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About This Game

FaeVerse Alchemy is an engaging and challenging puzzle game where you combine three or more of one kind of element to form a single piece of a higher quality element.

This game is in Early Access, and is not yet complete. Most of what we have publicly available will still evolve over time.

Features currently available to play:

Chaos Mode - All items can drop, random equipment on start.

Infinity Mode - It is impossible to ever end.

Puzzle Mode - Complete unique puzzle layouts.

Pure Mode - No items are able to drop.

Versus Mode - Play PVP or COOP with a friend locally.

Abyss Mode - Take on the daily challenge where if two people on different computers make the exact same moves they will get the same exact game.

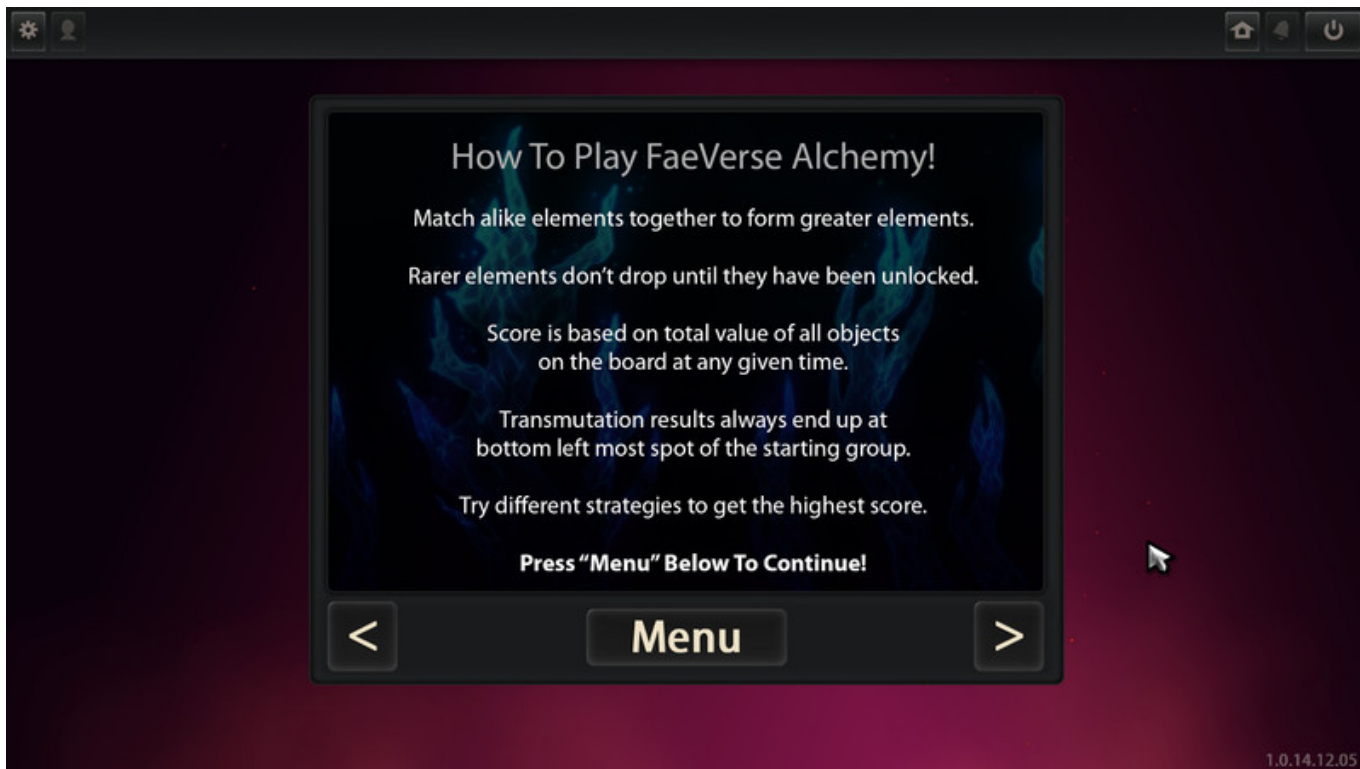
Explore Mode - Go to different FaeVerse worlds and their locations, complete goals, and unlock more.

If you have any questions feel free to ask in our forum.

