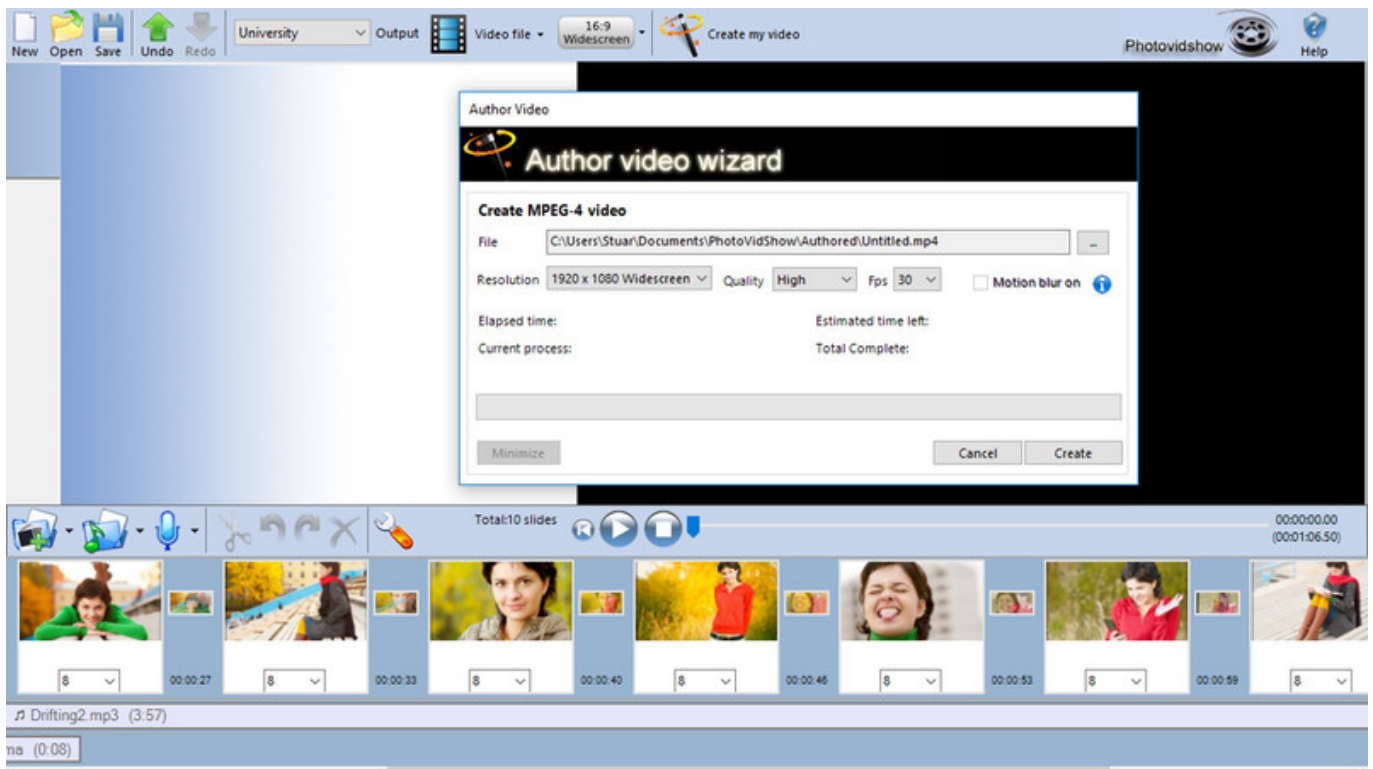The Final Days: I'm Still Alive Free Download [Crack Serial Key

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About This Game

A text-based survival game.

You just started to enjoy your vacations away from anything and anyone. Out of nowhere people start dying. Still the biggest problem is... some of them came back...
What are they? Who are they? What's really happening? That's for you to find out. Can you survive long enough to uncover the secrets behind the chaos?

I'm Still Alive is the first chapter of the story of a normal survivor(you) in the middle of total chaos.
Your choices will define who you are and sometimes who lives... or dies... including yourself.

Game has 4 different endings based on your choices.

