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## Find-Life EP1 Activation Code



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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

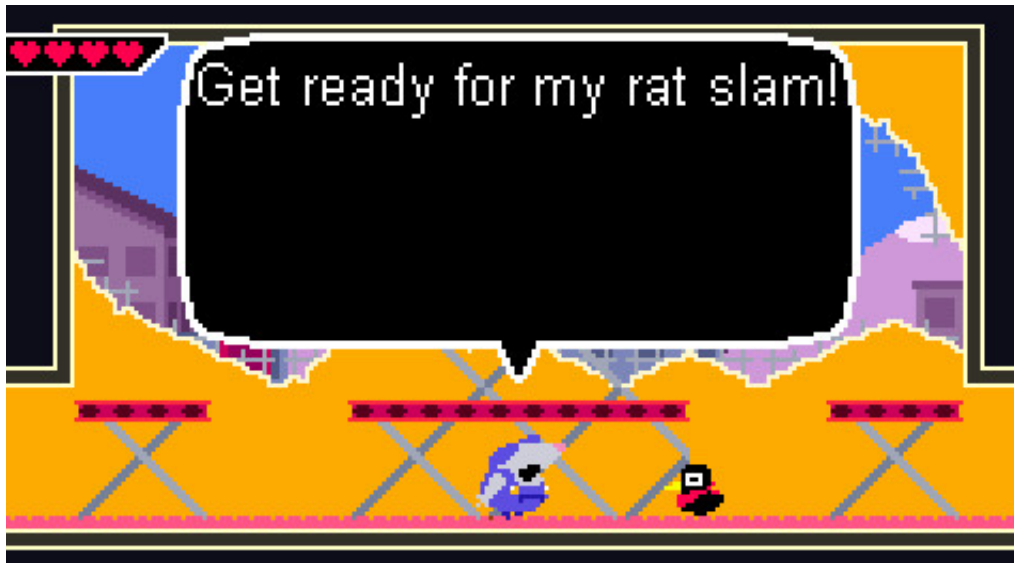
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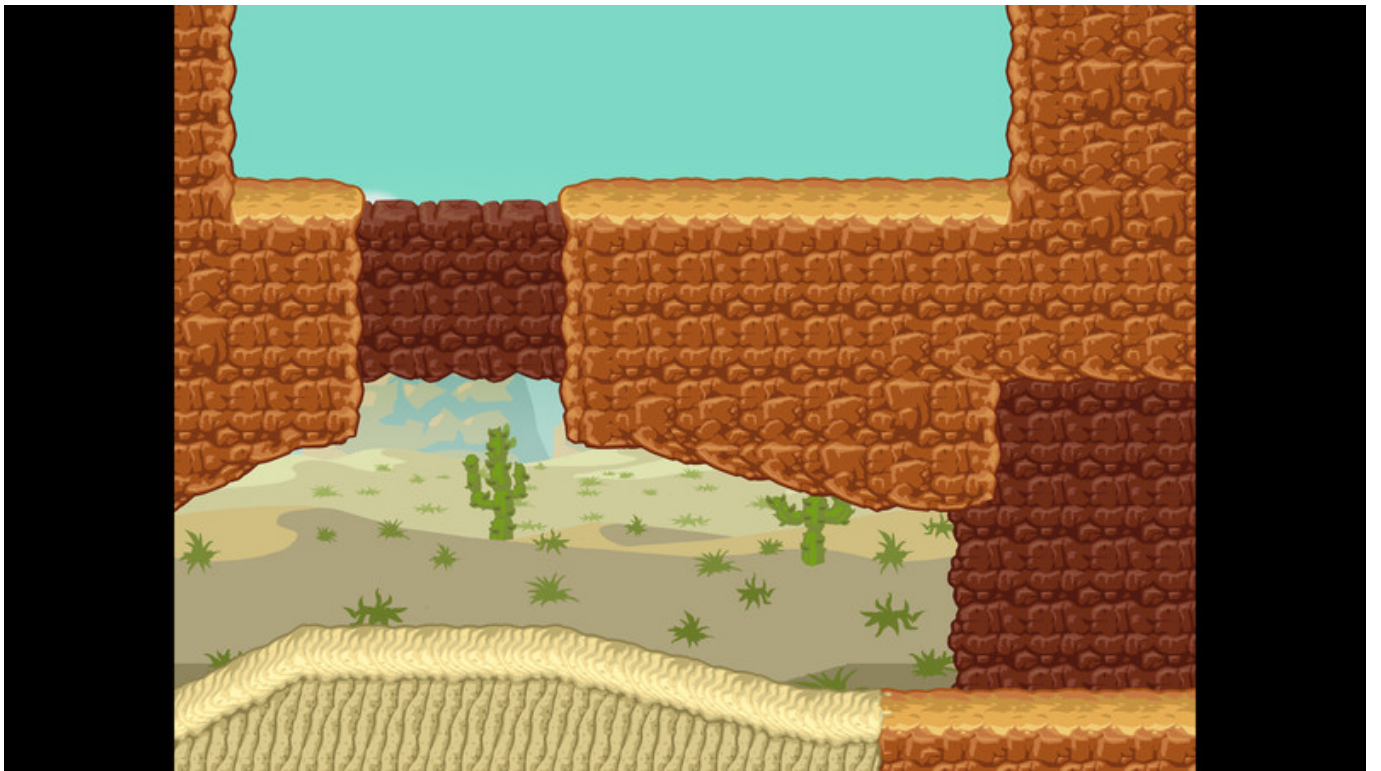
English,French,Italian,German,Simplified Chinese,Portuguese,Russian,Arabic

Kills: 319 KD Ratio: 22.79  
Star Shekels: 3  
Health: 256/300

No active quest available.







