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YANKAI'S TRIANGLE Free Download [full Version]



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## About This Game

**YANKAI'S TRIANGLE** is a love letter to **TRIANGLES**. A puzzling puzzle game about the beauty and joy of infinitely tapping on **TRIANGLES** for some reason.

With an elegant innovative revolutionary **TRIANGLE**-first approach to interface, **YANKAI'S TRIANGLE** lets you tap on **TRIANGLES** to spin them and stuff. Colors play a part in gameplay too I think. Bring **TRIANGLES** to a forgotten **TRIANGLE**, and uncover a **TRIANGLE** hidden deep beneath the YANKAI.

- Pretty Fun Gameplay (it's all right)
- No Filler - A Veritable Infinity of Meticulously Definitely Handcrafted **TRIANGLES**
- Over  $1.74 \times 10^{26}$  Possible Levels (all definitely handcrafted)
- Color
- An Inscrutable Three-Pronged Scoring System
- A 'Happy Sounds' Option (woohoo!)

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- A 'Colorblind' Option if You Are Colorblind (it's not great tbh)
  - A Cool Film Grain Effect
  - A Cool Tiled **TRIANGLE** Background Effect
  - Also there are Achievements

A Game By Kenny Sun

(YAN rhymes with KEN and KAI rhymes with EYE by the way)

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Title: YANKAI'S TRIANGLE

Genre: Casual, Indie

Developer:

Kenny Sun

Publisher:

Kenny Sun

Release Date: 2 Nov, 2016

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**Minimum:**

**OS:** Windows XP

**Processor:** 1 GHz

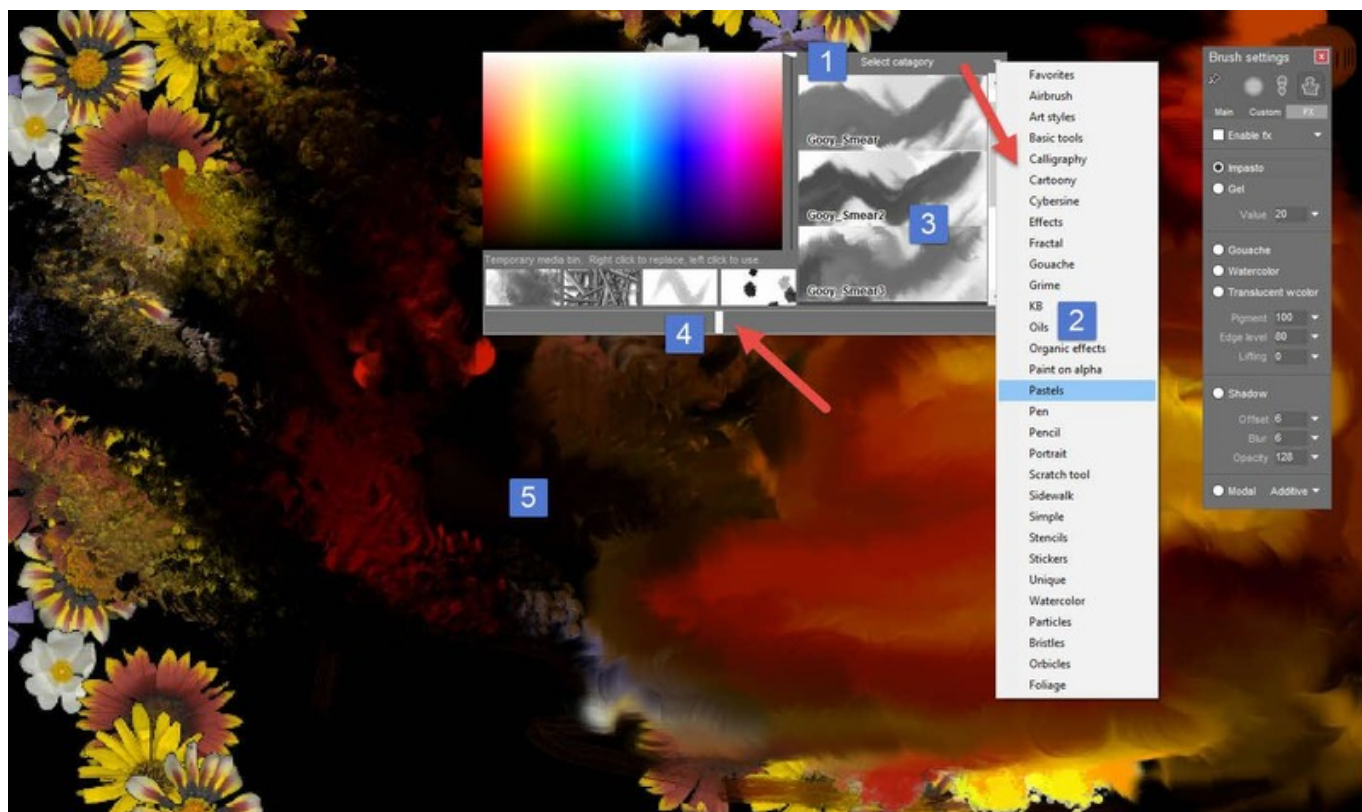
**Memory:** 512 MB RAM

**Graphics:** 256MB

**DirectX:** Version 9.0c

**Storage:** 100 MB available space

English,French,Italian,German,Arabic,Bulgarian,Czech,Danish,Dutch,Finnish,Greek,Hungarian,Japanese,Korean,Norwegian,Po  
lish,Portuguese,Romanian,Russian,Simplified Chinese,Swedish,Thai,Traditional Chine





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## Totem Force

by Tom Rayner

Show Stats

Restart

Achievements

Menu

You've seen the Heir fight twice before now, and you're ready for him. As before, his arm reaches out for your neck, but you knock it aside and push him—slightly—off-balance. But not off-balance enough, as he jumps back out of your range before you can attack.

