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About This Game

Experience the fabled Sparkle brand action puzzle like never before! Make your way through a secluded world of mystery, light magical braziers and discover a way to banish the darkness once and for all.

CHERISH MARBLE SMOOTH GAMEPLAY

Sparkle Unleashed features superbly polished action puzzle gameplay. Match three or more like colored orbs to make them disappear. Chain three matches to earn a potent powerup.

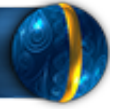
MASTER THE ORB SLINGER

Overcome Chained Orbs, Rock Orbs, Survival levels and other exciting challenges. For the first time in a Sparkle series game, the Orb Slinger floats along the bottom of the screen providing a fresh way to experience the beloved Sparkle gameplay.

UNLOCK MAGICAL POWERUPS

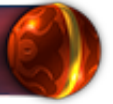
Unlock great powerups such as Frost Ray, Purple Flame, and Color Wipe and select to use the ones you like the most.

DISCOVER A WORLD OF MYSTERY



Travel through a secluded world of mystery, light magical braziers and carve a path of light through the darkness as you conquer 108 increasingly challenging levels. Two additional levels of challenge provide an incredible challenge for those who yearn it.

FEATURES



- Ultra-polished match-three marble shooter gameplay
- Chained Orbs, Rock Orbs and more all new challenges
- An arsenal of 18 potent powerups to choose from
- Immersive soundtrack by award-winning composer Jonathan Geer
- 108 challenging levels, Survival mode and three difficulty settings

Title: Sparkle Unleashed
Genre: Action, Casual, Indie
Developer:
10tons Ltd
Publisher:
10tons Ltd
Release Date: 14 Apr, 2014

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English

Loading.



Time spent: 0 hours, 5 minutes, 3 seconds





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This game deffinatly has potential to become something more. They should make some more simulator games like this, You start from a "cave man" and start evolving and figuring out other things that lead him to build a great village and has more stuff, then eventually gets into space where it is endless and has different sectors like Star Trek Online and StarMade, and you meet new people and evolve even more, you can conqour other planets, or help out and trade for things you need. Cool concepts overshadowed by the boring gameplay. Most of the time you just wait for the RNG gods to deliver you some enjoyment.. pretty enjoyable little game... WAY too short though, i beat the entire thing in 44 minutes, and there really is no motivation to play through it again...

that being said, that is the only negative aspect of this game...the length... it really is a lot of fun... i wish there were multiplayer online deathmatch... i would play that often...

has some cool boss fights... decent variation of enemies throughout the game... even has a couple spots with a bit of puzzle solving..extremely simple puzzle solving, but puzzle solving regardless...

i DO reccomend this game...

but i cannot reccomend this game for the 3.99 price tag though... i would pay .99 cents max... i got my copy from a bundle....

Nice but would be nice if there will be more paintjobs. The biggest compliment I can make a game is that I want more of it once I've finished it - and Able Black falls into that category. I went into it blind and found the mix of visual/digital novel and puzzle game to be quite refreshing. It's an interesting experience, rather casual but with quite a bit of humor. If you're familiar with Sci-Fi works of Asimov for example you will feel right at home but it's by no means necessary background.

I'm looking for experiences in games more than bare mechanics and in this regard the game delivered more emotion and intrigue than a lot of blockbuster movies. It has that curiosity factor of wanting to know how the story progresses. And with different paths to explore and some easter eggs in there I think there's enough content to warrant the price.. You are a fish, and you eat other fish so you can become a bigger fish. Enough Said. Feeding Frenzie!. I forgot this existed. Great enviroments and music, funny secrets, interesting weapons, cool enemies, lots of fun. Definatly worth the \$10. Serious Sam 2 really stands out from the rest of the games for being colorful and you actually have some allies that try to help and bring you stuff. Buy it now.. If you enjoy a good escape the room type of game than you won't be dissapointed it's not too long of a game so you can beat it in a decently short amount of time it's not worth the \$8 it costs regularly so try and get it on sale but if you can get it on sale for around \$1 I would recommend getting it for sure.

i cant get a refund for this game. This game exceeded my expectations. Its exactly what I wanted out of Virtual Reality badminton. I've only plaed Versus AI so far and it is already worth it for me. If you want to play virtual reality badminton, get it.. Outdated graphics but, pretty nostalgic.. It's a fun game, and i really enjoyed what i could. I ran into something that was a bit frustrating though. Two campains in a row I came across a group of enemies that would use intimidate to basically render my guys helpless and the other two would use charge (i think was the name of it) and immediantly take anyone down to almost dead and bleeding. Not sure if charge is an auto Almost Dead status, but that might need a looking at. Other than that, really good job on everything. The art is beautiful and the RPG element is really satisfying. I have no doubt this game will continue to grow and get better.. This was easily one of the best and most intriguing titles I have seen from Choice of Games. The characters and attributes all played out very well. I honestly felt a decent connection to the majority of the characters. Also, for once, I felt that sticking with my chosen skills rarely worked against me. This is a title that I will definitely come back for later play-throughs in the future. I would give this game a 9V10.. Good strategy concept, poor execution; at least I got this on sale.. The story ended up surprising me twice, once for the ending, once for the overall feel.

