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About This Game

Find out what happened at Angela's unforgettable prom in this shiny new time management game **Fabulous - Angela's High School Reunion** [??] [??]

We can tell you one thing for sure - it was a prom like never before. Or ever again... [??]

- ♥ Play the **3RD SEASON OF THE HIT TIME MANAGEMENT GAME** and enjoy a new adventure with your favorite fabulous fashion icon
- ♥ **TAKE ON 90 TIME MANAGEMENT LEVELS** filled with fabtastic surprises and exciting challenges
 - ♥ **DISCOVER THE NEW ENDLESS LEVELS** and compete against your friends (or enemies)
 - ♥ **TAKE A TRIP DOWN MEMORY LANE** and relive the joys and heartaches of high school
- ♥ **ENJOY AN UNFORGETTABLE STORY** about love, jealousy, friendship, and learning from your past
 - ♥ **COMPLETE ANGELA'S YEARBOOK** and unlock achievements to collect all 17 trophies
 - ♥ **EARN UPGRADES FOR YOUR SHOPS** which help you score more points
- ♥ **MEET UP WITH THE FABULOUS 4** Delicious Emily, and many other fascinating characters

Do you still remember your prom?

Join Angela on a time management trip down memory lane and get swept off your feet by 60 story levels, 24 challenge levels, and, for the first time, 6 endless levels! Whether you're working on a new fashion line, or serving food across 6 fabtastic chapters, you'll be part of an experience you'll never forget. [??]

But what's our fashionista up to this season? Working on a new line of dresses [?], Angela starts reminiscing about her prom, which was a total catastrophe. To make up for this, she decides to organize a class reunion! But when her high school rival suddenly shows up, things soon take a turn for the worst...

Can Angela prove she's learned from her past? Or will everything end in drama?

Find out now as you play this fabulous time management adventure, brought to you by GameHouse, the creators of the Delicious and Heart's Medicine series!

Title: Fabulous - Angela's High School Reunion

Genre: Adventure, Casual, Indie, Simulation

Developer:

GameHouse

Publisher:

GameHouse

Release Date: 21 Jun, 2017

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English,French,Italian,German,Dutch,Japanese,Korean,Polish,Portuguese,Russian,Simplified Chinese,Swedish,Traditional Chinese



Match Report

Match Result


Chelsea
 2-1


Newcastle

Match Details


 League 1


 41,083


 25.08.2014

Goal Scorers

E. HAZARD 2 S. IVANOVIC 9	A. PÉREZ 6
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Match Events

D COSTA 31 D DROGBA 31 N MATIC 38 E HAZARD 51 E OSCAR 64	34 D JANMAAT 34 J COLBACK 62 A PÉREZ
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Player Ratings

COURTOIS	★ ★
IVANOVIC	★ ★
LUÍS	★ ★
TERRY	★ ★
CAHILL	★ ★
MATIC	★ ★
FÁBREGAS	★ ★
OSCAR	★ ★
COSTA	★ ★
HAZARD	★ ★
CUADRADO	★ ★
ČECH	★ ★
ZOUMA	★ ★
MKEL	★ ★
DROGBA	★ ★
AKÉ	★ ★
WILLIAN	★ ★
RÉMY	★ ★
KRUL	★ ★
JANMAAT	★ ★
ANITA	★ ★
COLOCCINI	★ ★
WILLIAMSON	★ ★
SISSOKO	★ ★
DE JONG	★ ★
TIOTÉ	★ ★
GOUFFRAN	★ ★
CABELLA	★ ★
PÉREZ	★ ★
ELLIOT	★ ★
COLBACK	★ ★
GUTIÉRREZ	★ ★
CISSE	★ ★
TAYLOR	★ ★
OBERTAN	★ ★
RIVIERE	★ ★

Man of the Match


Filipe LUÍS
★ 9

Match Statistics

Possession	65%	35%
Total Shots	16	10
Shots On Target	4	1
Corners	3	8
Yellow Cards	2	1
Red Cards	0	0



time (I finished the campaign) and, as a coop veteran, I'd like to write my opinion about it, hoping that maybe someone near the devs will see it and maybe take notes.

Let's start with the pro:

- Gameplay is valid.
- It's funny and intuitive.
- I had no doubts about it tho, it's a well tested gameplay format.
- The level design is pretty good. The path it's easy to follow, the arenas are well structured, the secrets are both easy to find and easy to miss.
- The setting is very interesting, reminds me of "The Mummy" (1999 movie) and Serious Sam.
- There's a nice variety of enemies.
- Traps are goooood. It's not a common thing is coop game and I like them, because are efficient and easy to use. Game is well optimized.

