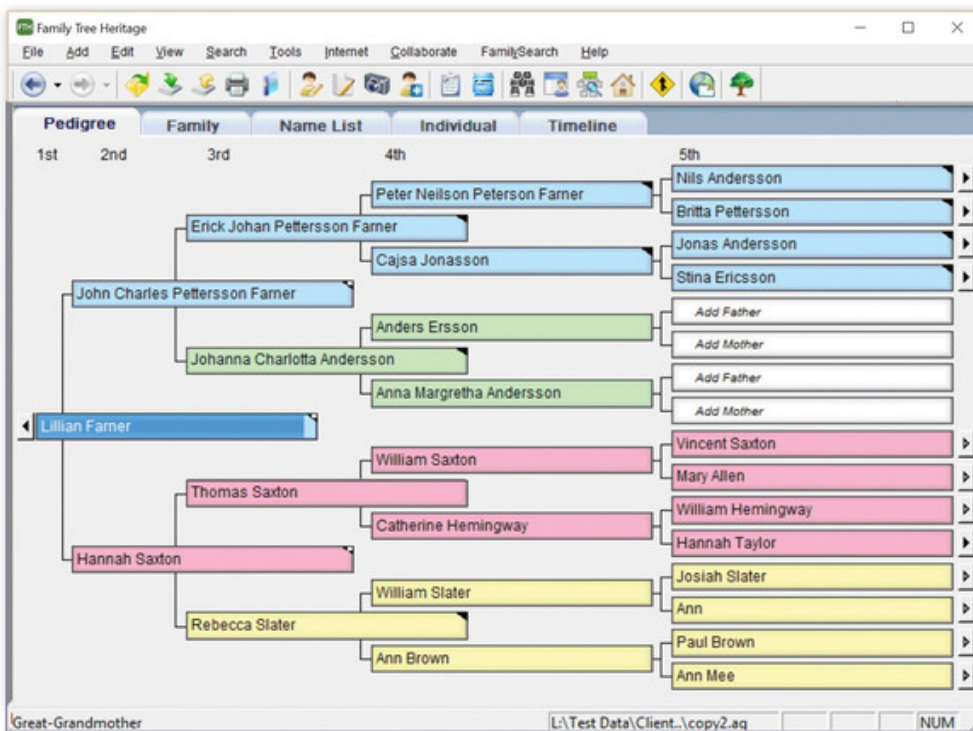


Campido Activation Code [PC]

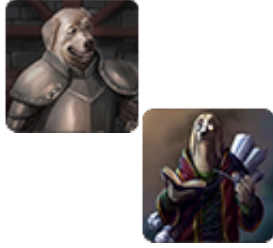


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About This Game

Campido is a unique card game which challenge your wits, strategy, memory and management skills. The game is set in a fantasy universe, in which humanoid mammals are replacing the regular and normal human characters you are always used to see. Play as the tavern keeper, fight your way trough each stage to unlock more unique cards that will change the game, master the skill, buy richer clothing, tavern upgrades and more.





Features:

-  Discover a unique card game, never seen before by man, dog or cat!
-  Be impressed by the unusual fantasy setting!
-  Game-Play which is easy to understand, yet hard to master!
-  Warm, welcoming tutorial narration by Troy W. Hudson!
-  Become addicted to the experience and progression!
-  Unlock more unique cards in each stage, which alter / change the regular game!
-  Convert your tavern from a cheap and half broken place to a rich and luxurious lot!
-



Unlock unique perks which improve your business / change your experience!

•



Customize your character!

•



Bathe in unique illustrations of characters from the world of Campido.

Title: Campido
Genre: Casual, Simulation, Strategy
Developer:
MuscleBird
Publisher:
MuscleBird
Release Date: 28 Oct, 2018

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Minimum:

