
Outpost 13 Cheat Code For Xbox 360



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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

1 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

BLUE DECK

THE PURPLE DECK

THE EXPANSION ONE DECK

THE ORANGE DECK

THE RED DECK

THE WALKING DEAD DECK

CHARACTER

ATTRIBUTE

LOCATION

SCENARIO

UNLOCKED

LOCKED

NEW

THE MOST INTERESTING MAN IN THE WORLD

THOR

TIN MAN

TRANSFORMER

TWO HORSES IN A MAN COSTUME

UNICORNDOG

1000 OF THEM

200 STORIES TALL

ALL OF THEM IN THE WORLD

ALWAYS RUNNING LATE

ARMED WITH A PORCUPINE CANNON

ARMED WITH A TORPEDO LAUNCHER

ARMED WITH A VIAL OF DEADLY VIRUS

ARMED WITH A WRECKING BALL

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2


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Card Diddler

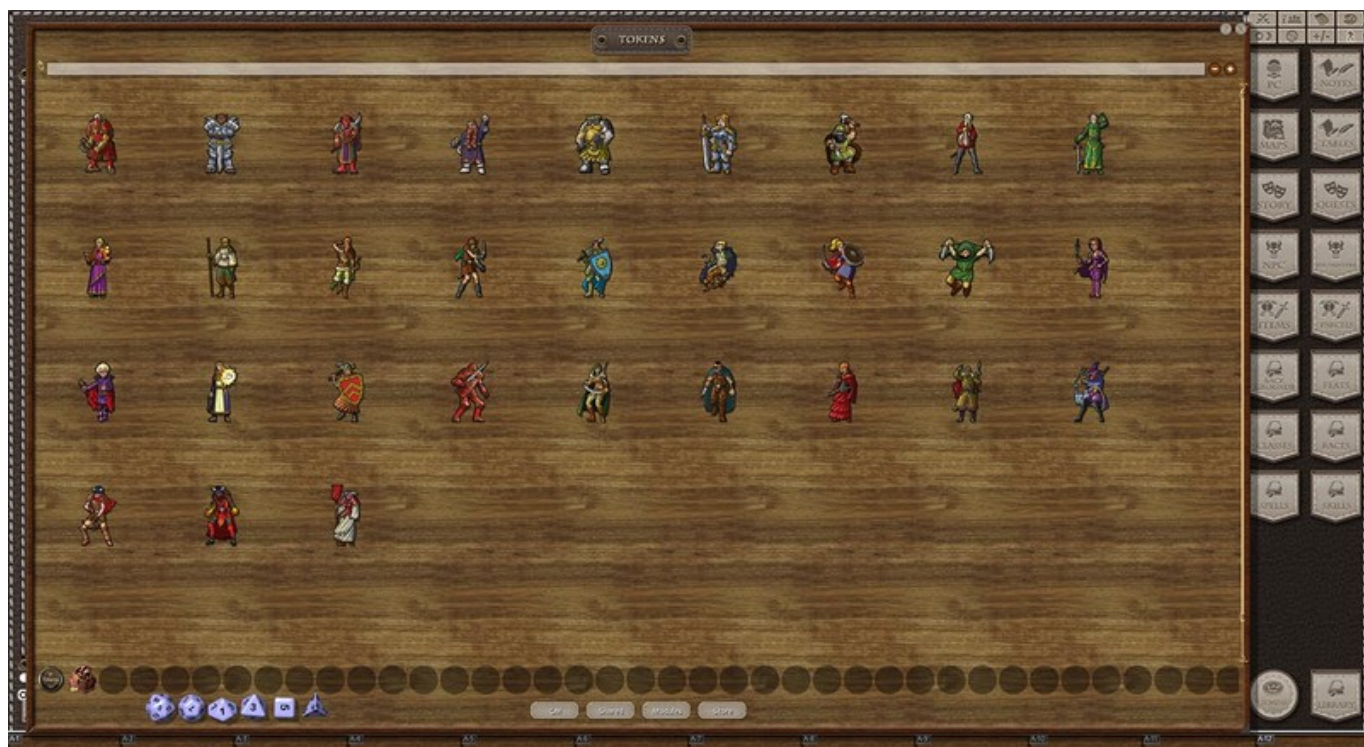
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SUPERFIGHT



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It's pretty fun, looks and sounds like an authentic 8-bit game but it's pretty damn easy. But for the price I'd still recommend for any fans of the good ol' NES. Very good software. Modeling is good but it especially shines in repairing models. I use it to repair difficult to find holes and make models ready for printing. It has succeeded at repairing models that even Meshlab could not load. Painting displacement on the models has made detailing fun and easy. Check out the amazing videos for tutorials on youtube. You will be very happy buying this program. :). My Lady is a little story which will not request you to think too much to enjoy. You can easily finish the whole game and unlock all the achievements in one hour which makes the possibility of saving rather useless.