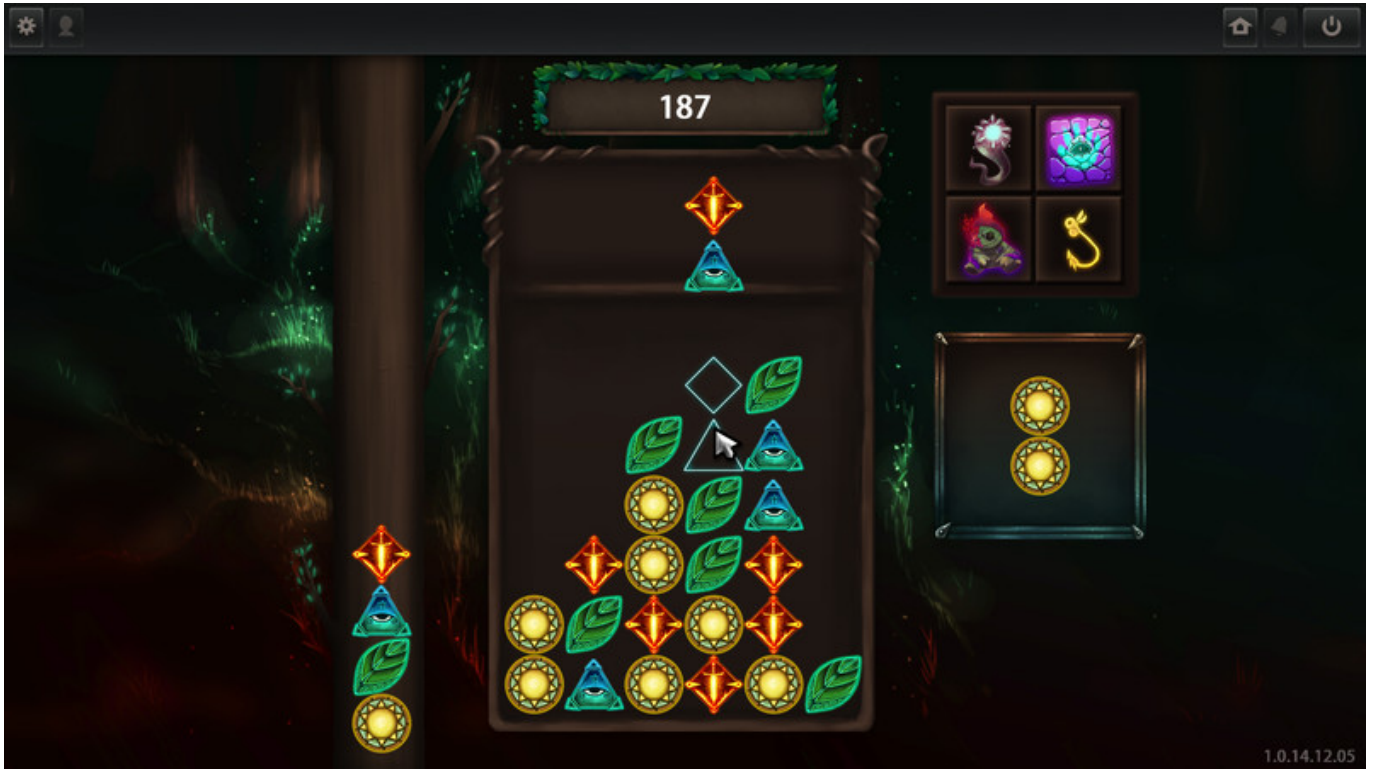
Title: FaeVerse Alchemy
Genre: Casual, Indie, Strategy, Early Access
Developer:
Subsoap
Publisher:
Subsoap
Release Date: 2 Apr, 2014

