**"Only Three Colours"**

The game "Only Three Colours" is a minimalist puzzle-platformer that explores the theme of simplicity and creativity. The player takes on the role of a protagonist who is limited to using only three colours to solve puzzles and overcome obstacles.

Throughout the game, the player is presented with a series of increasingly difficult puzzles that challenge their ability to use only three colours to create solutions. The player must use their skills to manipulate the colours and create innovative solutions to the puzzles, as they attempt to progress through the game and reach their ultimate goal.

As the player progresses through the game, they encounter a variety of characters and obstacles that test their understanding of colour and creativity. The player must make decisions that will impact the outcome of their journey, and must weigh the consequences of their actions as they strive to overcome the challenges they face.

The climax of the game involves the player facing a final challenge, as they must use only three colours to create a solution that will unlock their path to success. The player must use all of their skills and creativity to overcome this final obstacle and to achieve their goal.

In the end, the player reflects on their journey and the impact it has had on their understanding of colour and creativity. The game concludes with a sense of accomplishment and a newfound appreciation for the importance of simplifying and focusing one's efforts to achieve great things.