Cons:

- There is a complet lack of endgame. Or even midgame. There's just really no reason to keep playing after the campaign is done, except for the fun of shooting mummies, that after some time vanishes too.
There are a lot of potentials ways to implement some kind of grind/farm mechanics here, for example: levels on weapons (that could unlock gems' slots), lore about enemies every X enemies of that type killed, tiers of gems that requires gems of lower tier to be merged together (ex. 2 T1 Quickfire Gems = 1 T2 Quickfire Gem etc), incrementing the power of the gem at every tier, weapons' skins on every X kills or X levels, etc etc.
There are really dozens of already multiple tested ways to implement grind and farm and they are all easy to think.
- Even if there is a nice variety of enemies, truly there are only 4 types: meele (splitted in armoured and unarmoured), ranged (that are basically all the same, only difference it the projectile they shoot), runners and miniboss (minotaur). It's a coop ffs, where are the disablers? Without them everyone is basically fighting by himself and there isn't a "team", but just a bunch of guys that happened to have the same objective.
Also the enemies should have some type of resistance and weakness with certain types of weapons, for example heavily armored mummies should be weak against bolt action and/or semiautomatic, while being extremely resistant against smg and pistols. That could have pushed the players to organize a party with some logic, enforcing the "team" aspect of the game, and actually use the stations that allow them to change equip while still in the map. I mean cmn, you give me the possibility to change equip MIDGAME and no actual reason to do so? Just why?
- The gun system is bad. Without considering that some DLC guns are basically buffed version of base game guns (no problem with that tho, it has always been a coop thing), they all feels the same.
There are only 3 types of primary weapons (shotguns, smg and bolt action/semi automatic rifles). Bolt action and semi automatic should feel different but the actually feel the same. Also they shouldn't be usable by every characters imo, every one should have access to a shared pool of weapons but still have some specialized weapons that fit their passives. Or some characteristic weapon like an Assegai for the african chick.
And what about some meele primary weapon like a Katana for the japanes guy? Or a whip for the rodeo guy? Endless possibility here.
The secondaries are a joke. Their damage is a joke, their accuracy is a joke, they all feel the same. I'd rather have some particular weapon with limited ammo, like a sawed off shotguns to pair with a bolt action, rather than a nearly useless

version of my primary with endless ammo.

Also ammo are everywhere and there are very poor occasion, mainly the boss fights, where the player will end the primary's ammunition, so the pistols are actually useless.

- The base price is way too high considering what this game offers. There are other coop games that offers more for 2/3 of the price, sometimes even less. Why should anyone buy a "coop" AAA game for 50€, that in the brightest scenario could offer 30/40 hours of gameplay, while there are 30€ indie developed coop that could offers hundreds of hours of gameplay?
- There is clearly a massive assets' recycling here that could and should have been developed better considering the price. It's a shame, the setting is very interesting and could have been a blast not for gameplay originality but for the entire game setup.
I bought the deluxe edition for 22€ and I still feel kinda scammed, the game feels rushed in everything but the maps and the gameplay. If it was described as coop campaign game I'd have no problem with it, but right know is advertised as a coop with replayability, that currently is very poor. Let's hope for future updates but hope is little, just too much work to do.

My grade is 5/10.. A HOG adventure game all about the spooks. The story is cheezy and the puzzles are easy (mostly), also has controller support which was a nice surprise. Way longer than I'd expect. not in a bad way. Decent game to play if you want to chill.. If you like room escape games then you'll like this.

It's not perfect, there are some typo's in the game, some bugs, but it's worth the price of admission nonetheless.. Unable to play the game, used once, now it just hangs on startup, apparently its a common problem, and as the game is no longer supported by either developer or publisher, you take the risk as to whether it works for you or not.

Cannot recommend.

Beautiful, but real small, slow and boring...

I regret buying it.. \u2665\u2665\u2665\u2665\u2665\u2665\u2665. Simple Controls, Great Art. HATS. Good Music and an amazing dev team. Unlike most Early Access games you know Rabbit Hole Studios is hard at work making this an even better game because you can watch them do it on twitch almost everyday.. Famtastic game, it flows and leads you in the right direction without the need for clues. I hope there are additional releases in the future as the developer of this game should be very proud.. An uplifting story about a quirky clockmaker and his silly antics. Fun for the whole family.. A wonderful documentary.

From the earliest games on mainframe computers to the crash of '83.
One early industry luminary after another telling their part of the story.

If you have any love for video games, get this!

. The game has a lot of clever design that makes each level feel original, great game and it isn't even finished yet.. Note: I bought the game previously on itch.io couple months prior to Steam release.

Surprised to see negative reviews, I personally find this game(ok, software) great! Just use your imagination, you can make something interesting! Purgatory game has cool stuff like a giant living spider made with use of some neat tricks and its level design is quite rich!

In ghostInTheCity, I couldn't make the whole story in just one room so I used level transitions to create richer experience with varying music. If Platfinity will get more support I'm sure Ian will add more features and I'll be sure to add them in ghostInTheCity and possibly make new games.

Btw did you know you can actually EXPORT your games from Platfinity? It's .exe only at the moment if I'm correct but that's enough to sell on itch.io and Steam already! And believe me, with creative mind and some skill you can squeeze out a good game ;). Not my cup of tea

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