
Yeah Jam Fury: U, Me, Everybody! Download] [License]



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About This Game

YEAH! JAM! FURYYYYYY!

Yeah Jam Fury: U, Me, Everybody! tests your speed and ingenuity in over 100 levels of smiley blocks and falls into the abyss. The mango lies in wait for you to reach out and grab it. And this trio of dudes is just about hungry enough to help you:

Yeah, AKA Mr. Fabricate, takes steady aim and fires blocks to set the path. He's good at controlling everything except his mouth.

Jam, AKA Mr. Navigate, is so full of energy he literally bounces off the walls. Good luck getting a handle on him.

Fury, AKA Mr. Eradicate, AKA *Lover Boy*, is the meat. He can't jump, but blocks break in his wake.

Switch dudes, take action, fall, respawn, fall, respawn, wait a moment, fall, respawn, and scale those blocks to **GET THAT MANGOOOOOO!**

Key Features

- Over 100 levels of unique puzzle-platforming nonsense
- Create & Share your own machinations with our level builder and the Steam Workshop

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- Dozens of brag-worthy achievements
 - Lead the pack on the Steam Leaderboards
 - Sturdy support for XInput-based game pads
 - ~*Whimsical*~ cloud save data
 - Plug in two or more gamepads for 3-player co-op chaos!

Title: Yeah Jam Fury: U, Me, Everybody!
Genre: Action, Indie, Strategy
Developer:
World Entertainment Studios, LLC, McLeodGaming Inc.
Publisher:
McLeodGaming Inc., World Entertainment Studios, LLC
Release Date: 15 Dec, 2017

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Minimum:

OS: Windows XP

Processor: Intel Pentium 4 or later w/ SSE2 capability

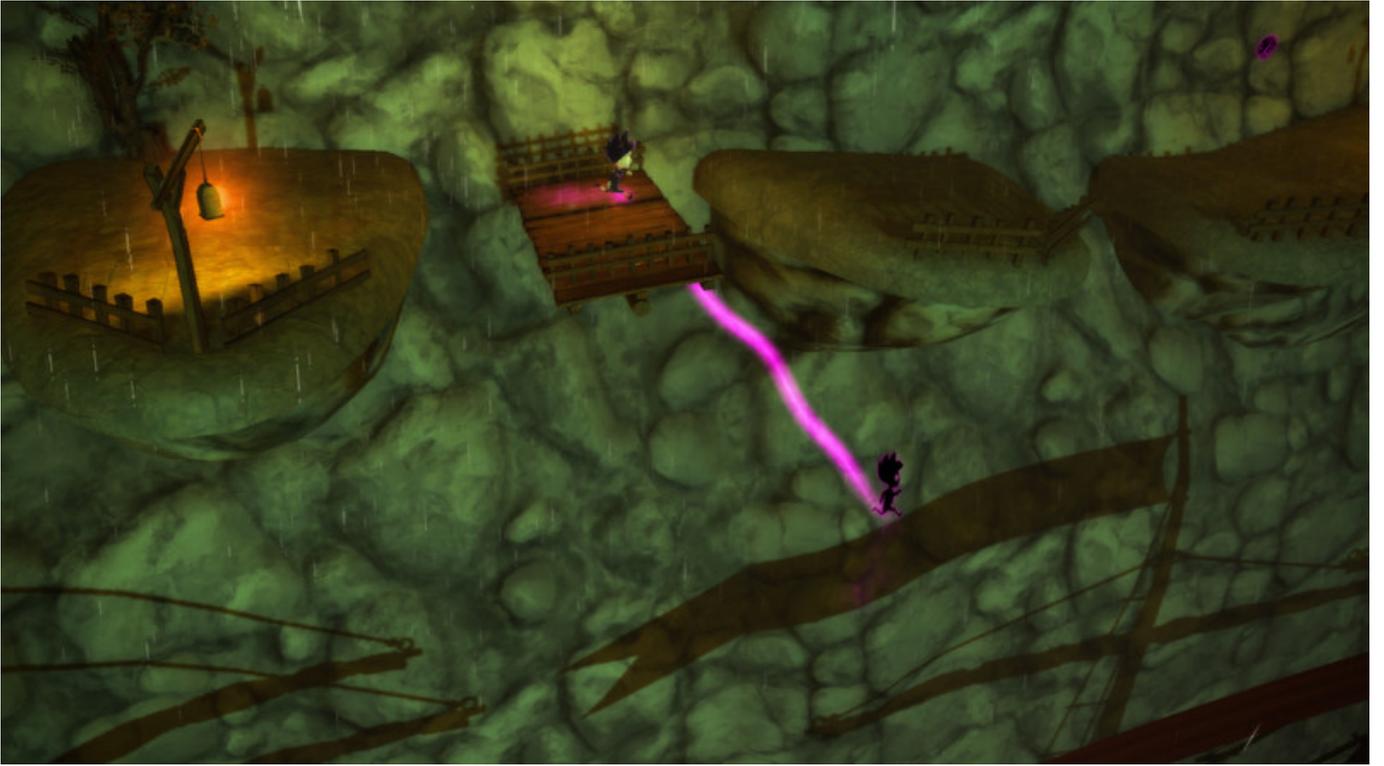
Memory: 2 GB RAM

Graphics: Hardware Accelerated Graphics with dedicated memory, 1GB memory recommended

Storage: 1 GB available space

English







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This series, seasons one and two, puts to shame almost every channel funded series on TV or Netflix at the moment. With a shoestring budget Zombie Orpheus has put together one of the funniest shows I have seen in years either on the web or TV.