OS: Windows® 7 / Windows® 8 / Windows® 10

Processor: Intel® Pentium® D or AMD® Athlon™ 64 X2

Memory: 3 GB RAM

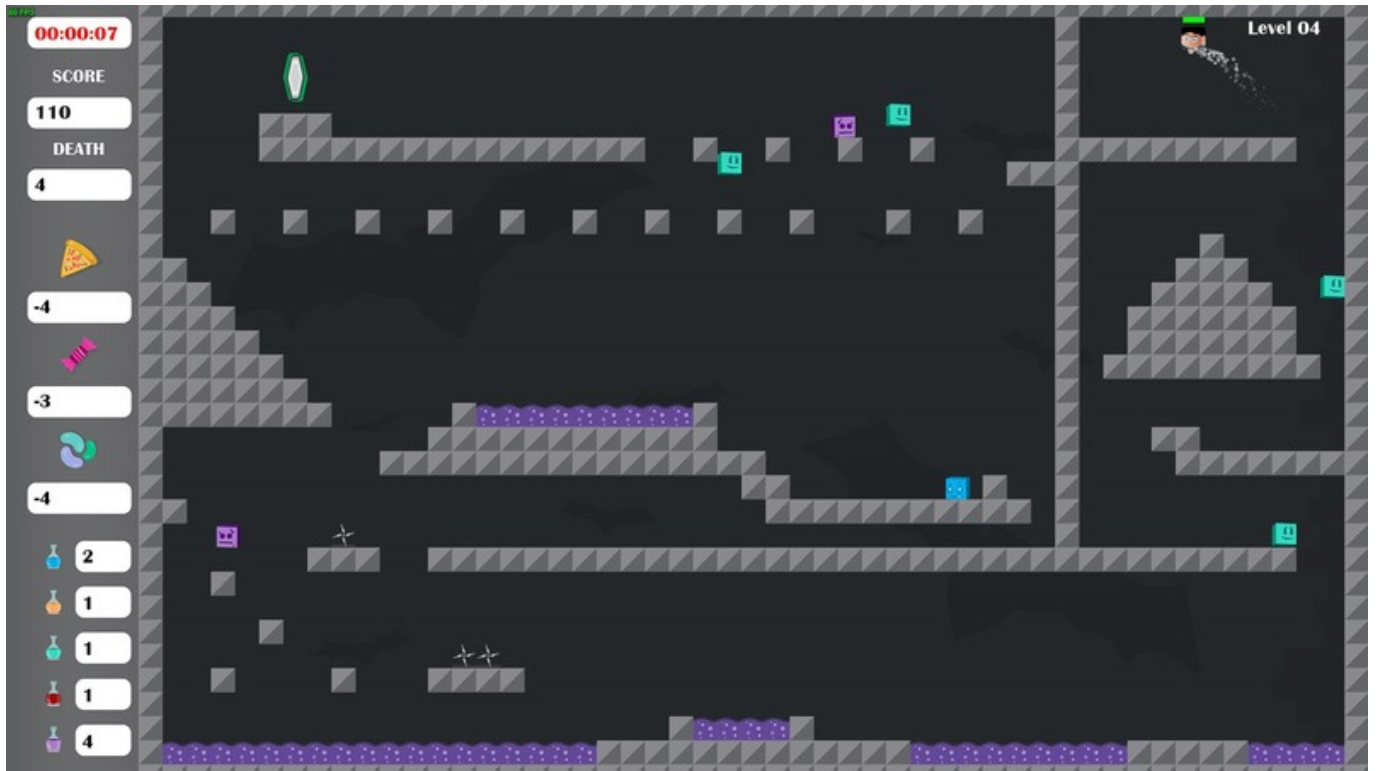
Graphics: NVIDIA® GeForce® 8600 GT or ATI™ Radeon™ HD 2600XT or better