Title: The Final Days: I'm Still Alive
Genre: Indie
Developer:
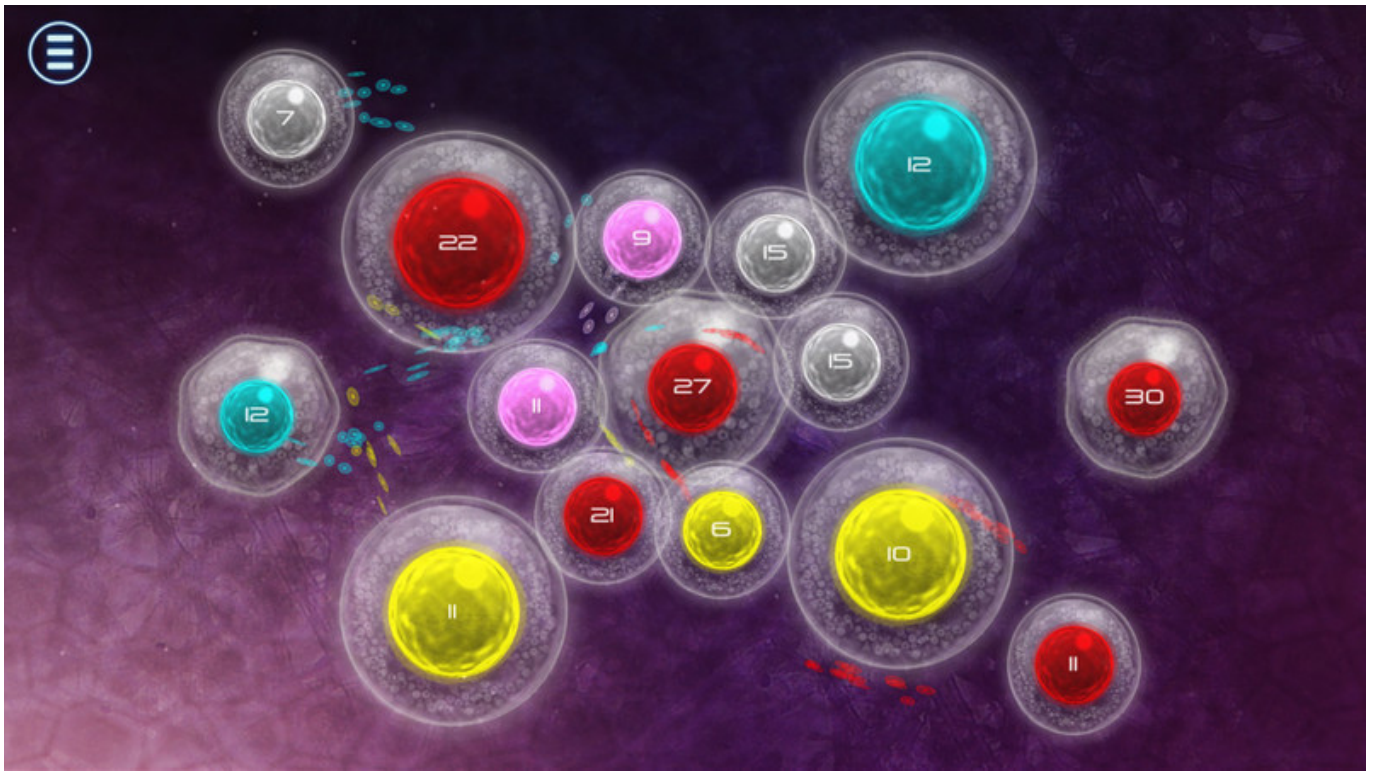Kipsaim(Mike) Delgado
Publisher:
Kipsaim(Mike) Delgado
Release Date: 2 Sep, 2016

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English

Do the Evolution
Pearl Jam

♫ 000 | 4:02 | 1998 | E STANDARD

0%

Even Flow
Pearl Jam

0%

Last Exit
Pearl Jam

0%

Yellow Ledbetter
Pearl Jam

96.7%

Rearviewmirror
Pearl Jam

96.5%

SEARCH
FIND A SONG...   SHIFT

SORT BY
RECOMMENDED   TAB

FILTER BY
FAVORITES   ALT

SELECT A SONG

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

The art work is beautiful
i felt the story wasnt as exciting but the achievements are mostly food
the food made me hungry i liked people in it but not the story honestly
bought to see the art work and achievements honestly
I enjoyed it through that. !!Schade eigentlich das es so vermasselt wird!!

Nachtteile:

Es entspricht absolut nicht dem was im Video gezeigt wird. Es sieht komplett schwammig aus. Die H\u00e4user sind alle leer. An den B\u00e4umen wachsen die \u00c4ste aus der Luft raus. Kein Linksh\u00e4nder Support. Man hat keine Grafik Einstellungen. Soll ich noch mehr aufz\u00e4hlen? Ok die Zweihandwaffen kann man nur mit einer Hand nehmen. Das ziel Fernrohr funktioniert nur in einer unnat\u00fcrlichen haltung. Kein Voicechat zumindest hab ich nichts geh\u00f6rt. Sowas wie Atmosph\u00e4re kommt hier leider nicht auf. Im Zombie Modus kommt alles zuviel und zu schnell auf einen zu.

