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About This Game

Designed around the RGB colour scheme, Fake Colours is a 3D cube rolling puzzle game in which the player must move three coloured blocks to their corresponding target squares. Don't be fooled by the simple, yet beautiful art in the game, Fake Colours is all about the puzzles. Game Blocks are able to roll on top of each other but are unable to roll onto tiles that are not their respective colours. The opening 10 levels won't take you too long to get through and learn, but don't be fooled into thinking this game is short or easy. The remaining 20 levels will take you hours and many cases days to complete. These puzzles grow in difficulty as the game progresses and later includes mini-coloured cubes that change the original cube's colour once it moves through the mini-cube. Although simple to learn, Fake Colours is quickly becoming one of the most memorable puzzle games since Tetris. The ambient music and excellent vibrant graphics help create the foundation that makes Fake Colours addicting and fun!

Title: Fake Colours
Genre: Casual, Indie, Strategy
Developer:
Beyond-Limits-Games, FCG
Publisher:
Forthright Entertainment, LLC
Release Date: 1 Jan, 2015

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Minimum:

OS: Windows XP, Windows 7, Windows 8

Processor: 1 Ghz

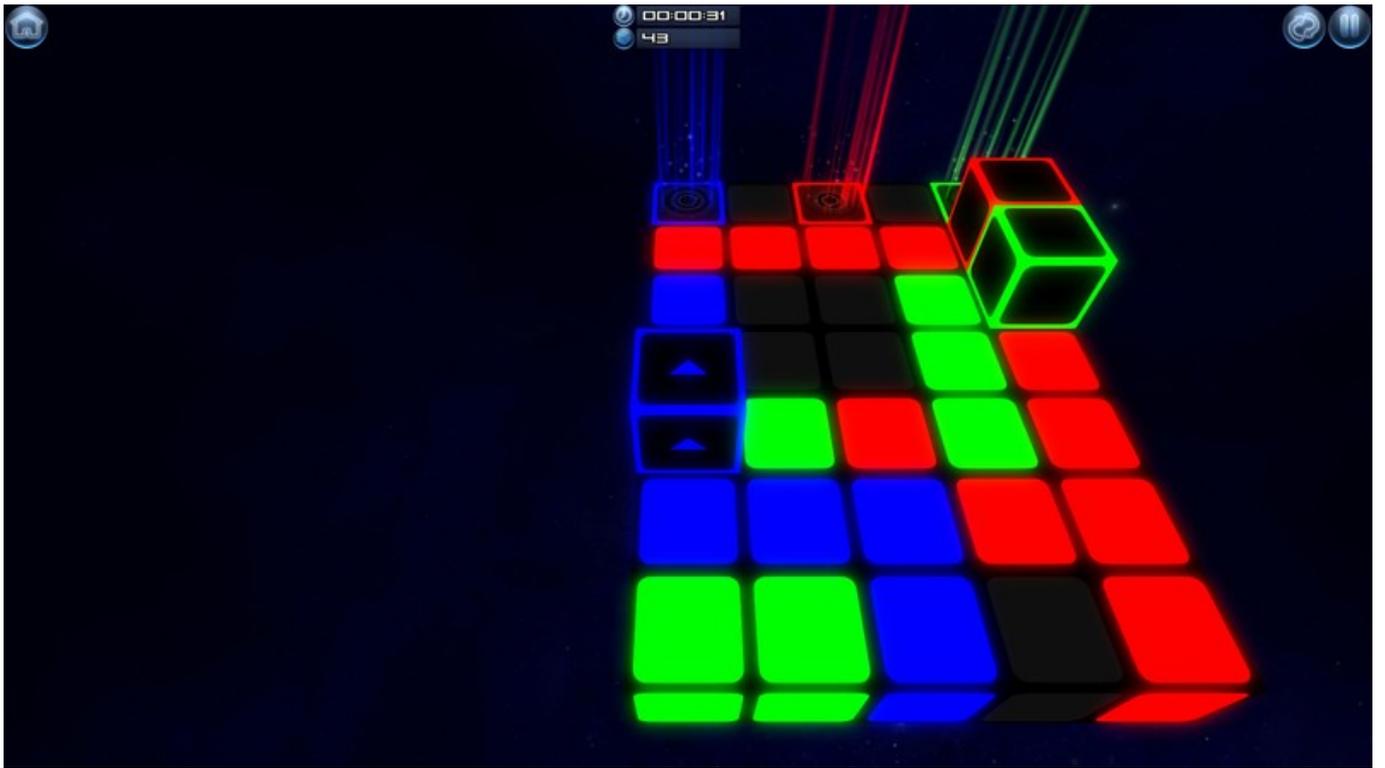
Memory: 1 GB RAM

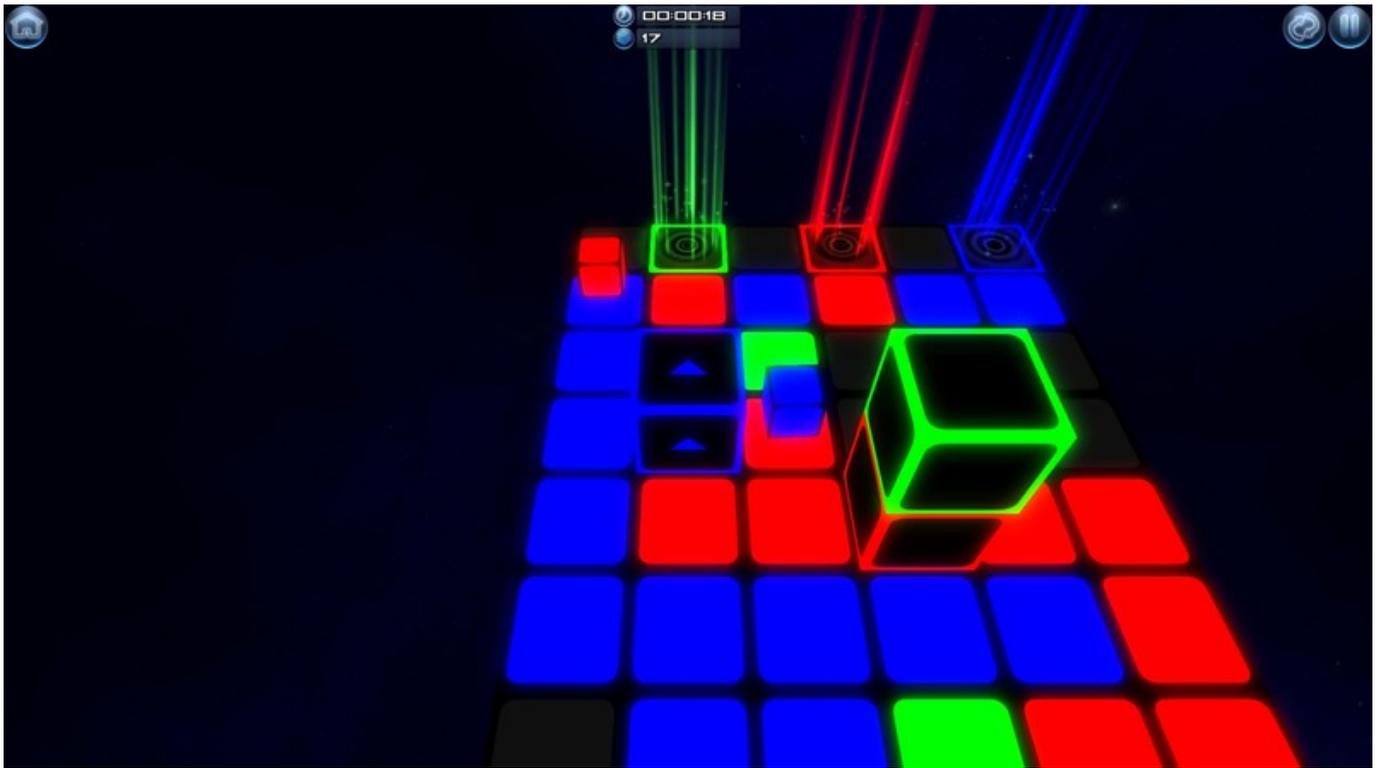
Graphics: 512 mg

Storage: 50 MB available space

English,Korean,Russian,Ukrainian







Simple concept and challenging puzzles. Great game :). It's like playing Portal without portals...

but with cubes !!!!

10/10. This game is more challenging than i was expecting. I thought i would run out of content pretty quickly, but the difficulty ramps up, and I still have some levels to go. Awesome for a simple puzzle game.. Fun and difficult puzzle game. Getting 100% on each level here was certainly more challenging than in many other comparable games. But not too hard as to make it unenjoyable.. Love the puzzle aspect of the game how you scroll your block over eachother to get to the other path , it's a really interesting concept. It gets harder as you go and therefor for the price I will deffs recommend it , for it's fun thinking style.

