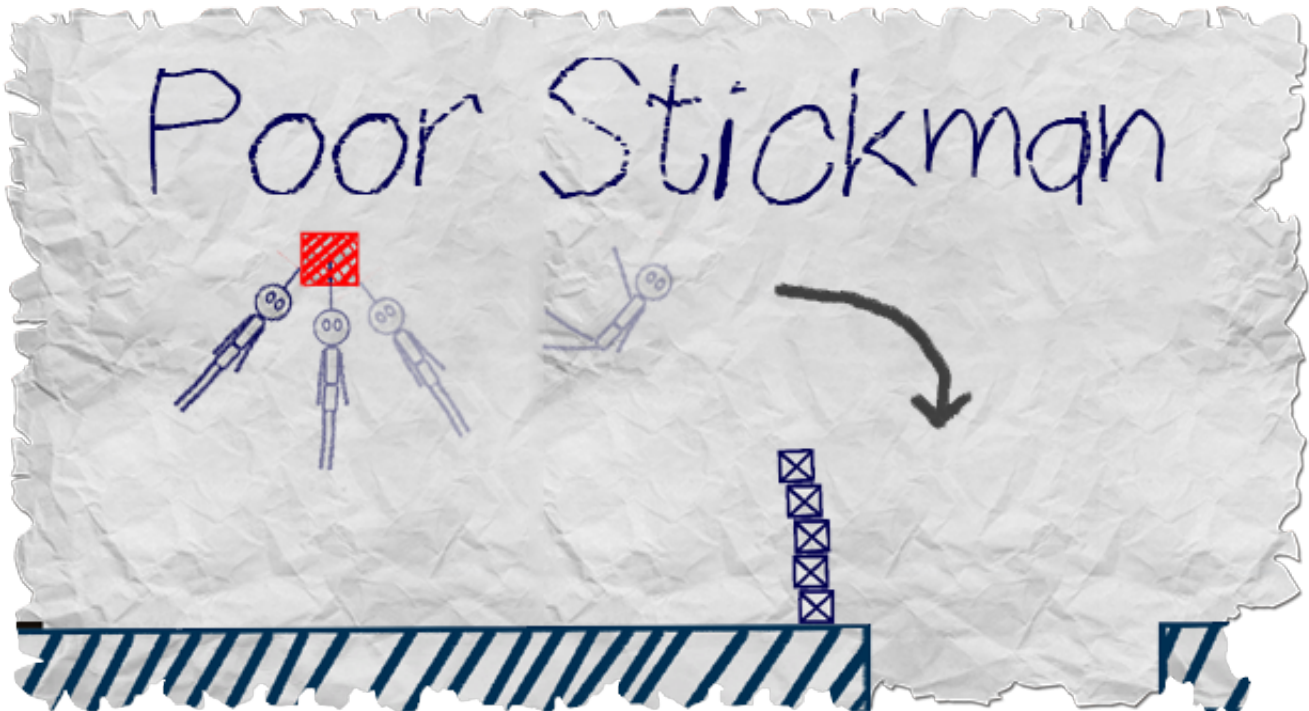

Poor Stickman Download For Pc Highly Compressed



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About This Game



This poor Stickman is attached and can not deliver himself! Unfortunately for him the freedom will certainly be even more painful!

To free him you will have to reflect and make the right choices.

Do you feel able to finish all levels and deliver this poor Stickman?



Features:

- 50 different levels!
 - Addictive!
 - Original decor!
- Relaxing gameplay!

Title: Poor Stickman
Genre: Casual, Indie, Strategy
Developer:
RewindApp
Publisher:
RewindApp
Release Date: 26 Feb, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7/8/10 - 64bits

Processor: 2 GHz Intel Pentium 4 or AMD Athlon or equivalent

Memory: 2 GB RAM

Graphics: Intel HD Graphique

Storage: 120 MB available space

Sound Card: All

English







poor stickman

gameplay from my few ours is pretty ok. great waste of time.

heres how my game went.

1.pick jake

2.find a high spot/ledge where i cant be hit

3.spam meteor until i win.

4.level up meteor to get more projectiles

5.repeat. There just isn't enough content in the game. You really feel a lack of control over what's happening in the game.

