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Find-Life EP1 Ativador Download [portable]



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## About This Game

This is the first episode of the Find-Life game. This game is very small and simple to play. The game takes about 25 minutes to play. The player walks in first person. The game does not have buttons to say to click here or there, because inside the game there is a ball that is a smart computer and tells what you have to do. He speaks many things, takes good notice of what he has to say. The game has ambient sounds, some songs. 3D models are very simple in LowPoly. The purpose of this first episode is to start many episodes with little adventures that linked will make a story.

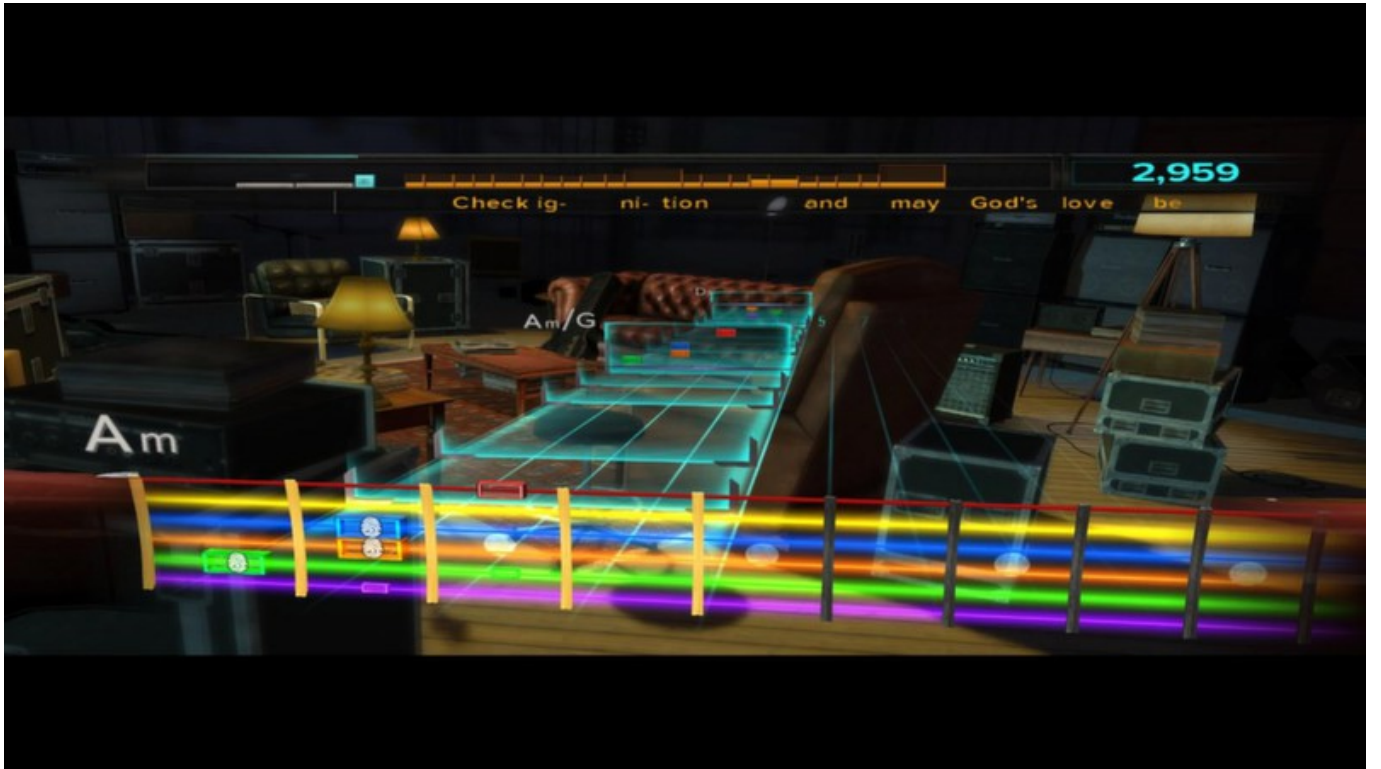
I do not like to sell cat by hare, so:  
To be honest, this game is very small, very simple, but I think it's very cute and with some imagination.  
Thank you all.