With witty dialogue, real character development and satirizing of fantasy tropes worthy of the great, late Lord Terry Pratchett himself, you need to watch this if you have the slightest interest in comedy with a story driven arc. Players of tabletop role-playing games especially will get a kick out of this.

And if you happen to watch seasons one and two before the end of Friday, February 19th, they are running a kickstarter to fund the third season.

How excited am I for a third season? I'll put it like this. As much as I am currently loving "The Expanse" and "Penny Dreadful". I'd kick them to the curb in a SECOND to get just one more season of JourneyQuest. I ain't kidding. Its THAT good!. Game isnt bad, not sure why all the bad reviews. Certainly not the best game I have ever played but it is certainly a good time waster. I like that you can change the difficulty to complete the game quickly then challenge yourself to complete it on harder modes.

Also, kudos to the developer for including this in a charity bundle!. It may not be the best example of story-telling you've ever seen, but by jove, the gameplay more than makes up for it.

If you haven't seen PopCap's 'twist' on the Match-3 genre of casual games, this will come as a total surprise. If you have, then you may appreciate the further strategic bent this lends to the original design.

Instead of swapping turns with an omniscient and overly-planning AI opponent (Puzzle Quest), the outcome of each match can be determined almost solely by the player. Moves must be selected carefully to prevent opponent's skill gems from counting down, while also trying to detonate your own. Features originally introduced as chains and locks make a comeback, but are used as skill results, not just randomly mixed in.

Overall, don't miss this. It's a fantastic example of how to blend two genres of gameplay into a masterful whole.. EARLY ACCESS REVIEW

So, let me first say that I typically adore sandboxy village-building sort of games to an inhuman level. I'm usually so biased towards them that they could literally be sucking my soul out from my tear ducts and I would love them anyway. That said, I cannot play this game. I want to! I really do! But right now, I just can't.

Mainly, the issues for me boil down entirely to UI / UX so the issues are completely fixable for the future. So that's good! But as the game stands right now, the UI makes me want to kick puppies. It's clunky, slow to respond, and hard to find what I want in. And it makes it hard to see when the game is glitching and/or doing something it shouldn't be.

The game does have potential but if you are looking for something that doesn't feel like sheer work to play, this is not the game for you. Hopefully that changes!. If you're into tower defense games then this is a great game to pass the time on. The graphics are well done but alot of the maps are reused about half way through a campaign, and there's only two campaigns. The music was okay for the first 10 minutes but it got old very fast so I ended up turning it off from annoyance. I wish it had more variety on the units since I mostly always ended up building lots of cannons and that's it, and there's not a huge amount of enemy unit variety either. Getting the perfect score can be tough in the second campaign so it gives some much needed replayability.. I think it's the worst one in the series. Definitely, NOT buy this.. Game was enjoyable for a few hours then it became too much of a grind. As you progress you have to keep up your fan base by having a party every day however the higher level you become the more expensive rent becomes and if you haven't unlocked those places to rent you start bleeding out fans as the lower levels appear less and less.

I'm in March 3rd and down to just 19 fans and the lower level rents appear fewer and further between, the income I generate from the parties isn't enough to sustain myself to create better parties and afford the high level rents and equipments.

Pros:

Casual

Decent Music

Color

Fun characters/Missions

Cons:

Grindy

Not very tycoony or as much management as one expects of a tycoon

Not enough income to sustain great parties

Gameplay becomes repetitive

Sticks to a course and is more like surviving to create a better party over and over

Doesn't have in depth things to manage. Very challenging, mostly due to how mouse control is handled.

Some tweaks to handling model would make the game much more enjoyable.

As it stands, it is a fun diversion very infrequently.. Would become best dude again.

11/10

Fun game. Lots of twists and turns, backtracks and stuff. No violence, just Loki playing tricks. Have patience and enjoy!. Music is a thing that divides peoples opinions a lot, but - I for one like the soundtrack and would definitely recommend it (obviously, this is just my person opinion, so take it for what it's worth): there are a variety of different vibes to the soundtrack ranging from the kind of Nightwish-esque theme song to fantasy music.. This game will put you through Hell.

You will live in Hell. You will suffer through Hell. You will be burned in the fires of Hell. Over. And over. And over.

You will turn to theft, even murder, all for a crumb of bread, only to watch it turn to ash in your mouth. You will butcher, rob your victims of their organs, all for a chance to get out, as you watch your Kinfolk vomit up black bile and die in the streets of plague. This game is Hell.

But if there were ever a reason to fight your way through Hell, it is this game.. Fun game created by a single developer! It's chaotic and challenging and the battlefield becomes a mess quick! If you're in for a challenge this is a great \$5 game.. Patterns could have been brilliant, it really could have.

But the♥♥♥♥♥♥♥♥♥♥from Linden Lab completely shut down the game because they couldn't be bothered to continue development. That includes shutting down all the networks so you can no longer share worlds and such.

♥♥♥♥♥ you LL.

You♥♥♥♥♥♥♥♥♥♥

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