Glitches or doesn't even load. This is a difficult game to judge because the decision to recommend or not recommend it really depends on what a potential purchaser is looking for. For me, this was an extremely difficult game, and I had to use a walkthrough several times. I found it to be very satisfying when I was able to solve the puzzles myself, and very frustrating when I couldn't.

One of the sources of frustration was the amount of backtracking involved in many of the levels. Another source of frustration was the camera. You can rotate the camera in 90-degree increments, but the selected block is always in the center of the screen. As a result, some (if not most) of the puzzle is not visible. It would have been much more enjoyable if the camera were freely movable (or, if not freely movable, then at least with the ability to zoom in and out to allow the player to see the full puzzle).

If you're looking for an easy, relaxing, or casual game, then you'll probably want to avoid this one. If you're looking for something very challenging, you may enjoy it. I found it enjoyable for the levels I was able to solve on my own, and I didn't notice any bugs or other issues, so I'll say I recommend it.. This is a very good puzzle game. The description is quite right: first several levels are enough easy, but most of later levels are very hard and made me give up and watch the solution (I don't very like puzzles in which I don't make some progress every now and then).

Patient and determined players can easily spend 2 hours on each level and spend even more on optimisation of their solution for making 100% score (minimal moves). So if you are feeling that you can spend hours on a single puzzle - this game is for you.

Also I disliked rotating camera before each level - I don't really understand the purpose of this. The puzzles are better solved when camera is stable. And it would be better if we could move ingame camera, try different angles and view all the puzzle platform from the point above it. Many cells become covered by blocks in several layer levels and it's hard to remember which hidden cell has which color..

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