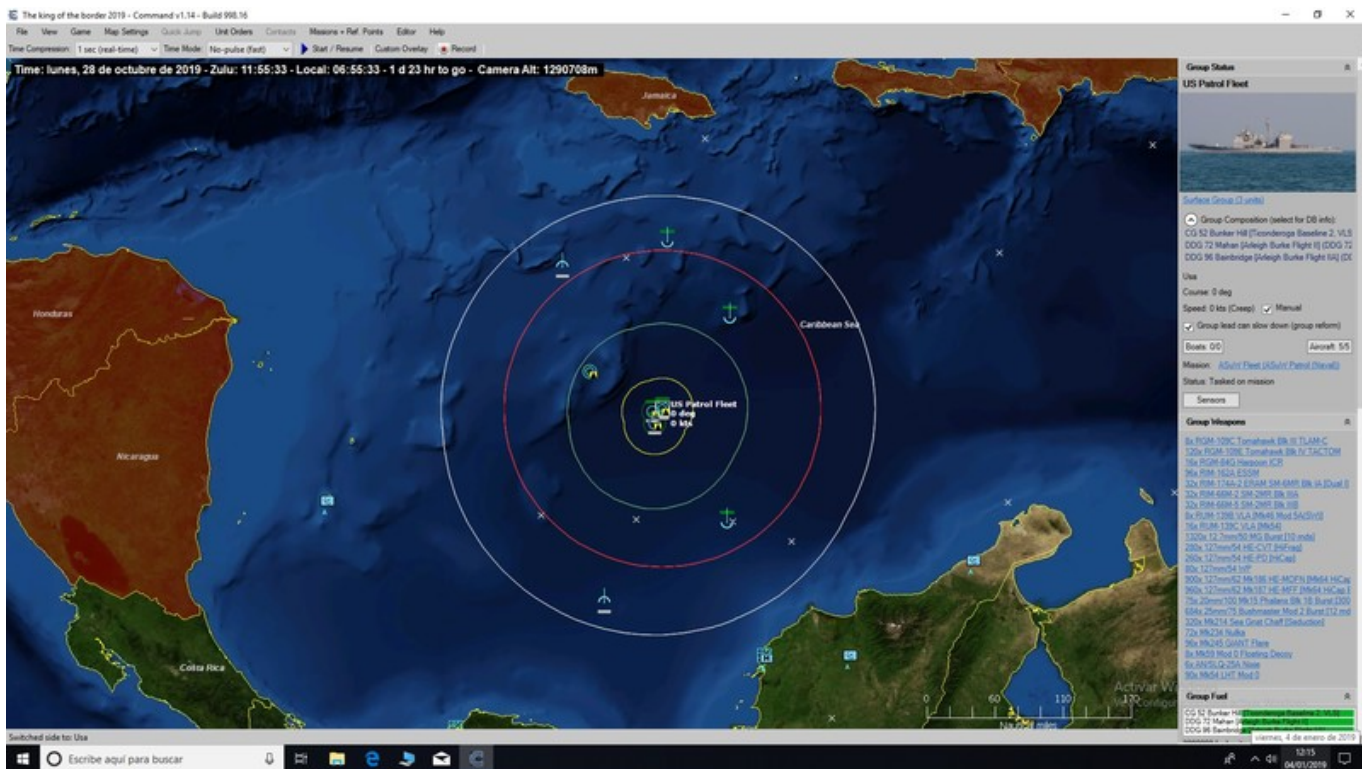
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Title: Find-Life EP1  
Genre: Adventure, Casual, Indie  
Developer:  
João Filipe  
Publisher:  
Find-Life  
Release Date: 12 Jan, 2019

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English,French,Italian,German,Simplified Chinese,Portuguese,Russian,Arabic









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The best DLC of Fallout 4 imo! It has far greater music than Fallout 4, more interesting story and more creatures! And the role-playing of Fallout 4 improves with this just because of one interaction when a synth asks you if you are a synth and with the shown lore of Fallout 4 and Far Harbor it IS possible. So you can decide that you are a synth if you want to.. A fun casual game. A reasonably vast world to explore and meet various, umm "things".. refunded...they got so far away from the rts award winning dawn of war (original series) even a hardcore 40k fan like myself couldnt stand this.. Fun, simple game for a \$5 purchase. I enjoyed it. The game is all about finding the right combination of units to defeat the levels. The survivor mode is fairly good until you figure it out and live forever. For instance, I maxed out the first level at 117 minutes and 255k in score (I only started with 500). I only died because I left it running and did something else for a time.