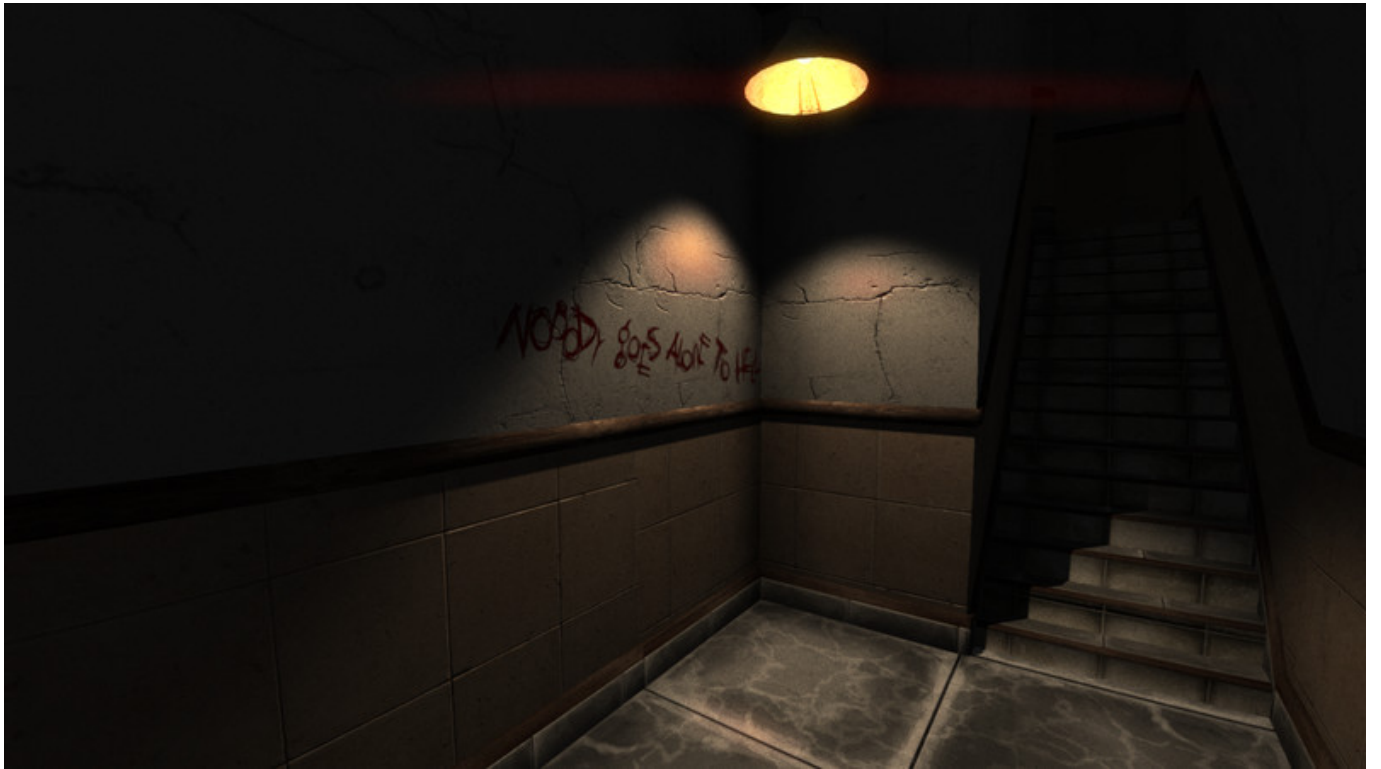
DirectX: Version 9.0

Storage: 130 MB available space

English







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Mildly entertaining casual game. Could use a bit more leniency than perfection or nothing to keep it fun though.. A very fun and unique game. Worth your time and money. I enjoyed this game enough to buy it again on steam, after already owning it on disk.. Pretty good arcade-style gameplay. Fast-paced, simple graphics, good gameplay. Even though this was released in 2017, it looks like it could have been an arcade from the 1980s.. It looked so good and disappointed so hard.

I mean, they have large club-swinging orcs...and then they just stand in front of the enemy and punch through them for about a minute, while I have to try to overlook a battle field with the worst controls I ever found in a commercial strategy game. It's barely worth the small price, since I just didn't have the motivation after the first few missions.. Edit: Since this review is getting criticism, I'll have to take another look at the game and see if this holds up. Not anytime soon, I have a few games in my backlog to burn through first. Until then take this review with a handful of salt.

This review is mostly based on the assumption that the events told to the player were true in some regard.

This game is a walking sim. Coming from the creator of the Stanley Parable, it's surprising to see that there's no deviations from the "intended narrative" such as in the Stanley Parrable. But that's all well and good. As a walking simulator, it functions well, and the mechanics do mesh with the story well.

But it's the story that really drags this game down, and I'm convinced the 86% of people who made a positive review were a part of the "wow its so deep" crowd of pretentious a**wipes that plague the industry. Again, assuming that the events in the story are true, it reflects poorly on the developer to not only release the game, but also charge money for it and the soundtrack. I'm assuming that it all really happened because there's nothing in the game that says otherwise.

I'm not even going to bother adding in the black bars to cover up spoilers, because honestly you shouldn't bother buying this game, or even playing it for free. The main conflict is between two "friends". Davey, the narrator and up until the last few chapters, the "hero of the story", is a bit of a jerk who's a little too clingy to his friend Coda. Coda is a simple man who wants to just make games for himself and seems just fine with that. But Davey throws a wrench into all of that and starts to mess with Coda's life, to the point where Davey's delusional brain interprets Coda being distant as depression. In reality, or I guess from what I managed to gather, Davey was the one making Coda's life worse, mainly by tampering with his works and showing it to others, but Davey was just too f**king dense to understand that. This game is meant to be a way of communicating to Coda, even though publishing all of his works is probably the worst thing Davey could've done. Hopefully you understand how problematic this game is by now. He not only went against Coda's wishes and published the games, but had the f**king audacity to charge \$10 for it, and \$13 for the soundtrack. Assuming that all of the 14% of people who left negative reviews all submitted refund requests which got approved, that's still thousands, if not tens of thousands of dollars made. That's f**king scummy.

Please for the love of all that is good on this earth, listen to the angry man on Steam making a review 4 years too late. Don't bother with this game, at all.. Wow this story is pretty believable if you read history of human experimentation and other human rights atrocities - honestly, I loved this game so much for the interesting story and puzzles even though I didn't complete the game yet (got a few of the endings) because it is very difficult for someone who hates puzzles (me) and can only ready Chinese walkthroughs with Google translate.

This is a great game and raising awareness is always a brave and wonderful thing.

