
Charlie's Adventure Activation Code



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About This Game

Take on the role of Charlie and enter a strange and mysterious world filled with nightmarish hordes of zombies, dangers and many surprises.

In this easy to play and hard to master platform you will slay zombies, avoid as well as use deadly traps, and unleash your true potential through a variety of skills and abilities.

Charlie's Adventure will take you on a journey through 12 unique levels as you face off against legions of zombies. Help Charlie cleanse his world of these vile creatures!

FEATURES:

- work your way through 12 levels of zombie infestation
- dozens of scary but not so smart zombies
- deadly traps that can kill you and your enemies
- use the environment against the enemy
- easy to play, hard to master type of a game

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- 3 difficulty levels
 - full controller support
 - keybinding support for : keyboard, mouse or any joystick
 - Ultra HD resolution supported (4K)

Title: Charlie's Adventure
Genre: Action, Adventure, Casual, Indie
Developer:
Just1337 Studio
Publisher:
Just1337 Publisher
Release Date: 18 Nov, 2016

a09c17d780

Minimum:

OS: Windows XP or Later

Processor: 1.5GHZ +

Memory: 1 GB RAM

Graphics: 256 MB or Higher

DirectX: Version 9.0c

Storage: 2 GB available space

English

E STANDARD

Feeling Good 95.2%

Nina Simone

001 2:51 1965 E STANDARD

I'm Gonna Be (500 Miles) 0%

The Proclaimers

Rebel Rouser 0%

Duane Eddy

This Love 0%

Pantera

SEARCH

FIND A SONG... SHIFT

SORT BY

TUNING TAB

FILTER BY

FAVORITES ALT

SELECT A SONG

+ Favorite CTRL Path/Input SPACE Tools ESC Back ENTER Select





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A great challenge! If you're a fan of action platformers, this is right up your alley. Great visuals and it's a retro inspired game that hasn't gone with pixel art. Did I mention this game can be difficult :D!. This is a nice game I want to give it a chance. At least the devs are on the right foot with the basics and mechanics of the game... Needs some work.(Actually a lot of work.)

- *Playing with someone would be much better.
- *The game is very confusing for a newcomer such as me.
- *The menu... Not there yet but it will hopefully join us sometime.
- *The mechanics are unique but perhaps it would be more intriguing to add some more skills,traits,abilities etc.
- *A lot of animations need to be finished.
- *Sound bugs? Or maybe bad sound quality? Or its just a problem with my audio card I don't really know.

Yes,yes I know people who will read this throughly would think like;

" Why does this guy even recommend this game?"

Well friend, this game is unique thats all. I played some decent amount of Natural Selection but this one is just completely different and when I saw that "Inspired by The Thing" I instantly bought the game without watching a trailer or anything. Suprisingly the game looks good. But as I said needs a lot of work.

I would give it a 5.4/10. My review and score will definitely change in the future updates.

Feel free to add and play with me.. I cannot deny that it is a game, however much I try to. My wish would have been to have played a different game.. What I liked best about Torn was exploring the mansion and the attention to detail in building it out. I spent almost an hour just on the first floor examing every object and playing with the physics. I agree that the story didn't live up to its potential and that the puzzles were simplistic and repetitive, but I still recommend this game just for the beautiful and immersive world Torn creates.. It only took 7 minutes to fill me with the horrible feeling of frustration (why doesn't it collect the cheese? why doesn't it step onto the bridge like the other rat? why doesn't it give me three stars even though I only used half of the available pieces? why do I have a mobile app on pc?). Not even worth the 21 cents I paid for it.. This is a very fun Top-Down shooter!

You get to choose between different classes with different bonuses and different negatives, you can get different Weapon drops and use them againt different Ailiens. The controlls are easy to use and the whole game is very intuitive and fun.

I play this game when im bored of BDO and its a heck topn of fun. I wish for a co-op or a multiplayer in gernal :D

All in all its a great game!. The Last Mission is your typical indie FPS made with Unity and featuring endless waves of zombies...

POSITIVES

+NVA

NEGATIVES

-0 objective

-1 map

-
- 1 enemy type
 - 2 weapons

Verdict: Feels like an improved version of The Slaughtering Grounds but that's not saying much...

<https://www.youtube.com/watch?v=j9O7XjfAW0s>

Rating:

0.5 V 10. The pieces are here for greatness. I love games with little to no direction from the game and its your job to make the adventure. It is still very early access but is very playable. Graphics are very Rimworld based. With more content like monsters, dungeons, weapons, biomes, and multiplayer this game will be one to watch.. Hi I need help sometimes, and that tells me the mod once I start, it is already another game startup process on running, please wait until it is finished, but I have the mod for the first time started today, please help!

I went into this game expecting it to be one of the worst games I have ever played and in that I was disappointed, I am a bit of a Masochist when it comes to games and I do seek out bad games as well as good ones.

The other user reviews on this game plus TB's "Why do I own" video made this one sound like that would be that bad it would make a great video, So when it came on sale for 1\u20ac I grabbed it.

The game is average. It does not do anything well but doesn't suck at anything to badly nether. It is what it is. If people really need tips on actually bad games they can feel free to drop be a line because this is not it.

