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## Outpost 13 Crack By Razor1911 Download



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### About This Game

#### Outpost 13 Details:

**Outpost 13** is an homage to some of my favorite 70's, 80's and 90's science fiction and horror films/media such as Alien, X-Files, Evil Dead and The Thing (to name a few).\* It is a point-and-click action-adventure game that takes place at an outpost on the planet Achelous IV. You, the player, plays as a dog named "Fen" who comes into contact with an alien biological agent that bonds the dog/player with an alien life form who calls himself "Tantalus." The player's objective is to leave Achelous and make it to the nearest spaceport by inducing enough fear into the stationed crew members that they abandon their 5-year long mission on Achelous and leave early. At least that's the plan, there may be higher powers at play.

**You're the Monster:** Player's will take on the role of an alien monster strategically killing off crew members while maintaining their cover as "Fen" the crew's pet dog.

**Stealth, Strategy, and a Fiery Death:** Player's will need to form a strategy to separate and alienate crew members by creating distractions, utilizing the ventilation system, and temporarily knocking out the outpost's power. If players are unable to maintain their cover and stealth or is discovered as the monster, the crew will respond with flamethrower's and you will be destroyed by fire.

**Alien Planet Setting:** Outpost 13 takes place on Achelous IV, a life viable planet several times larger than earth. Winters and summers last several years each, and it is currently 13 earth months into winter on Achelous.

**The character progression system has been scrapped** for the current Act 1 build, however it may return at a later date. If Act

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I goes well and everything works out, I'll potentially be making an announcement about a new game mode that will likely feature it. :)

**\*Legal Disclaimer:** The story, all names, characters, and incidents portrayed in this game production are fictitious. No identification with actual persons, places, buildings, and products is intended or should be inferred. Any similarities to other intellectual properties (physical or digital) are completely coincidental, and in no way are associated with said intellectual properties. No person or entity associated with this game received payment or anything of value or entered into any agreement or connection with the depiction of tobacco products.

No animals or humans were harmed in the making of this interactive experience. :)

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Title: Outpost 13  
Genre: Adventure, Indie  
Developer:  
Cantina Games and Entertainment, Inc.  
Publisher:  
Cantina Games and Entertainment, Inc.  
Release Date: 26 Oct, 2015

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English,French,Italian,German,Greek,Russian,Polish





DLC MENU

01:Histy's Rehabilitation Package	Off	On
02:Histy's Beginner Package	Off	On
03:Additional Content Pack 1	Purchase Req.	
04:Additional Content Pack 2	Purchase Req.	
05:Additional Content Pack 3	Purchase Req.	
06:Histy's Rescue Plans	Purchase Req.	
07:Nepgear's [Beam Zapper ZERO]	Purchase Req.	
08:Believe in Pippin Set	Off	On
09:Nepgear's 『Nepgear Eye Mask』	Off	On
10:Anime Collaboration Set	Off	On

The following items have been added:

- Change Dungeon: Iris Field
- Plan: Shining Ring
- Plan: Black Cat Ring
- Plan: Round Ring
- Plan: U Ring

The following content has been added:

- The level cap has increased by 300
- A new Colosseum battle is available

\*The Colosseum must be unlocked to access new battles

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Just buy this if you're a real fan of oddworld series. Another Zombie game that is so bad you would not play it even if it was free.

#### The Good:

- 1 - It did load and work on Linux.
- 2 - Frame rate was ok.

#### The Bad:

- 1 - Zero Game play other than run around the map shooting zombie's, no mission, no nothing, maybe a wave survival with out the waves??
- 2 - Running is more like jogging, this guy has a death wish for sure.
- 3 - You have to be walking to reload and you have to freak out on the reload key, say goodbye health.
- 4 - All these buildings but you cannot go into any of them???
- 5 - Loads more problems and game play issues i could list for ever.

I love game's with Zombies but this is another bad example of how not to make a Zombie game, Asked for a Refund.. I couldn't finish the axe mission ,it's always repeat the mission conversation ☹hope to fix the bug

. I have a dream.

Fly as a bird and♥♥♥♥♥♥on people.

Other than that, it's a very soothing game. I really like it.. just terrible, looks like dk64 and has less gameplay than the game its engine was designed for (Unreal Tournament). dont bother, eat dirt instead.

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wicked, what else can be said about it[?]. Great Game Like Transport Tycoon But Free. only played a few minutes and i already love this game, amazing soundtrack that matches up with the game, just the cubes don't sync up with their hitboxes for like half a second or something. Very colorful mind you, I don't recommend this game if you don't like too many colors at once.. Haha, I went out on a wing and bought this mainly because i own rpg maker and wanted to play so i can get some ideas of how it works. But this game is actually pretty awesome for what it is. Good job man. I thought it would probably be stupid. (which it is) but it's an entertaining stupid kind of actually made me giggle.. I almost always play the same character in this game. Their name is Lion. They're huge, covered in fur, with horns and sharp claws. Lion has lived and died dozens of times.

Sometimes they only make it a few minutes out of the starting village before being torn apart by a living rock, or choked out by a sentient plant, or overrun by an army of goat people.

Other times, Lion will get lucky. They'll stumble across a rare folded carbide blade early on, find a hoversled to help them indulge in their hoarder's tendencies, and then pick a direction more or less at random.

Maybe they'll head north, across the salt desert, to the towering cathedral-corpse. They'll wander the market stalls that surround it, chat with the other pilgrims, and befriend the librarian.

Maybe they'll turn to the east, to explore the deep jungles. They might end up embroiled in the internal politics of a village of deer folk, or stumbling through the shining ruins of lost civilizations, scavenging baffling techno-baubles and dodging hails of automated gunfire.

Perhaps they'll just head down, deeper and deeper into the caves, searching for treasures until they've lost all sense of direction. Eventually they might re-emerge, their sled laden with bulging waterskins, ancient weaponry, and mysterious piles of metal tubes.

Either way, they'll probably die in the end because a fish cut off their face and all their limbs.



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