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good game but need optimization... Cheap game, easy to learn but a bit buggy.

Leftover chickens can block your win and sometimes the critters get stuck in walls.

Bugs shouldn't disrupt gameplay too much since you can just restart and do the solution again.

Free online games are better than this.. DO NOT BUY THIS GAME

General:

- 1) Lack of Single Player
- 2) Can't pick the zombie mode
- 3) Riddled with bugs
- 4) Lazy Game name

The Guns:

- 1) The reloading animations
- 2) Skewed aiming down sights
- 3) Looking down the sights is kind of useless
- 4) More than half the guns in the promotion material are unavailable (The ones in the game- Scar [not called the Scar its called machiene gun 2] The Uzi [Machiene gun] SVD, and Galil)
- 5) No loadout customization (as far as i can tell)
- 6) Grenades do not hurt you

Classes:

- 1) The guy with the scar is called "The Machiene Gunner" (I wish I was joking)
- 2) I can't even pick the medic class
- 3) Generic Class names
- 4) The Machiene Gunner
- 5) The same pistol for every class
- 6) The Same knife for every class
- 7) The \u2665\u2665\u2665\u2665ing Machiene Gunner
- 8) The same Grenade for every class

Maps:

- 1) Maps are basically colored boxes (i.e. flammable barrels don't explode, you can't go in any houses, etc.)
- 2) 3 Maps Copy and Pasted
- 3) A map stolen from tf2 (it's called orange because it's \u2665\u2665\u2665\u2665ing orange so if you are gonna take a map from a game at least copy it correctly)
- 4) 3 maps that barely past decent (The City map is just half a map but doubled and flipped)
- 5) Tiny maps
- 6) Uninspired ivisable walls (A literal wooden fence blocks one of the maps off and it's not even subtle, its not a 6 foot fence it's like 300 feet tall)

Extra Notes:

- 1) You made the windwheel move in the trailer... why isn't that in the full game
- 2) Why did you show only one map
- 3) Why is it that this game looks worse than a game made in 2003
- 4) Any fps is better than this for the love of god do not buy this game
- 5) Postal 2 is a game about doing chores and its so much better so this game has no excuse. Barely any prey spawns. There's no map. The Hunting mechanic is PATHETIC. I see no rivers since a River for fishing was supposed to be included. The 2nd and last skin on the menus for creating a wolf are the exact same.

It needs more substance all around.

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I honestly feel this game's mechanics are all blended together into a STRUGGLE SMOOTHIE

The game is SLOPPY. sorry to be honest.. When I first played with game, I was very excited. It was like 2 or 3 am in the morning and I was playing with my friend. This was going to be a very great time for us both. We were super excited for this air combat that is superior by all means to air plane battles.

Eventually the brand new feel wore off and I lost interest. Now, I wasn't about to give up on this game, not because I was bored. I was going to try some more.

I invented a drinking game from the game. AirBunchabeers or AirbucaBeers as my friend called it.

Rules:

Every death is take a drink

Destroy an airship? Chug half

Win? Shot gun a beer

etc etc etc. Simplistic, replayable, blast with friends and fun Singleplayer. Great music too. The later difficulties get really tense.

That's all I really got to say, I love it. For \$3.99 you can't really go wrong anyhow.

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Not a great game, but definitely worth the entertainment value. I enjoyed the built in level boost cheat so i could just plow through the game and i didn't have to waste a ton of time grinding and dealing with dry rpgmaker combat. Solid artwork and interesting characters.

worth a pickup if you catch it on sale.. it doesn't make any sense at first but I got the hands of it.. BossConstructor is a spaceship building game with a somewhat small selection of pieces to choose from, but it really uses that to its advantage with procedurally evolving ships. The game simulates a starter ship that gains a part and then the next generation does the same and so on, leaving you with very nice, powerful ships to go against at the end. Unfortunately the game offers so many options to play as that it is hard to stay focused on one ship, and I tend to bounce back and forth a lot while playing the game.

Here are some ways you can play the game:

Generic Tanky Gun Ship

Ramming Ship

Teleporting Torpedo Ship

Carrier Ship

Fleets of smaller ships Ship

Rock-holding Miner Ship

Generic Multipurpose Ship

Suicide Drone Launcher Ship

While this gives many things to choose from the missions also tend to be repetitive, ESPECIALLY one where your goal is to push rocks all the way to a small science station that attempts to pull them in but fails miserably each time. This leads to the game kind of becoming a rock pushing simulator in space. If it were to get a bit more varied in missions that would be great.

Interestingly, the artificial evolution occasionally produces absolutely awful ships that really make you think how something like that even evolved in the first place, much like real life.. Awesome game when you have a few minutes leftover now and then.. Quality Free game. Fast, easy achievements, challenging, sounds and looks brilliant. The controls/control mapping needs improved, and it needs more levels, but other than that it's sweet enough.. I can't in good faith recommend this. There are many great things about the game, the animations, the cutscenes, the voice actors sure put a lot of effort into this... But the game is just not good.

The combat is clunky, the dungeons are boring and repetitive and the multiplayer seems to be dead. This woulda been so much better as an OVA, or even a Visual Novel... But its just a mediocre beat'em up with cute girls. Wait till it goes on sale, the game is not worth 40 bucks as it is now.



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