Desweiteren war es mir nicht m\u00f6glich irgendwas \u00fcber den Entwickler oder Publisher rauszufinden.

Vorteile:
Das Loot System find ich super. Karte ist auch ganz cool. Die Idee das die Toten wiedererweckt werden und als Zombies wiederkommen, das macht das Spielprinzip irgendwie aufregender. Oder Spawnen diese einfach zuf\u00e4llig? Ganz verstanden hab ich das leider nicht.

The participants are over !! It's a pity that it gets screwed up !!

Night parts:

It is absolutely not what is shown in the video. It looks completely spongy. The houses are all empty. The branches grow out of the air on the trees. No left-handed support. You have no graphics settings. Should I list more? Ok, the two-handed weapons can only be taken with one hand. The goal of telescope works only in an unnatural attitude. No voice chat at least I did not hear anything. Something like atmosphere does not come here unfortunately.

Furthermore, I was not able to find out anything about the developer or publisher.

Advantages:
The loot system is great. Card is also very cool. The idea that the dead are awakened and come back as zombies makes the gameplay more exciting. Or just spawn them by accident? I did not understand that completely.

\u00a0the lucky fairy picked at random.. Great stress relief.. the story to short
it feel so empty compared to the previous series. boring, waste of 99 cents. there is really only 10 minutes of content, and its very confusing the first time around. If I have a plan on paper with room dimensions, door and window sizes, bench and cupboard dimensions, ceiling height etc. can I recreate that simple room in VR with this program? ..... No.
The length of walls can be set in fractions of a metre to a grid on the floor but that's it. No measurements for anything else and no way to input specific sizes for any object. This reduces designing a room to approximating everything, ignoring you've got no ceiling and that the wall height is fixed and filling the room with shiny things.
  If you'll excuse me i've got a house to renovate. Back to Sketchup and IrisVR.

I can't recommend a game that's not supported by the developer at all.
Neither daily runs nor achievements work, so there's little point in playing it.. It reminded me instantly of my c64 time. Pure Arcade Fun! For now it is our lunchtime game in the company :D. this♥♥♥♥♥♥i HATE 2D Game n i thought it was 3D ♥♥♥♥ it waste my money for key activations , unlike movements too. This game, well I dont really have a lotof things to say about it. However watching the videos I know the graphics were not going to be stunning but I thought what the heck lets try it for game play.

 That being said, movement is very choppy the graphics being poor makes finding anything extra difficult.

 To sum up, this game was a complete waste of my money, not that ten dollars is a whole lot but the amount of diappointment after getting this game is just horrible.. It's good, but it's not worth $15.

Wait until it's on sale, it's worth about $10 or less.. As someone who is very familiar to the Pacific Surfliner route, since I railfan on it quite often. This DLC is a really good adaptation of the route and its equipment. However the route is quite outdated compared to how it is in real life right now. But I won\u2019t get into the details with what\u2019s wrong and right, since the DLC was released in 2013. However most of the Stations are very inaccurate to real life.

The scenarios are quite fun and have a lot of variety. But \u201cRiding the Surf, Part 3\u201d does have one error. That being; when you arrive into Solana Beach Station, your train is on Track 2 and not Track 1 like it is supposed to be in real life. But this is a minor issue.

The F59PHI is fantastic! As is the Cab car and the passenger cars in general are amazing! Overall the DLC pack is very much worth it, even with the problems I mentioned. I give this DLC pack a solid 8\/10.. Great game, over the years through the different versions it's got better and better.
Can't decide if you should buy it? Buy it.. Difficult, complex, and extremely addictive. I don't often play games where I get stuck on one level for nearly an hour and don't get bored or angry once. It reminds me of the Donkey Kong Country games, where failing over and over until you learn all the ins and outs of the level and do it in one final flawless attempt is the most satisfying part of the experience. It doesn\u2019t hold your hand, but makes you feel like a genius when you figure out all its little tricks ("THAT'S why those big arrows are there!") and complete a level.

Visually it's beautiful, the art style has so much charm and there are so many small details to catch. There's so much going on but it's not distracting and all builds up this really intriguing dark atmosphere. I'm only a few hours in but there's a great sense of mystery from the environment and the voices that has me determined to get through all the levels just to see more. And as a huge Conker fan you can imagine my joy at hearing Chris Seavor's voices again.

Also, Rusty is adorable. He\u2019s scared of the dark and hearts come out of him when you pet him to wake him up. Why haven\u2019t you bought this game yet?. Shatter is a fun game with alot of great elements, it's a block braker game which has a great progession system and satisfying levels / powerups. Compleating sections leads to boss battles, and even more challenging levels.

I would recommend this game to anyone looking for a casual block breaker, if its on sale.

8/10. Q: Will playing this game turn me gay?
A: Yes.