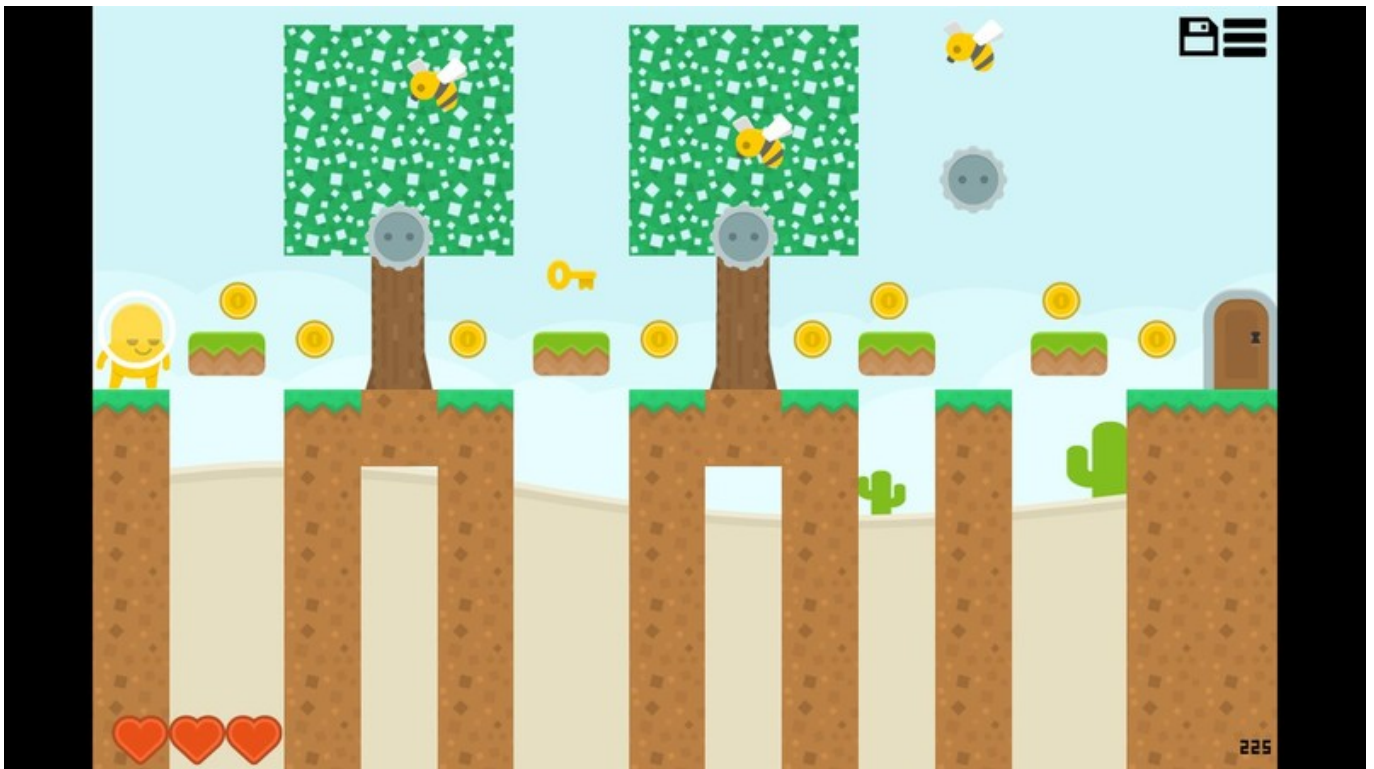
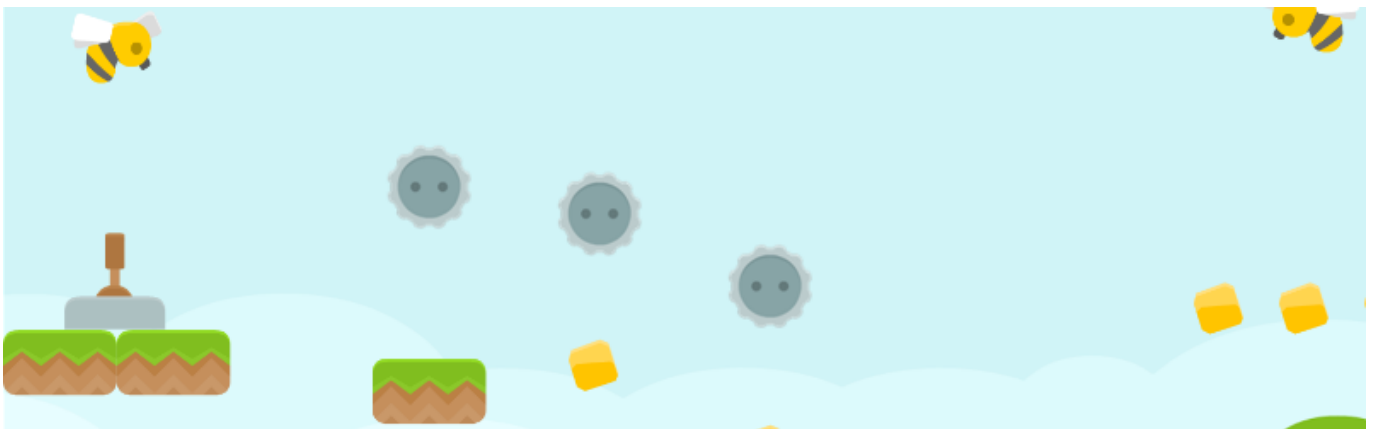