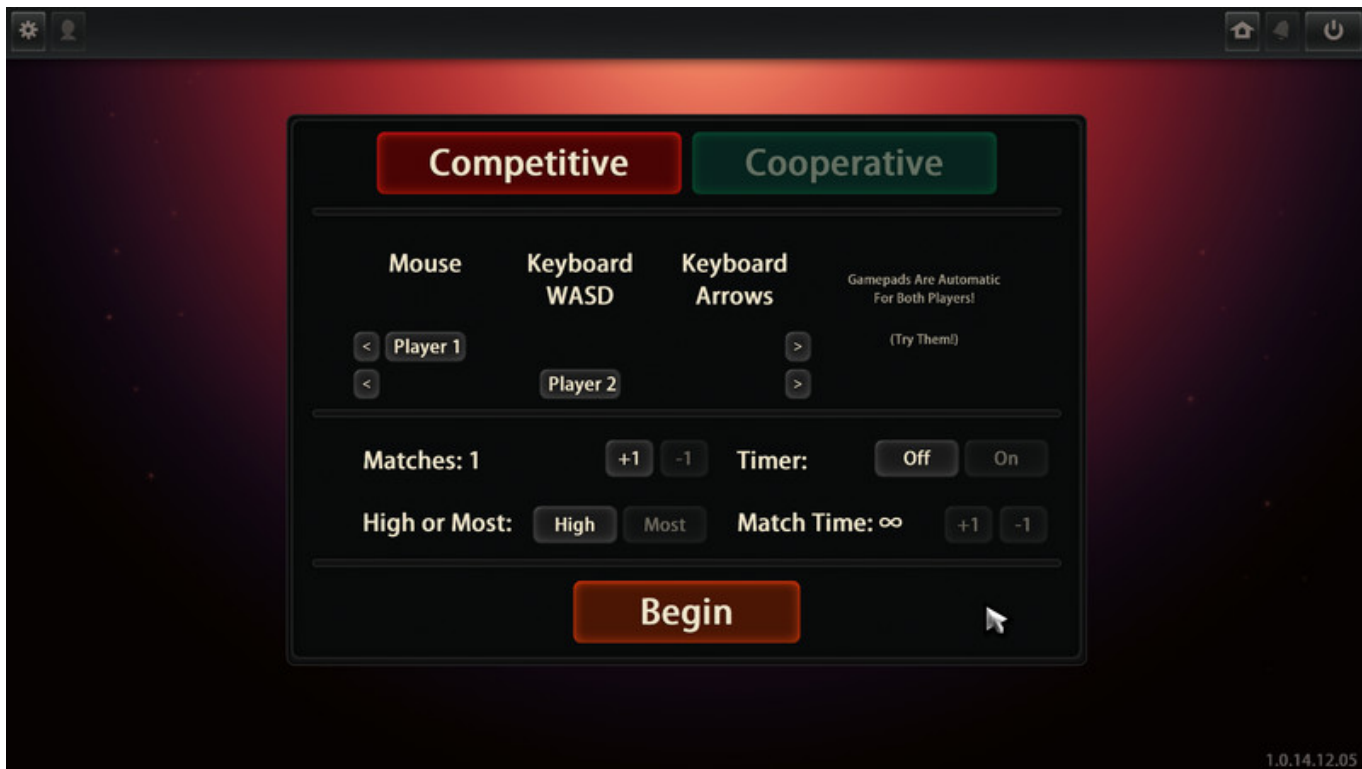
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English



1.0.14.12.05





1.0.14.12.05

I'm quite enjoying the game but the amount of content this game has right now is surely not worth 15\$ and since the game was release a year and half ago i think there should be a lot more content and basic things like a tutorial or some tips here and there, also the items are a bit confusing sometimes and there's no explanation in-game of what each item does, you either see a guide somewhere or try and find out for yourself. Either way i'll still be playing FaeVerse and i hope they can finish it someday but as of now i just can't recommend it for the full price.

EDIT: Recently the game had some nice updates which added a couple of game modes, also the price tag is no longer 15\$ and i think the asked price is totally fair so i'm now giving it a thumbs up.. Abandonware. No updates in 4 years.. Looks like this will be a great game when there is more content! Can't wait for achievements and leaderboards too, And even more game modes! Hopefully the dev team doesn't give up on this game and leave it out to dry... Update: I just want to point out this review was made 2 years ago...

Final update: after what seems like forever the developer have decided to make the game "Free" which is there way of saying we are giving up but we aren't. After the horrible mismanagement not only in development, but also in the PR aspect I would Highly recommend NEVER dealing with this Developer for anything.

While this game is fun, it is very much unfinished. Many of the promised feature are not there. There is hardly anything in the game right now. This would not be a big deal for me being that it is early access, however there has not been a update or any progress in months. The dev have either secretly abandoned the game, or have a very poor work effort. They constantly claim they want to wait to have something big or finished before they update the game, but in the amount of time its been since there has been a update there is no reason why a large portion of the game hasn't been finished. So for now even with a 90% off coupon I would avoid this game. Even if the dev released an update at this point I probably would not change my opinion until its actually released with the content promised because at this point that will either be never or in 2050.. At the moment, I am very disappointed with this game. It has a lot of potential but It has almost one year and a half that I bought it and stills on early access. The game didn't chance much since then, despite one or two updates and a few achievements.