Management elements are bare bones. The graphical animations are severely lacking.. Still has bugs. Needed nails to attach boards to tree and game says they are not in my inventory even though I retrieved them. Game says new item found %s. Now I cannot progress..... Was good at first..... Not the longest puzzle game in the world, but decent. Maybe slightly harder than Hook, which came before it. For the money, a good game which will last you about an hour.. Neat looking game, with a quirky graphics style. Reminded me slightly of a more modern day Darkest Dungeon, except this isn't turn based - it's real time, which works pretty well.

I started off as Ash (who wouldn't?) and fought my way past several undead with my trusty boomstick, before it ran out of ammo. Uh oh. Well, I'd found a fire axe and a crowbar, so I could melee further undead - this requires decent timing to move forwards, strike (hope you proc a knockback) and withdraw until you're ready to swing again.

Pretty quickly though I found a pistol, rifle and SMG, along with just enough ammo to keep me going.

Also, I rescued two other people, who travel with me on my quest to kill Evil Ash.

This gets pretty neat, because now you can equip all 3 characters and activate their weapons using the keys Q, W or E.

"Hey, Evil Ash!" *boomstick* *rifle-shot* *continuous SMG fire*

"Uh huh, that's what I thought, \u2665\u2665\u2665\u2665\u2665!"

Quest successful, it's then a case of fighting a way back out of the haunted house (new monsters spawn) and done!

Yup, finished it first go, without too much difficulty.

I may have been very lucky? Dunno.

Not sure on the longevity of the game though, but it's early access, so I'm hoping they'll keep adding to it.

Would be nice if there was some sort of cut scene V ending appropriate to the character when you complete - would add incentive to complete with the variety of different characters. :)

Overall, thumbs up - took me bang on 30 mins to play through.. Most fun I've ever had playing such a stupid, pointless game.

Worth every penny. lol. Just beautiful.

This is as old school as it gets.

Talking about Hexen, Heretic, Wolfenstein3D and of course, the beginning of Serious Sam.

If you got kids and you're still a gamer you need to have this.

Kudos Oleg, and thank you for this.. Not as Hello Kitty fan I find this game really fun So I recommend this game to everyone who like to race with cute animal

Great game already despite just entering early access. I can't wait to see what this one becomes.. Loved the flash game, and this was no disappointment as a sequel. You won't regret buying this game.. Your typical bullet hell. Fun, Frustrating, Fabulous. Short but good.. Did I seriously just spend a weekend getting drunk and playing this game? So this is how one's social life dies.. Well, wow. I bought this visual novel on a whim when I picked up KIndred Spirits, so I guess my expectations were non-existent. Yes, I had heard of Innocent Grey before, but I never got around to playing Kara no Shoujo, which from first glance appears to be nothing like Flowers. Anyway, that said. Innocent Grey is a truly impressive company. I don't believe you'll find a visual novel, on Steam, with such production values. The art is great, the sprites are great, music fitting, characters are actually interesting, and the story is never really boring despite how mundane one would think the setting is. In fact the story is also laced with little mysteries that actually make you think. The story itself is endearing, frustrating, and on a few occasions heart-breaking. For 20 dollars full price, this visual novel is a steal. And I personally, can't wait for the sequels! And ah! Before I forget, the translation is top-notch. As an avid visual novel reader, this fact simply can't be ignored. It just reads so damn well.

I did however make a mistake of doing the true route first, yes there is a true route for the series' continuity. It left me with bitter feelings towards the other heroine, who in the end is a side what if route anyway. So my 21 hours is for one route only.. A lot of people here are saying that the game has few bugs. It has LOTS of bugs, including bosses dealing massive damage through walls, and occasionally clipping through them. On top of that, the game systems are VERY broken, with mobs spawning anywhere that's not on your screen. If you die, you respawn with a pittance of health, and only 30% of your hunger. May divine help come to you if you die at the start of night, as you'll have to run through the darkness to try to reclaim your gear, as the night cycle is longer than the time that your items will stay on the ground. Overall the game shows promise, but is currently not worth playing without some decent fixes. I will happily change this review to positive if they fix up these issues.. This has to be one of the weirdest games I've ever played. The story is a little incomprehensible, I have no idea what the origin language is (Russian?), the events of the game seem bizarre and alien. The controls are weird (it doesn't even mention the space bar which seems to slow time & defend when you aren't moving, in addition to allowing you to turn the camera) and inexplicable.

If you want to experience something unique and bizarre, grab this when it's on sale.

I don't recommend this as a game that's fun to play, I recommend this because it's so weird that it has to be experienced. It cannot be fully explained with simple words.

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