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About This Game

You are an enormous creature from beneath the ocean who has never seen the surface. What will you do with this world of humans? Can you survive? Will *they*?

- Multiple endings based on your actions
- Short playthroughs that play out differently depending on your choices
- Graphics, physics, interactability, and sound remastered from the original Flash version
- Accessibility features to help legibility

Story

Last night I had a dream.

I floated in darkness, immense, squamous. My mind flowed like my body, slowly and sinuously, tremendous wheels both too slow and too fast for me to describe to you now.

I was perfect, and titanic, and serene. But then, as I moved through the cold abyss, I saw a light. And as I came near, I saw

something... wonderful.

Title: The Majesty of Colors Remastered

Genre: Adventure, Casual, Indie

Developer:

Future Proof Games

Publisher:

Future Proof Games

Release Date: 28 Feb, 2018

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English







I played the browser version of this game a lot when I was a kid, so I was excited when I saw that it had been remastered for Steam. A minimalistic, relaxing game that's great to play when you have 10 minutes to spare. This game you play as a Monster from the Sea(which is cool). You are trying to figure out what this world is and are experimenting with the human creatures that interact with you. They will either like or dislike you depending on your choices. Also the color palette used for this game is great. I look forward to the next game created by Future Proof.. I'm so excited to be able to have a copy of (I Fell In Love With) The Majesty Of Colors on my computer forever! I've loved it since I first encountered it on Kongregate so many years ago. It's a fantastic little conceptual thing, and the remaster is totally true to the experience I remember in my browser, only better. Highly recommended, and I'm delighted to be able to throw a few dollars at the devs in recompense for all the years I've adored it.. A charming short and simple game back when it was first released on NewGrounds. The remaster is basically to get the game to work on bigger screens and off of flash. I love this game game back then, I still love being the tentacle monster fascinated by a stray wondering balloon. It has Multiple endings, a number of objects your tentacles can interact with.. A cute game where you play as a curious Lovecraftian creature who either drowns people or gives them balloons :3

(I Fell in Love with) The Majesty of Colors is one of those games that nearly everyone of a certain age has played. It was one of the first flash games I ever played, and it had a profound effect on how I view myself and the world. I'm so happy that this piece of internet history has been preserved so well.

5\5; I fell in love all over again.. I Fell In Love With The Majesty Of Colors was one of my early internet gaming memories back in the day, and it's one of those that stuck with me over the years, even for being a 2 minute flash game, a relic of gaming past. Despite that, I still came back to play it again and again over the years, even though I know it all back to front by now. There's just something about it, and I can't say for sure, but I think it may have had a big effect on my tastes in games, as I still like the strange little things that do something out of the ordinary.

I think it's fair to call this a classic, and I'd personally put it up alongside the likes of Super Mario World, Pokemon, Crusader Kings, and New Vegas on my list of favourites of all time.. One of my favorite older games, and I love having the remastered version. It takes 15 minutes to play, but it's one of those ones that sticks in your mind for a good long while.. Short but deep. Literally.. A cute game where you play as a curious Lovecraftian creature who either drowns people or gives them balloons :3. (I Fell in Love with) The Majesty of Colors is one of those games that nearly everyone of a certain age has played. It was one of the first flash games I ever played, and it had a profound effect on how I view myself and the world. I'm so happy that this piece of internet history has been preserved so well.

5\5; I fell in love all over again.. (I Fell In Love With) The Majesty of Colors Remastered is, well, a remaster of (I Fell In Love With) The Majesty of Colors! It's a very short game and this review might spoil it, so don't read too much before playing!

tl;dr: This is an (imo) beautiful art game that made a big impression on me and many others back in 2008, and having what was initially a flash game now available in a remastered state is actually really important! If you like art games, narrative experiences, or big tentacle monsters, I heavily recommend this. If you don't like very short games, this is probably not for you.

The Majesty of Colors was originally a short and sweet art game made in Flash, released on Kongregate in 2008. In it you have just woken up as an eldritch tentacle monster under the ocean, and in a world that is now unfamiliar to your tentacle monster mind you reach out your appendage to make sense of what's around you. What I personally think is really cool about the game is the opening and ending quotes of the game, as well as how human (or nonhuman?) the monster's personality becomes depending on your actions. Though the themes of TMoC is something that has been explored more since the game's released, it was not very familiar ground back in 2008, and I think it aged well.

Right now Flash is dying, and in a few years it's very possible that you will no longer be able to play any of the great Flash games from the Flash game era. Adobe has announced that they will no longer update or distribute Flash, many browsers have Flash either disabled or blocked by default, and Flash has been mostly unavailable on mobiles for years. Without a remaster, this game would most likely just vanish one day, unable to be played anymore. This is why remasters like this are important, because it means the game no longer has a death sentence. Now anyone with a computer and a little bit of money can play it and find it.

I can see why paying for what was once a free Flash game might seem weird on the surface, but this is not, like, just some Flash file uploaded to Steam. This is a full remaster made in Unity intended to catch the feeling and look of the original game while subtly tweaking issues and quirks from the original. Making games takes time and money, but the original The Majesty of Colors had a sponsorship, and I don't believe the Remaster has had similar funding.

As someone who played the original when I was like 12 and replayed the original right before buying this, I'm really happy about the remaster and its tweaks. As someone who likes playing tiny art games every now and then, I'm really happy about the experience that this game gives you in general. And as someone who's really worried about the death of Flash games, I'm relieved to see The Majesty of Colors on Steam. That's why I recommend this game!. https://youtu.be/VK_L4WUavY2g

[The age of the title does it little favors but there is still enough charm left in it's simple tentacle based functionality to make the game worth diving into.](#)

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