My first impression was of a middling, old-style hidden object game - and there are a LOT of HO scenes.

If you want to do scene after scene of "find these objects", then this game is definitely for you.

Also, they aren't easy scenes, since lighting varies (day, evening, night), objects are sometimes far out of proportion (big), and very occasionally completely out of place.

BUT

I give this game a thumbs up for feel (both location and era); characters (yes, some stereotypes, but well done and with some twists here and there); and story - mostly because the ending is, despite all success, bittersweet.

Note: It took me quite a while to get used to the style; this game is ****not**** for the faint of eyesight. Expect to find pink on pink, and grey on grey, etc. Mostly, I was annoyed at myself for not seeing things, but sometimes I cursed the game design. Do not play this game when your eyes are tired - I tried and I regretted it... a lot.

The music is appropriate, but not quite varied enough.

The art is good to okay - the sprites for the characters are very nice, the art for the background scenes is very nice, the objects in the HO scenes vary as to art style a little too much for my taste.

Overall 7V10, except that I would buy it again, now that I've finished it. So maybe 8V10? I mean, if you ***love*** old-style HO scenes, this game has it all - I mean, 10V10 no problem! (But gee it's hard on the eyes...). Blanco is a really fun game. It's your regular 3d platformer but with 8-bit styled graphics.

Pros :

Almost everything

Cons :

Level selection is difficult, but once you figure it out, your likely to do a good job for the rest.

If you don't like challange DO NOT PLAY! I like challanges so I love this game. The demo design is different from the full game though:V.

10V10

??????:



🔔. What's in the Insane Robots Deluxe Edition?:



Some of you have been asking the very good question "What is in the Insane Robots Deluxe Edition?" (which has a 20% launch discount this week). So here's a picture of exactly what you will get. If you buy the Insane Robots Deluxe Edition you will receive the base game plus all six robot pack DLCs when they are released.

Over the next few months we are releasing the following robot packs, each with four robots:

-
- * Robot Pack 1 - Veneron, K3-DDP, Mugsoy and Zafarb
 - * Robot Pack 2 - Raakter, DUM-E, Myuuz and Trasztor
 - * Robot Pack 3 - Fazarb, Hydro, Tazac and Baron
 - * Robot Pack 4 - Cazstore, F0-X1, CAM-0 and Leon
 - * Robot Pack 5 - Scramble, Darf Darf, Ceph and Unit 09785
 - * Robot Pack 6 - Cutlaz, Kröm, Icebox and Cypod

Each robot pack unlocks four robot skins for use in local and online multiplayer game modes.. **UPDATE - VERSION 1.1.0 RELEASED:**

Here's some news:

- >XboX Controller support. (Not tested on Mac and Linux)
- >Configurable controller support.
(If you have issues use a Xbox controller emulator)
- >New mission theme.
- >New cursor.
- >Improved camera movements.
- >Improved editor camera.
- >Improved game code.
- >Improved controls.
- >Improved translations.
- >General fixes. **Dev Blog #128 - Much Ado About the Mini-map:**



Exploration module will bring with it many new features for you to explore and navigating through it all could become difficult at times. In order to make the navigation in the world easier we have now implemented a mini-map so the players will be able to jump to new areas faster. We have also worked on pathfinding around islands, animal icons, words, preparing for conferences and more.

Read all about it on our [dev blog](#)[eatcreatesleep.net].. **OST Available:**

Sountrack available (in root) (Steam picks it up automatically in your Music library, so no need to buy as DLC). **Patch notes for Interstellar Rift ALPHA 0.1.63.30:**

FUNCTIONALITIES. Roadmap of upcoming updates:

GOLD RUSH
THE GAME

FUNDED GOALS

- Bulldozer ✓
- Bigger Excavator ✓
- Dump Truck ✓
- D-Rocker Washplant ✓
- New Valley
- New Drilling Machine Canyon
- Gameplay affected by atmospheric conditions

UPDATES - FREE

- Drill Machine ✓
- D-Rocker Washplant ✓
- 4th claim: Nighthawk ✓
- Big Pump ✓
- Repairs Part 1 ✓
- Tutorial (Part 1 & 2)
- Repairs Part 2
- Pressure system
- Seasons
- Custom controllers
- Achievements
- Leaderboard

NEXT - TUTORIAL

- Part 1 Open Beta
- Part 1 Release
- Part 2 Development

CONSOLES (TBA)

- PLAYSTATION 4
- XBOX ONE

ROADMAP OF UPCOMING UPDATES

Looking for information about Gold Rush: The Game? You're in the right place!