Yellow: The Yellow Artifact Download Apunkagames



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About This Game

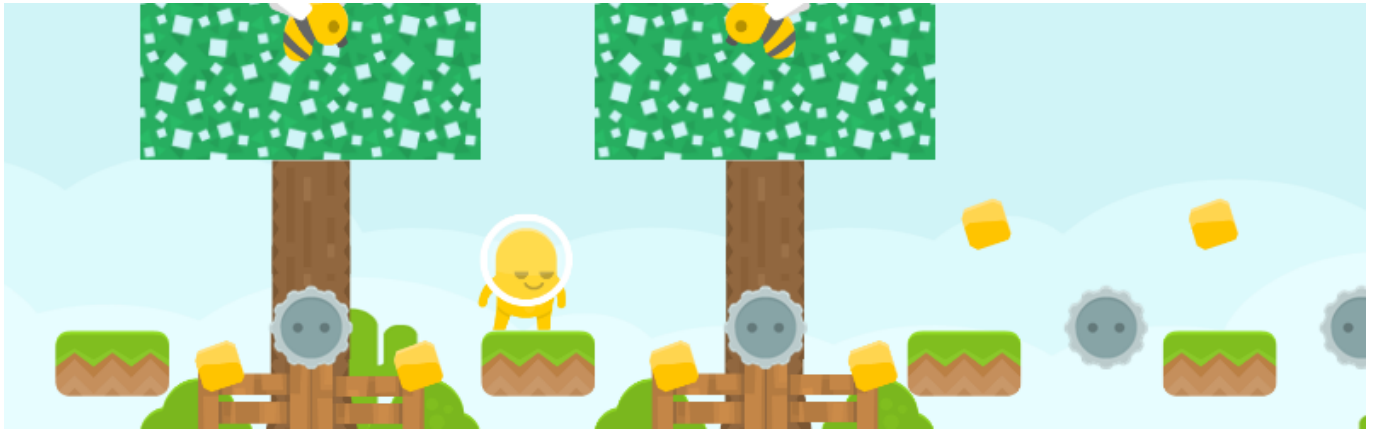
Yellow - is a cool flat platformer, with adventure and puzzle elements.



Welcome to the Yellow, abstract platformer with vector graphics.

Different locations and enemies, great soundtrack and a lot of Steam features waiting you here! (achievements, trading cards, community, etc)

Relax during the game and enjoy juice gameplay.