When it gets finished I will chance my review but for now I can't recommend it.. Consists mostly of greyed out game options that can't be selected. Maybe some day it will be a whole game. When/If that happens, and it's worthwhile, I will be changing this review. But as for right now, it's absolutely not worth the price tag. There are free flash versions of games exactly like what's offered so far. Save yourself 30 bucks.

(EDIT)

The developer makes excuses on every negative review. "I'm making this game only for people who like it." That is NOT how you give customers what they want. Listen to what the people are telling you they are PAYING you to make this game. Don't just put out some abandoned piece of trash like this, and then tell everyone why it's their fault when they point out you released broken trash. The last time I contacted the developer I was told there would be "weekly updates to fix these issues". That was now over two months ago. Not an update since. This is an abandoned project, or worse, a cash grab-and-run scheme from the start. I can't tell which. Don't give FaeVerse a freaking dime. To support this kind of "developer" is to punish the gaming community at large.

Bait and switch. I challenged the developers on Dec 17, 2014 about the status of this game. That's correct; 2014!

Back then it was \$29.99, had TONS of placeholder options dimmed out/unavailable, and was always "about to be added". Of course the devs locked the topic (on page 4 currently of the discussion board for this game, I'm confident it won't make it much past page 5 with how slow their forums move) and went on scamming the playerbase out of their money at a high price point. When challenged, the player was always conveniently blamed for being at fault for being unreasonable/too demanding/impatient. Seriously, just go check out the locked forum post on page 4.

The placeholders that existed back then promised to have loads of content. If you weren't playing during the end of 2014, you probably aren't even aware as a player of the options that were supposed to be added as content during the development of the game, so you're not even witting to what hasn't been given to you. Just by reading the other reviews, it's clear that they chose to "correct" the options that use to be dimmed out for future release by just simply removing them. So now the game is \$2.99 because the community is on to them and they want to pull a few more folks in with what really boils down to a mobile app game now.

The irritation levels for the folks that pay \$2.99 probably won't be as high for the folks that paid \$29.99 or \$14.99 when they realize the short lived period of this game, but I wanted to leave this review to show the character and bait & switch tactics that they chose to employ for folks that may not have been around over a year ago.. Early access, not recommended at this time. I picked this up with a coupon, but if you're interested, install Faerie Alchemy on your Android or iOS device for free.

The core match 3 gameplay is good, and the planned features sound promising, with a storyline, multiple game modes, a pet system, and multiplayer. Though the game has potential, the current state is what you would expect from a free mobile game. The controls are touch oriented, and those features nonexistent. There is only a single basic game mode along with a rudimentary inventory and crafting system.. This review has now been made free.. This game is far from finished. It currently contains 2 "Game modes", and they are just spin offs of bejeweled like games. That being said, this game has some potential. The crafting of items puts a new spin on the boring gameplay similar to so many others. I would recommend waiting for the game to be completely finished before even considering in a purchase, assuming it ever will be finished.. Okay game, nothing special though. Only buy when on sale!

A tutorial page to explain some basics (especially what the icons on the top right corner do) would have been a smart idea. Apart from that, yet another Tetris clone, only without the stressful timer (at least in the mode I played). Several game modes that, again, would have been nice to have explained. This way, you have to google before you can start playing as not everything is self-explanatory.

Bear in mind, however, that this is early access and that, hopefully, stuff will be added (like the missing tutorial).. This is a wonderful puzzle game. Already one of my favorites. It reminds me of Tetris in that you move your puzzle piece into position and you match three like in Bejeweled. Additionally, they have added a crafting component to the game. Very fun game.. Its a good game, especially for early access, but one thing is that the game says its controller compatible but when I try to use my controller, nothing happens! I went into the settings, but there was no way to change it. Pls dont say the game is controller compatible until you actually make the controller do something in your game. Still good game tho.. At this state, FaeVerse Alchemy is already a challenging and fun puzzler that combines features of Tetris and Dr. Mario. If you like puzzle games that will challenge you to keep getting better at them, FaeVerse Alchemy is a good game to pick up.

I will update this review if the other features are completed, but even without them, I already consider this a game good enough to recommend.

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