3 map to play? i dont know i forgot.

you got a meow sound everytime you got a hit from the monsters.

good game.. there is nothing to do- -gta IV refrence-. A fun little puzzle/hidden object game in the vein of Samorost and Tiny Bang Story.. OLDIES BUT GOLDIES :)

The game offers you a trading simulator that has well prepared artificial intelligence. It combined strategy and city-building games with trading goals. On the other hand, I suggest the game for business administration freshman students:)

Graphics are very low but actually, it makes me excited because you can feel a 2000's again.

To conclude the game is worth trying, after all its size just 700 MB

NOTE: there is a possibility of error for the first start of the game.(S2.exe) You should click all test button and then accept to all process.. Quite hard, and frustrating at times, but I mean It's a Rogue-Like, so yeah... What do you expect?

The game does have some minor flaws, which are connected to it just being released:

- A lack of enemy variety

- The difficulty of actually finding a shop to buy things at, so you're basically stuck with an underpowered stick

- The feeling of all the rooms being pointless up until you actually find a boss or a shop since it seems like there's an infinite amount of rooms

I do recommend this game, however. Since it has lots of potential and I'm a very interested person when it comes down to the evolution of a game. :D. One of the first games I ever played one PC, and it's still good. Worth your money

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