Good for an afternoon distraction. Not quite what I expected but several hours of fun to be had. Good strategy invovled.. I use to spend hours playing this as a kid, almost to an obsessive level. The skill is so etched to my memory that after almost a decade of not playing this, I actually improved my score.

It may look simple, but I can guarantee that most current gamers will still struggle to get their rockets to Lv 10. I though this game was a standard bridge building game. It's not.

I got this in a bundle, so I didn't see any of the trailers or pictures and whatnot, but I gave it a try. I only lasted for about 15 minutes. The game itself is interesting, but I don't find it very fun to play. The physics in it is a bit wonky, and the "Bridge building" aspect is a bit lacking, at best. I wouldn't recommend paying the whole **TEN \*\*\*\*ING DOLLARS** for this game. I would see a reasonable price for this being \$1, as you could just easily turn this into a flash game and put it on newgrounds or a similar site, and make it free.. You can sing to a snail, what's not to love?

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Only 13 minutes of usage in Steam, but this is my main video-player ever since I bought it.

Zoom works like a lot of free players, but the smoothing of movie is where it excels. Playing MP4 files with ZOOM compared to WinAMP and MS Media Player \*blegh\* is a difference between having a smooth playback and blocks from time to time.

Only problem I think is configuration. Somehow the settings have been made way too complicated, even when it comes to simple stuff like 'play all videos from start' are hard to find.... Aladin & the Enchanted Lamp was more fun than I thought it would be. Some hidden object games are very boring. This one is rather short. It's more like a slightly interactive story in which you need to find items to move the story forward. The story in this case is obviously a retelling of the Ala' Al-Din and the Magic Lamp story found in Alf Layla Wa Layla (1001 Nights) stories (well, in Galland's translation... and those based on his translation anyways).

The story has been modified from the original story line. Like many Western tellings it ignores the original story taking place in China and instead sets it in a fictional non-specific Arabland. There are some generic Middle East, North Africa, Ancient Egyptian things in the game. Much of the game is highly orientalized and stereotypical in its depictions of Arabs/Muslims. Like many orientalist type games it uses the name Iblees for the Djinn (despite the fact that Iblees is the name of Satan V Shaitan before he was kicked out of heaven for arrogance and disobedience to God. The princess is dressed in stereotypical harem girl (I Dream of Jeannie style) clothes despite such clothing not being befitting of a royal princess nor historically even close to accurate. The rest of the story is an interesting new take on the story with some unexpected twists on the story which make for an interesting retelling.

The music and sound is okay. Not the best I've heard but not overly annoying. The graphics are decent. I don't think they would win any awards but their not bad. The hidden object scenes are nice and do depict probably a fair representation of a generic desert-y Middle Eastern non-specific Arabland.

The dialogue is a little weird and inconsistent but understandable. For example the Title is Aladin and the in-game dialogue uses Aladdin. Besides that there's some odd usage of words or strange grammar from time to time.

Aside from the hidden object portions of the game there are some other mini-games throughout which are fairly easy but mildly entertaining. Most are a matching puzzle piece type game but there's also a match three type game and a sliding block game. I logged just under 3 hours of playtime according to steam but I did leave the game open on my laptop while I went out to grab dinner so I'm going to go out on a limb and say it's probably more like 1 hour of play from start to finish.

If you like hidden object games or are looking for a more casual game to fill an hour or less then I would recommend this game. If you are looking for something that will provide many hours of play or really challenge you this probably isn't going to be what you're looking for.. steam cards

+waifus

+ classic connect 3 game

-board vizual

-boring

-hard (3 lifes, if you loose them you must play all over again)

-soundtrack (one bad sound all the time)

-bug (can't turn off sounds)

-story

. This is the true price to pay for power.

Faust is better for that though.. If you take strider and mix it with supermeat boy I'd imagine you'd get this.. I would not recomend this. It is my second VN. It is a six hour vn. So many plot holes, or at least lack of informtion before the end. No reason to reply other routes if so many plot holes. Find a better title.. hmm, trading cards only.

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