- Explore big game world
- Enjoy graphics and soundtrack
- Get cool emoticons, achievements and trading cards

Title: Yellow: The Yellow Artifact
Genre: Action, Adventure, Casual, Indie
Release Date: 7 Jun, 2016

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Minimum:

OS: Windows XP/7 32bit and newer

Processor: Any processor

Memory: 512 MB RAM

Graphics: Any graphics card

DirectX: Version 9.0

Storage: 300 MB available space

Sound Card:

English







yellow the yellow artifact. yellow the yellow artifact badge. yellow the yellow artifact steam

yellow is life. This game is only 6 in my library cuz i got 90% less so i payed 10 cent
so this game is a platformer where levels design\u2665\u2665\u2665\u2665\u2665\u2665sux
and overall this game would be better off on newgrounds for free than here on Steam. 12 minutes long.. 12 minutes long.. This
game is better The Pony Mod on Minecraft, And good for cards.. probably the best game ever created

What a terrible experience. Win the ugly enemies indeed.. Yellow: The Yellow Artifact is a simple Platformer with monsters and traps.

When started the game, as someone who played a lot of Mario I obviously tried to jump on the first monster I saw and lose a heart... Trust me, you can't beat monsters, they can only harm you.

This game has different kind of monsters and traps, some of them are moving and some of them are just stil.

The idea behind the game is to collect the key and after that reach the door to open it to go to the next room and while that sounds easy, it can be pretty hard because of the hitbox that is sometimes off a bit.

Sadly the game is very short, would have liked some more levels but it does have Trading Cards that made me leave the game open a lot longer.

Overall a nice and fun platformer that is just very short so I recomment getting it on a discount.. Yellow: The Yellow Artifact is an absolutely horrible platformer. I only have negative things to say about it.

No controller support.

This is a basic need for any good platformer, and this game leaves it out.

Incredibly short.

It took me a whole 10 minutes to complete this game. That was with collecting all the coins and dying several times. The extra time spent in-game was me idling for the trading cards from this game.

Long loading screen at the start of the game.

For some reason, the game loads all of the levels when you click play (which is why it takes so long). If it loaded each level individually, when you got to them, then there wouldn't even be any loading screens needed.

Horrendous level design.

The levels are as big as the screen; they don't scroll. Enemies are placed in odd spots, which are sometimes unreachable or awkwardly positioned. Some levels are reused and the coins and enemies are the only things that are rearranged.

No settings.

The only option the game has is to toggle fullscreen mode, which is on the main menu. However, you can't change the volume of the music or sound effects.

Horrible music.

I'm not sure how many tracks there are, but in my 10 minute of playtime, I only heard two. One of them was just looping and sounded horrible. The other one, although not looping, sounded horrible as well.

Equally horrible sound effects.

The sound effects are 8-bit style and don't sound. There is a way to make good sounding 8-bit effects, but this game doesn't do that. Also, some things don't have sound effects while others do (ex. no effect for taking damage or completing a level).

No achievements.

Although I like when games implement Steam achievements, I don't necessarily mind when they don't. However, the description of this game on Steam says that it includes achievements, when it actually doesn't.

Misleading "pause" button.

There is a button with 3 horizontal slashes in the top right of the game screen. Buttons like that are common in mobile games and usually take you to a pause menu. Instead, the button in this game takes you to the main menu. If you click play again, you have to restart the game.

Buggy collision detection.

An example of this is when your character runs into a door. He will run a little in the door and then teleport back out.

Bad jumping.

When you press the jump button, your character stops moving for a short period of time. It makes jumping feel awkward and can cause you to miscalculate some jumps.

Using Kenney's free art.

Most of Kenney's CC0 graphics are good for placeholders, but have no place in a published title.

Crappy health system.

You get 3 hearts per level. If you lose a heart, you become invincible for a short time. If you lose all of your hearts, you restart the level. You can just run through the entire level and win because of the invincibility.. Another poor one-screen platformer, probably ported from tablets. Very simple flash-o-paint aesthetics, bad animations, awfully long load times and lack of controller support. Oh, you can also stand on the top of the door if you don't have the key.. Good game lmao

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