It's also really cheap for the high quality and fun interactivity.

Buy it and also, don't support injustice in your community.

I am inspired by this game to do the same <3. Playing this game makes me envy lab rats shot full of hormones deliriously navigating a maze for scientific study before mercifully being thrown into a snake's jaws to be slowly digested over the course of several hours.

How in God's name does this have a positive rating on here?

At the very least I thought I was buying an intentionally dumb game that would have that cool, happy song in it from the trailer, which would at least make evading these generic poorly-animated "enemies" and repetitive (read: copy/pasted hallways, over and over) locales at least somewhat enjoyable in a delirious, braindead way. Instead of the interesting & funny contrast created by the song in the trailer, in the game itself it has spooky ambient music and an occasional groan from the monsters when they see you. They don't attack you, and you don't have any health or anything, so they instead just walk toward you and push you along down the hallways, I presume in the hopes of getting you stuck at a dead end to prevent you from progressing and thus making you load an earlier save (assuming you even play the game long enough to bother to make a save. Protip: Spare yourself the KBs used to create a save and just delete the game instead.)

I will now briefly describe the gameplay in this game. You may want to grab a pen and paper to take notes to keep track. I can wait...

Okay, are you ready??? In this game..... you walk around a maze (although not really a maze since you're given a map that shows everything, including the locations of where the items are you "need" to collect) to walk around, grab 7 gems (by going through the laborious process of tilting the mouse to look down at a 45 degree angle and then clicking LMB once) Then wander around the maze doing this another 6 times, while avoiding being pushed into a wall and unable to move by one of the aforementioned "monsters" You then return to the initial room where you entered the level to enter a portal, which upon doing so you are immediately transported to another set of hallways (no visual or sound effects just immediately thrown into another set of hallways) with another 7 gems to collect with another set of dumb monsters shuffling around aimlessly.

The game's self-aware trailer with its "awards" section and the very brief description of the game itself I was hoping were indications of a game that knows it's horrible but has some kind of endearing charm but having booted it up and now seeing that same tongue-in-cheek "humor" it comes across as more of a con than anything and I'm stunned this game is even available for purchase.

. The game itself is actually good, but i have to restart it every minute because when i try to put stuff into the Furnace or the Chests, it breaks the dumb interface, leaving me no choice but to press ALT + F4 and loose all stuff i did.

This game is a great idea, however it does need some work. It's still worth buying I would say.. Gameplay was random, the politics were laughably simplistic, and the delivery was awkward.. a fantastic game, a nice mix of puzzling, combat, platforming, and good ol dnd style settings\storytelling. Its like the first one but somehow manages to be even worse. The first was extremely dull and annoying but it had some charm with the faceless block creatures but they changed that and added faces. Basically if you werent bored to death by the first one then still avoid this because its crap.. gucci flip flops when?. Somehow its just a cheap copy of "Orbital Decay" (free flash game).

Weapons and upgrades dont show any stats(like range or anything), not even sure if the tractor beam is supposed to do any damage...

I liked Orbital Decay better, wished there was a sequel, but this is a bad implementation of the game concept.

It's cheap, okay, but it didnt yield me much fun except the anticipation of a payed (implicating better) game being more fun and worked out. Anticipation quickly dissipated, what kept me playing until just before the end was the hope of it having something good that I didnt encounter yet.

It was a way of killing time, but the fun/cost ratio is just 1/1, neither good nor bad.

What's the negative is the time invested playing could had been invested elsewhere more rewarding.

The game is okay, but it's a shame the Devs invested so much work and didnt give the game the last polish to make it fun. It's probably just details missing.. Low budget cash grab. Plain and simple. Just about every aspect of this game is like a garbage dump full of seagulls on a hot summer day - it stinks. It's completely unworthy of the Star Raiders name. I was hoping for a fun reminder of what Star Raiders was like on an Atari 800 but this just doesn't have the feel or solid gameplay that made the original game unforgettable.

This game is more of a ripoff version of Psygnosis' Colony Wars due to similarities in the spaceflight mechanics and mission objectives. Unlike Colony Wars however Star Raiders is a shoddy spaceflight shooter that pretty much fails in every department. The only thing even remotely tied in to the original Star Raiders is the galactic map, and the game devs even managed to make that fairly lame.. Everything breaks! Yay!. Kind of like Ikaruga, but definitely not as good. Decent though, probably better off playing Ikaruga.. A pretty short game, based on one of the worst movies of all time. Can be finished in about half an hour.

It's an 8-bit style platformer, at least with some variety in its level design and one extra level based on another horrible movie, namely Plan 9 from Outer Space.

Very faithful presentation of scenes from Manos, but it's all very basic.

Only recommended for fans of FreakZone's other games and Mystery Science Theater 3000.

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