You charge, swinging your fist, only for him to catch it in his hand. His other hand goes to your neck.

"You're just a pathetically weak little girl, aren't you? Don't worry, though. I won't hurt you. I'll just push...."

And back he pushes you. You try to struggle free, but he's too strong. You can't get out of his grip. Slowly but surely, you find yourself forced back towards the edge.

- ☒ Resist him.
- ☐ Talk to him.
- ☐ Out-think him.
- ☐ Just give up.

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TL;DR I got this game for 12c and it was worth it.

Despite being a fairly glitchy incarnation of a well-overdone gameplay, it at least has the decency to offer interesting graphics. I experienced some difficulty figuring out how to actually play, as well as frustration with the structure placement's glitching. Achievements would be nice; though it is still fairly satisfying to mow down scores of successive birds, bears, skeletons and such. The soundtrack is decent too for such a low quality game.. Why oh why....this is what you get for being a biggot. Watched American Sniper and was craving an actioner set in that kind of environment...yes, a moment of craven prejudice. Nothing about Iraq so got this for \$3 or so. Even for that money this game is a joke. It's from the same geniuses that made the Rambo game later, i think. Poor controls that cannot be customized (have to use WASD, no arrows), ridiculous difficulty for no gain or satisfaction, invisible enemies that can shoot you while you can't shoot them. And this is before we get to the grammatically laughable narration and writing. I don't like being a critic, easiest job in the world, but even if someone gifts this to you do not waste your time on it. 2/10. Looks like a pretty interesting game but the tutorial bugs out on me. Twice I got to the point where it tells me to go chop wood and then it doesn't say anything anymore. Would like to give it another try after Early Access when it's more polished.. EDIT Feb-20-2019: Game no longer runs! Crashes on loading!

I had to quit playing Arcane Maelstrom. The game has major problems and poor design choices!

-The UI is super clunky. The dev's eventually had to add hotkeys to use potions. You use the right mouse button to switch from an aiming reticle to a cursor so you can click on stuff in your belt, but then you can't look around, so it leaves you totally helpless in battle! IMO, to fix this, they should have used the mouse scroll to select items and the right mouse button to use the items. I don't know what they were thinking?

-Preset key commands. No options to bind key commands. Hope you like using WASD to move around. Also, having to use E, R & C keys for potions, makes you have to either stop using the mouse or the keyboard movement keys. Your choice! Either choice you will get hit in battle!

-Whenever you pickup something, a window pops up and you have to click an "Accept" button to close the window. It is a definite game breaking design choice IMO. It completely breaks gameplay immersion! It happens even during battle! It makes the game feel like one huge tutorial!

-Enemies freeze in place and stop attacking! You cannot kill them either. You can still pick things up, open doors, complete quests and exit the level.

-Graphics and animations are pretty old-school and need polishing IMO. I guess the graphics are okay-ish, but the animations

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could use some work! Plus they need optimizing. It heats up my GPU fairly fast for such small rooms and simple textures.

I had to quit playing as it was silly to continue playing when enemies simply freeze up. It could just be a glitch, but it's just not worth my time when there are so many games in this genre that are much better!

I would give this game 4 out of 10 stars. Buy at your own risk and on sale, but I don't recommend it. It needs work and an UI overhaul!. This new sad girl haircut for Wendy is my fave, I look unstable and cute all the time just like IRL. Incomplete and boring as hell.

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This game is absolutely brill! I love it! I really hope the best for this wonderful game design team. God bless you guys! Play this game! It is VERY super cute awesome badass funs!!!!

HIGHLY recommended by one of the top gamers on earth and one favorited streamer on Twitch.tv....ME!. This is a awsem game,

Its the one game in its genra to actualy make me feel like a gladiator

Many different old school weapons that colide with everything they touch weather its a table, a sword in your other hand, your shield or your enemys neck bone.

Variaty in enemy types wich are all kind of smart ai and can block attacks , I feel this could use a little more work tho.

Progression system to unlock weapons.

different missions with different challanges.

Dismemberment and slo motion.

Highly recomend. Single player/campaign: Well if you are easy to get angry then this game is not for you 🤔 10/10.

Multiplayer: There is no MP for this game 0/10.

Anti-cheat: SP game 10/10

Game updates: did not received one, probably because game is so simple and old 0/10

General: I got angry as FU...ck after 15 minutes.

Last thought's: game will provide you with allot of offline hours of gameplay and it will bring you back to childhood if you are a kid of 80's and 90's.

. this game is a \u2665\u2665\u2665\u2665ing masterpiece, it says alot about our society and the daily struggles we live through, absolutely \u2665\u2665\u2665\u2665ing incredible, i would've rated it 12/10 if i could, the models, the gameplay, the soundtrack, are all amazing works of art, i want a sequel RIGHT NOW!.. KISS... Keep It Simple Stupid... It's a simple space RTS for the casual gamer.. Seems a good game, but there isn't a single soul playing it =(

Maybe it will get repetitive, as the game is kind of limited. One thing that I would appreciate, for example, is the ability to fly to another player baloon, trying to steal it.

Anyway, I won't recommend it nor give a higher grade for its lack of players.

4/10. I don't play many shmups, as a result i'm not very good at these sort of games. I bought this to support one of my favorite artists, Woof. One things i like about his style is his excellent use of color, and its clearly visible here. Enemies stand out and with bulky sprites, making them is easy to see during the madness of bullet hell. There's tons of replay values, with different modes, two playable characters, and a ton of unlocks. I have to mention the soundtrack too, because its up there, "Opening the Gates to Dreamworld" is my personal favorite track. Buy it if you like shmups, buy if you like high quality work.

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