↓ Important news and links below ↓

CONSOLE VERSIONS

We're currently in talks with console publishers to bring Gold Rush: The Game to PS4 and Xbox One. Once we have a solid release date set, we'll definitely announce it on our channels!

UPCOMING UPDATE

We're working on tutorials for new players. We have received feedback, that the beginnings are quite tough for rookie miners. Tutorials are the next step (after the updates to the Journal and the DigTube) to give everyone a proper head start. You can expect an Open Beta update (this formula has proven to be really effective) followed by the live update. More information in coming days.

GUIDES

DigTube -> when in game, press [TAB] and select "DigTube" tab.

Journal -> when in game, press [TAB] and select "Journal" tab.

[Official Game Guide](#)

KICKSTARTER

[Why is the Drill Machine in Kickstarter Tab, if it hasn't been funded?](#)[facebook.com]. **Rakuen Fan Art Contest Winners Announced!:**



Congratulations to all of the winners, and thank-you to everyone who joined the contest! You're all so talented! I can't tell you how much I enjoyed going through all of the entries (it got me right here *points to heart*)

You can see the full contest results here: <https://projectrakuen.com/2018/06/16/rakuen-fan-art-contest-winners/>. **Heroes of the week:**



Dear Friends!

Come to meet this week's five free heroes:. **Meet Your New Community Manager!:**

Hellooo team,

It's been far too long, fellow hunters. A lot has changed around Rooster Teeth Games since last we spoke. Our development team has more than doubled, we have a publishing branch (Bendy and the Ink Machine), and, more specific to this post, we brought on a focused community manager! I've been given the opportunity to move over to lead the charge on all of our board

game efforts (Million Dollars, But..., Achievement Hunter HEIST). Your ol' pal Skilltacular will still be around, lurking in the forums occasionally dropping hints about the unfound easter egg. I've truly enjoyed chatting with you all off and on for the past 3+ years. It's been a good ride so far and it's only getting better!

Please join me in welcoming our new teammate and the new voice of RTG, Cricket!

Hello Rooster Teeth Community! My name is Cricket, and I'm the new RTGames Community Manager. I'm so thrilled to be joining the amazing community management team and, most importantly, getting a chance to serve you.

I remember seven years ago sitting at home in Alaska at -52 degrees fahrenheit listening to the RT Podcast and deciding on the fly to move to Austin. Never could I imagine that a year and a half later I would find myself in Austin- working toward my dream of working at Rooster Teeth. And today here I am.

First, I'd like to let you know a little bit about myself. Growing up as an Army Brat, I spent a lot of time traveling growing up and living in the European Union and United States. Eventually, my parents settled in Alaska, which is where I spent most of my teenage and young adult years. Like many people who grew up in northern climates, I love playing winter sports and winter activities: ice hockey, skiing, snowmachining, snowshoeing, and geocaching. I love live music, film, and most importantly- I love gaming.

Gaming communities really have been my home for as long as I can remember. No matter how many times I have had to pick up and start a new life in a new city or country, the memories I have created and friendships forged in online communities has been the single most important constant in my life. Gaming has helped me transcend language barriers and make friends in unlikely situations, like the time I spent playing Final Fantasy VIII with Italian-only speaking kids at a dinner party- and the time I met one of my best friends on Reddit while looking for a roommates to live with here in town. Gaming has also spared me from spending many cold winter days and nights alone. No matter where I go, my love of games has given me a sense of belonging and community.

Before coming on board here with Rooster Teeth, I spent several years working in games and social media community spaces with over 35 independent contracts on the books, managing everything from communities to events and digital marketing for indie, VR/AR, and AAA games. I've worked with special interest groups to promote diversity and workforce development in games and participated in dozens of online gaming communities ranging from flourishing MMOs to obscure indie puzzle games. I've built and managed social platforms for hundreds of small businesses across the Americas. Now I have a chance to work with some of the best community leaders in online and gaming spaces, and I can't even begin to tell you what a privilege that is.

My commitment to you is to champion the community voice and help lift up your ideas, perspectives, and aspirations. I'll do my part to promote a space that is inclusive, welcoming, respectful, and fun. I'm so excited to get to know all of you more, and I hope you'll join me for community game nights (in person and online), to learn about our future gaming projects as they grow, and most importantly: to share our mutual love of gaming in all of its wonderful forms!

Hit me with your personal pronouns, meme dreams, and headshots. Hit me with your shared love of Rooster Teeth and gaming. Hit me up when your questions, ideas, and personal stories about how gaming has impacted your life. RTGames has a lot of work ahead of us, and I'm excited to bring you with us on the ride.

*Let's do cool shit together,
Cricket*

There ya have it! Word on the street is Cricket will have news of the upcoming RWBY content in her next post.

We'll see ya around the interwebs!

[Rooster Teeth Games](http://www.games.roosterteeth.com)[www.games.roosterteeth.com]

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