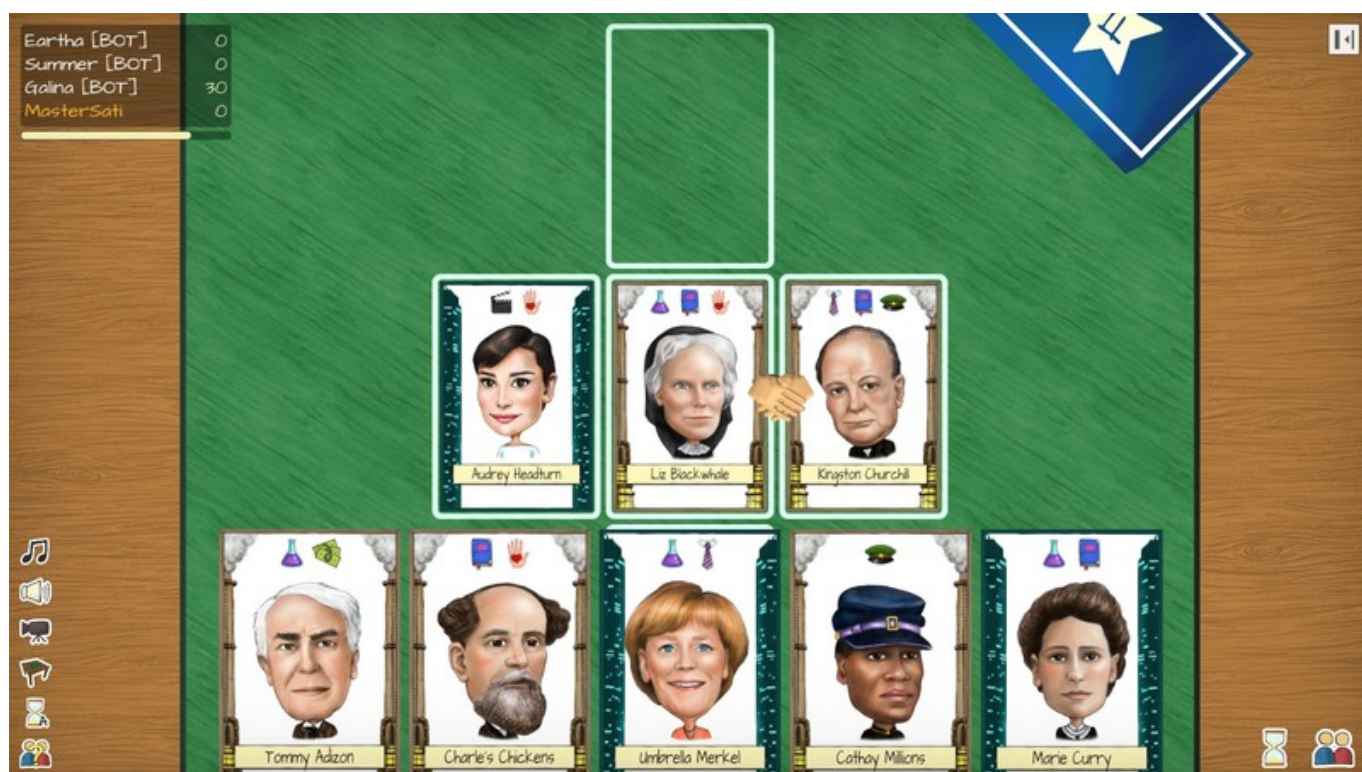

Famously Card Game Download For Pc Highly Compressed



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About This Game

Intro

I bet you know who Albert Einstein or Bill Gates is. But have you ever heard about Albert Zweistein, Bill Dates or even Napoleon Borntoparty? They all [exist...in](#) parallel universe called Famously. And they are still alive and eager to meet each other. That's where you come in and be a part of the whole Famously universe.

Description

Famously is a card game with simple rules where you get to know some of the noticeable famous people from history while having fun with your friends and/or strangers.

Features

- easy to learn game rules
- all-ages family game
- symbol-matching mechanism
- famous people from history

-
- 64 unique caricatures
 - special actions to influence the game outcome
 - play online with friends or strangers

Future

This is not over yet. We plan to update the game with the new content as often as possible. New content like options to customize your environment, adding new famous people or preparing different sets of cards, e.g. dinosaurs instead of people ;)

Title: Famosuity Card Game

Genre: Casual, Indie

Developer:

Hotovo

Publisher:

Hotovo

Release Date: 3 Apr, 2018

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Minimum:

OS: Windows XP SP2+

Processor: SSE2 instruction set support

Memory: 512 MB RAM

Graphics: Graphics card with DX10 (shader model 4.0) capabilities.

DirectX: Version 9.0

Storage: 500 MB available space

English

5 GROUPS



BACK

EXIT





popularity card games. popularity game cards. famoucity card game

The game keeps freezing and will not allow us to play. a Waste of \$7.99. I wanted to play this game, but everytime it's my turn, the game somehow keeps on crashing! It totally closes down on me and I'm not sure what the problem is. Can someone, or the developers, help me figure this out? I can't recommend the game without being allowed to even played it :((. It's a real shame this game is not more popular (yet), it's actually really good!

The game itself is fun and allows for more intrigue and strategy than first meets the eye. While the basic concept of matching symbols between cards can seem a bit simplistic, the special action cards add a whole new dimension to it. Winning a hand or two and having some cards in your pile doesn't mean much unless those cards can be used to form valuable combinations. This is where the intrigue and strategy comes in: which hands you need to win, which hands you need to make sure your opponent loses, what cards to swap, which cards to steal, etc.

You need to balance building valuable combinations for yourself, with sabotaging your opponents efforts to do the same. Winning the hand on the table might mean sacrificing a valuable action card, and it's not always the smartest choice to win the hand at all costs. In a nutshell, you have a game that has enough depth and near infinite re-playability to keep you and your friends entertained for a while.

The art style is beautiful and comedic at the same time, the ambiance is great, the names are quirky and the sound\music is pleasant. They even built multiple camera modes so that you can find one that works best for you. The interface is one of the best I've seen in this kind of game, you can tell this is not some crappy mobile port.

It's got a great tutorial and the rules are easy to learn, without being overly simplistic. It's got good built-in help should you need to refresh your memory regarding rules or combinations.

Multiplayer works flawlessly and it doesn't suffer from any crashes or bugs that I've been able to find.

Overall the game feels very polished and a lot of care and love must've been put into it, which is surprisingly rare, especially when it comes to card-game adaptations.

To the dev - some quirks I found:

- If you briefly go into 'Find a game' then hit Cancel, the notification of "would you like to play with bots while you wait" still shows up and overlaps the main menu.
- While playing a multiplayer game, if you open the "Show Groups" help screen, it opens behind the chat window that is situated on the top right, and the chat window overlaps the close button for 'Show Groups'. It took me a little while until I figured out how to minimize the chat window so that I could close 'show groups'.
- This is just a subjective suggestion: The hand-drawn graphics are awesome, I think it would be great if the 3d hand symbols would also be replaced with drawn hand symbols instead - might feel more in line with the overall feel of the game (and look better too).

I sincerely hope more people pick this game up and it takes off. It's a humble beginning, but I think it's got a lot of potential and the future dev plans outlined in the last update sound great - I really hope they come to fruition. I would also add more special actions to that list.

I'm really glad I picked this up, I think there's a lot of game here for the price, and this could turn out great should it catch on and gain a community.

. Great game! Like UNO...only it's fun and UNO sucks.

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