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### About This Game



Toricky is an old-school Action-Adventure game featuring unique mechanics based on fast-flying and physics.



Toricky and Momo are two exploring birds, who are always looking for new adventures.

**They embark on a new quest to a legendary palace where mysterious jewels called "Crystar" are enshrined.  
But the palace, which should be busy with people, seemed deserted.  
What could have happened? Where could everybody have gone?**

To find the answer to this mystery, you'll have to use Toricky's amazing flying abilities to make your way across many zones filled with dangerous traps, and ferocious enemies!

### **EXPLORATION:**

Storming a giant fortress surrounded by psychedelic mushrooms, or diving into heavenly waters infested with wacky piranha, this quest is going to be a challenge. Fortunately, Toricky's aerial abilities will let you explore each corner of the Crystar Palace's immense zones!



### **BATTLES:**

Even if you want to be a peaceful adventurer, the nasty pirates who have overrun this region don't share your same view. As a bird you don't have any weapons, but with Toricky's super strength, the world will become your weapon! Even a pebble could be a lethal weapon in the hands of Toricky!

### **REFLECTION:**

Many puzzles will block Toricky's path. You'll have to use your wits and the environment around you to solve them.

### **BOSSSES:**

Various bosses will stand in your way. Fighting against a giant robot ten times taller than you? That's a piece of cake for our protagonist!

Watch the enemy's movements carefully, find his weaknesses, and strike!



## WONDERFUL SOUNDS:

TORICKY's OST is composed by the legendary composer HIROKI KIKUTA who worked on many cult video game licenses. ([https://en.wikipedia.org/wiki/Hiroki\\_Kikuta](https://en.wikipedia.org/wiki/Hiroki_Kikuta))

And, DALE NORTH, a talented composer for video games and digital media based in San Francisco. The soundtrack's fantasy taste and use of traditional Japanese instruments are perfectly illustrating Toricky's particular world.

## MYSTERY:

Toricky does not only meet hostile creatures during his journey. He may also find the beautiful princess whose mystical powers rule over the Crystar Palace. If you can find her, she will be a great help to you on your journey.

## FEATURES:

- An Old School designed platformer, illustrated with beautiful Manga visuals.
- Interactive environments with a unique gameplay mechanic based around flight and physics
- 30+ hours of gameplay for the completionist
- Non-linear gameplay with 7 Great Zones divided into various Areas
- 56 Crystar (+Secrets) to collect, each with No-Damage and Time-Attack Challenge
- Gigantic screen-filling bosses, each requiring an unique strategy to defeat
- Over 400 lines of dialogue fully voiced in Japanese
- Featuring beautiful musical arrangements by Hiroki Kikuta & Dale North

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- **In-game text localized into 10 languages (Japanese, English, French, Italian, Russian, Spanish, Czech, Portuguese-Brazil, Korean, and Simplified Chinese)**
  - **66 Steam Achievements to unlock, Steam Trading Cards to collect and Badges to craft**

\*It is recommended to play Toricky with a Keyboard or a Xbox 360/One Controller.  
Any other Controller may require a few key configuration using the F1 option menu.



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Title: Toricky  
Genre: Action, Adventure, Casual, Indie, Strategy  
Developer:  
Atelier Melon-Kissa  
Publisher:  
Atelier Melon-Kissa  
Release Date: 13 Jan, 2017

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**Minimum:**

**OS:** WINDOWS XP / WINDOWS VISTA / WINDOWS 7 / WINDOWS 8 / WINDOWS 10

**Processor:** Any 64 or 32 bit processor

**Memory:** 2 GB RAM

**Graphics:** DirectX or OpenGL Compatible Video card

**DirectX:** Version 9.0

**Storage:** 3 GB available space

English, French, Italian, Japanese, Russian, Simplified Chinese, Korean, Czech









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Before I explain the main reason why I do not recommend this expansion I'm going to list 2 lesser reasons.