Would I recommend this game? if it's on sale for a euro or two I guess why not but not at full price. but note it's just an average game with nothing that really stands out it doesn't do anything to wrong but nothing to right nether.

For those who want a hot tip on a game that far worse than this and to prove my point. Get "Dark Apes: The Fate of Devolution" Play that a while and this game will seem rather good :P. Honestly, I'm kind of T/Oed. I am relatively new to Steam and my naivete led me to assume that they would only sell me functional working products. Boy was I wrong. I see a SALE and a game I used to love playing on XBLA for only ONE dollar!?! Too good a deal to pass up! "click" Wait a minute No Multiplayer??? No MAP EDITOR??? So not only can I not play online with friends, I can't even make a custom map to do skirmishes with the AI !!! I'm stuck with the some 25 campaign maps, which I beat in under half a day!!! The saddest part of all this is the fact that I most likely would have never purchased it if it hadn't been slapped in my face with a SALE sign on it. This is not a retail store; you cannot liquidate your crappy inventory for a few bucks to some dumb♥♥♥♥♥♥♥♥♥♥on the street. Please take this game down! You are discrediting what the game used to be.. Great with friends.. Unfortunately I should put a much negative review than I want to for this Game as it is enjoyable only for the variety of Characters so NOT for his story (bare to the bones: Big bad Alien try to make quick cash taking hostage the world and mistfists heroes try to stop him. THE END no more is given to you than that so DON'T expect: cutscenes, characters dialogue with the villain, epic ending (more a "roll the credits") and things like that) and NOT for his levels (with no story the game leave you to a bunch of levels to beat and there is 88 of them, they're not randomized and you will learn to know them quickly. The first 20 something levels are fun then little by little you can see the enemies don't change much, expecially in last levels and can also see that devs put too much effort in making levels crazy unbeatable than fun (so no cool strategy to devise only a lot of luck and repeating), ideal for masochists or people who like to try,try and try levels until they beat them (pretty much like the people who play slot machines). And as someone else in these reviews pointed out Boss battles are the same for each of the 4 worlds only made the Life bar a little bit longer so the classic saying: " if you see it once you see it all" it's valid here. This are from my perspective the bad points that make this game a little bit more of a chore to play than fun. Now let's see the good part: The characters

88 Heroes is a fun brigade to know most of them useless and in there just as spoof of much more iconic heroes or to die in a spectacular explosion of pixels .You can see the developers put much more work on them than the rest of the game as each got a set of moves specific for each characters (so different in-game mechanics to use) a good brief backstory for each to give you an idea where they come from and unique voices (that make you like them more or less). They are funny, easy to get and the player will love to reuse them to try all their "quirks". Do you need 88 levels for that? the answer is No. Do they die easily? let's just say is based on how good you are with each character but even the best player couldn't complete all the levels with Mr. Colossus (too big to pass some points) or the Mucus guy (bounce everywhere and good luck passing through the skulls with the sunglasses). So the bad thing is before "retry" a character you have to collect 88 coins this to revive them and let me say there is a lot less coin around than what's really needed.

Now where are we in all this? aside controlling the heroes Our perspective in-game is from the back of a monitor of the Big bad H88 this Alien guy who to be honest is also a well made character but a little repetitive in his behavior as he will in rotation comment on heroes death\winning the level: saying it's stupid or dumb, shoot manservant robot head, scream at the screen: without taking count of wich hero is on it and if you leave for a bathroom break, the villain will also go for a "pause". But in the end is fun to have around and you could tell his perspective and generic opinion on the heroes performance will be pretty much your own (slap my face each time I see them fail).

The question you should ask yourself is: Is worth buy this game for 15\$ only for the characters? My answer is: Meh I already throw away my money blindly for this game just because I love superheroes so retry a level every once in a while for a hour or two will be fine and hopefully (in my dreams XD) developers will come out with more content (dlc, stories\objectives sections, etc.) that will make my purchase get more meaning. If you want to help developers (who could give us some more in deep good games in the next future) and don't mind waste money [:(*sniff* go for it.

Do I recommend other people to spend this kind of money for it: No. Go easy on this and read what you get for. Then if you still don't care. Do what you want ;-). 100% achievements.

I enjoyed it to be honest.. Actually better than I expected.. Awesome game. The puzzles themselves are challenging but the speed of the game makes it really addictive.. Pick it up for under \$5, worth an hour or two of your time!. Lovely game. Bad game. Bad physics. Cheap tracks (random things being thrown at you from the sky to knock you off your bike as an ex). Poor track design, honestly just frustrating bs. No analog movements (haven't seen this cr** since Trials 2). WTF. NO CHECKPOINTS - which in a game like this where the first few tracks = 'Hard' Trials tracks is the stupidest (or laziest) thing I've ever seen. Waste of my \$5. Do not buy. Go play Trials or the very capable 'Urban Trials Freestyle'.

Slash It Ultimate released!:

Check out our ultimate version of the Slash It series, many new cool game modes and features!

http://store.steampowered.com/app/656600/Slash_It_Ultimate/. **Patch 1.1:**

Performance improvement, minor glitch fixes!. **BIG DISCOUNT -98% Just1337 Collection Winter Bundle:**



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