\*Faerie Market is annoying since it is always near the top of the deck and forces you to give away an object and either 1 gold, 1 fate point, or 1 life right, all at the start of the game when 99% of the time you don't have spares.

\*Dark fate. The game works just fine with normal fate points, and this change just makes it more frustrating. Even using the "Dark is Light" option doesn't get rid of it since there are still cards that allow it to be used in infuriating ways.

The main reason I do not recommend this is that the Woodland expansion grants a way to replenish lives in a way that if one player is on the Crown of Command (with the default ending) and there is only one other player who is in the Woodland region, they can be 100% impossible to kill. This is how it happens:

1. You need the destiny card that forces you to move one space at a time. This card allows you to move between the same two spaces indefinitely.
2. One of those spaces must have a card such as that has no effect when you end your turn on that space and does not get removed from the board.
3. The other space must have Tranquil Glade, which allows you to replenish all lives.
4. The player on the Crown of Command must have no objects or spells that they can use. Since once on the Crown of Command you cannot voluntarily move back a space, this forces you to use the Crown of Command.
5. By simply moving between the two spaces you can always heal back to your full complement of lives before the other player can kill you. Since you can always move one space (i.e. no dice rolls) and no cards are being drawn in this situation there is nothing to force you away from the Tranquil Glade.

The game should not be breakable in this manner. And I know it's possible because I have a game in which I'm on the Crown and the AI is doing exactly what I have described above.. A fairly decent game. Get it on sale.. Coool game!

So creative and compatative game. Awesome soundtrack, beautiful artstyle, challenging but rewarding gameplay. Loved it.. THE BEST GAME EVER!!! and yea lol i found this game cause its to do with a crow ffs. Its super fun and totally my game if u know what i mean ( read edgy S\*\*t about Suncrow in my profile if u wanna know ). The crow kills and protects things from evil, thats Suncrows job too! they should call it like SUNCROW THE GAME xD but no one but my family and friends know about suncrow.

. Well, after all this looking, I've finally found it!

I finally found a Spy Fox game that I enjoyed, and can completely recommend.

Spy Fox 3: Operation Ozone is the thrilling conclusion to the Spy Fox trilogy, and what a wild ride it has been! I was surprised to find out that LeRoach was actually Spy Fox's uncle, and pulling MobCo's strings from the start. And while in this entry in the trilogy there's some odd choices, like a romance between Billy the Kid and Moneypenny, and delving into Professor Quack's childhood, but I feel like it helped flesh out the story a lot more. And the return of Russian Blue right at the end was a nice touch to tie everything together.

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Of course, you realize I'm kidding, don't you?

Spy Fox 3 concludes the Spy Fox trilogy in no way related to the previous games, barring the exceptions that they follow Spy Fox beating a maniacal villain, and there's some slight nods to Spy Fox 1 and 2 here and there, but not enough that it becomes annoying. In fact, this game improves even more than Spy Fox 2 did over Dry Cereal.

Spy Fox 3 has a massive gallery of devices this time, and some gadgets that might potentially never be used for a playthrough. You also can control Spy Fox's spy car and drive across the planet to the four most well-known worldwide landmarks: Street... Jungle... Desert... and Lake. All very important in the history of humanity.

However, what I felt was lacking Spy Fox Uno and Dos, that Tres has done so much better is that, the world (while large) isn't completely isolated with its puzzles. There might be something you need in order to finish a puzzle in a different area, so you'll be transporting across the globe between locations so much to the point, that you start to wonder how long Spy Fox has been spending driving to all these place and how much time there really is left on the massive aerosol can. But each area you visit is beautifully colored and drawn. I love the way each location looks, and how the character fit so much better in them, than the bland worlds of Acidophilus and the World Fair.

On top of that, the music in this game is actually pretty good. You won't be humming the tunes after you beat the game, but they each fit to their own areas nicely. Even though the African deserts have a western guitar sound, and the Russian lake has northern banjos playing.

Another complaint I had with the previous entries were the villains and their plans. Between Billy the Kid trying to blame cows for flooding the world with milk, and LeRoach relying on precisely 1,000,000 people to wind up his doomsday device, it's nice to see that Poodles Galore actually has something of a slow-burning "Death Star" aerosol can floating over the earth to slowly deplete the ozone layer. It isn't the most sensical, but I think it better fits a villain's master plan than the incredibly stupid ones from the previous entries. And I liked Poodles as a character. She played off that make-up diva angle that I'd never seen as a James Bond villain parody before, and I thought she was funny.

The humor in this game is a lot more visual now, too. Spy Fox spouts his annoying puns here and there, but a lot of jokes are sight gags, and are legitimately funny. Jokes have set ups and pay-offs through the character's interactions, because I think the Humongous budget went somewhere into the animation. This is probably one of the best looking and best animated HE games I've played in the library thus far.

Spy Fox 3: Operation Ozone has that perfect blend of child-like charm, spy thriller action, and good humor to provide an experience that I believe is well worth the price of admission. It succeeds in gameplay and story far more than the first two Spy Fox games, and the puzzles are much more intricately laid out this time around. I'm giving this game a 7/10. It's nice to see that Spy Fox ended on a high note before he went out.

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As an escape room aficionado in real life, I figured I'd try this one out. I have to say that the quality of the puzzles in this game rivals that of some real escape rooms I've done.

Some rooms were really easy for me, but as I advanced through the game, I started to struggle a bit. Some of the puzzles are cryptic, which might cause some frustration, but talking with your companions often leads to helpful clues. I did have to resort to a guide at a few points when I got stuck, and the answers all make logical sense, which makes me appreciate the amount of thought that went into the puzzles. Bravo.

The story offers multiple endings, but I won't say anything about them, other than that I still have questions about some of the characters. Being that the game is primarily puzzle-based, I'm not particularly turned off by not getting all of the answers in this regard.

Is it perfect? No - but it's a quality game that I enjoyed. I am happy to be amongst its initial supporters, and I hope it finds success!

EDIT: The developer has been vigilant in responding to questions, bugs, and requests. Mine was resolved within less than a day. Impressive customer service!. Love the gameboy Asthetic. And where can I get my hands on the snow mountains theme? I want to listen to it without panicking I'll die any second. Units look very nice for Victoria II quality, my only gripe is that the uniforms represented were not adopted until after the Mexican-American war. But w/e. Would love to see an option to customize keybindings.. ( READ THIS )

Man!  
this is fun and hard.  
A bit grindy but i dont mind it .  
Sometimes you will feel like its too slow in early game .  
Late game is faster and no more grinding .  
the upkeep of ur vilage is high in early stage.  
so .. yeah worth it and i can't wait for more update.  
survival game and tower defence its a good mix.  
its a RTS first person . never seen anything like that.. I you're good at shoot em' ups, this one is good for you. This game really feels like an arcade game.. Well put together doco on the early games industry and Atari leading up to the crash. Good interviews with the key people, worth watching.. Outskirt is a simple but deep shoot'em up. It is a mix between between Ikaruga and Super Hexagon : move in a circle, shoot in the center, absord the bullets of your color, shoot the ennemies of other colors and switch from color to color while trying to increase your multiplicator. That is the theory, but in reality, you are going to loose while the relaxing music is taunting you, you are going to tilt, but you are going to keep playing :V. Gotta get those sweet points.

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Hello everyone!

Steam Winter Sales is here!. Toricky or Treat! Halloween Sale - Toricky 25% OFF! - DLC 30% OFF!:  
Hello everyone!



Halloween Sales is here!. [Major Update] Toricky version 1.2 & Weeklong Deal 20% OFF !:  
Greetings fellow players,

We are pleased to announce that Toricky's v.1.2 is finally here!. [Release] Toricky for \$ 14.99 & OST for \$ 6.99 on Steam  
Jan 13, 2017:

Toricky for \$ 14.99 & OST for \$ 6.99 on Steam Jan 13, 2017. [Bug Fix Report] Toricky ver. 1.2.0:

Bug Fix Report

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