I personally adore Sophie's voice, she's extremely funny to read and to hear and spent my first playthrough laughing at what she was saying.

Overall I recommend to play this game, it's quite cheap for its quality.. I read the reviews and laughed so hard I *had* to try it.

Yeah. It's that level of bad that isn't fun anymore, just tedious and pointless. Do not recommend (unless you want to prank somebody with absolute boredom like I did to my friend whose boyfriend is an avid Steam gamer...so lol).. there is a small texture glitch on the P32's diesel engine version but it is not annoying it is noticable Also i figured out how to disable the Alerter without removing any file which i discovered in the P32 Manual looking for clues on how to remove it and found this instead
Disabling the Alerts \u2013 2013

If the player does not want ALERTER functionality, they can press CTRL-F to toggle this.

If the player does not want ALERTER OR ATC alarm and penalty brake functionality then they can press CTRL-D to toggle ATC Cut-out. In this case the cab signalling will still function, it just won't pester you with alarms or brake applications.

Also discovered if you hit C it has another horn however it's a toggle type just hit C again and it will shut it off.

It doesn't activate the bell or flashing ditch lights when you use it.. WORKED FOR A WHILE THEN CONSTANT FLICKERING/ ASKED FOR REFUND BUT ANY GAMEPLAY LONGER AND TWO HOURS THEY REFUSED! NOT AT ALL HAPPY AND WONT PURCHASE ANYTHING ELSE THROUGH STREAM

Dead game, nobody has really played it since the few weeks after it came out. Great game! The levels are very fun from the high speed, curves, far jumps, and smooth landings, and challenging from the precision platforming. The visuals are also pleasing; I really like how certain level elements glow brightly and contrast with the path. I have not been able to play multiplayer yet, since it is being reworked, but I'm sure that it will also be a blast. I've been missing a game like this since I played Marble Blast Ultra years back. Glad to have found this.. i really hoped that this game will be like restaurant city (an old game in facebook) because that game was amazing, and this game is not like that at all. the good thing is this game still in development so keep it up developers!. O jogo vai fazer um ano e n\u00e3o teve NENHUMA mudan\u00e7a desde ent\u00e3o.. Really cool game. Easy to understand, cool blocky aesthetic, great fast action gameplay. Good for FPS / Sci Fi fans.. Giving this a positive vote because there is no neutral option and I don't think it deserves a negative, despite its flaws.

Gameplay-wise, the premise is fairly straightforward. Each zone has a number of red buttons and a locked exit door. Navigate yourself close enough to the red buttons to activate them (causing them to change color). Once the buttons have all been pressed, the door is unlocked and you can move to the next zone.

Movement is fairly typical: 4 directions + jump (though for some reason the default keys are QZSD?? I had to exit the game to change them). Most of the zones have no floor and if you fall through the bottom you will respawn at the beginning of the stage. You have the ability to place temporary platforms in front of you (or whichever direction the camera is pointing). The standard platforms are green, but you can also place blue platforms which act as a trampoline. Cool idea, but the most efficient way to move around is to point your camera down and keep dropping trampolines directly under your feet until you get where you need to go.

Based on the trailer and the game description, I was expecting something different. Parts of the trailer appear as though the player is flying freely, and the frequent mention of "wandering" suggested that there would be more open exploration. The reality is that each zone is a boxed-in area. If there are no visible walls, moving too far from the play area will count as a fall and you'll respawn. Each area is effectively a solid sculpture. You can climb on the solid forms you find throughout each zone, but they'll also get in your way as you try to bound around on your platforms.

I experienced some problems during my playthrough, and I don't know if they're common. Occasionally I would hear the chirp of success when I reached a button, but when I turned to look directly at the button, I saw that it was still red. Pressing it again changed the color but didn't activate the sound. Additionally, in several levels, I found myself flung downward at great speed and barely caught myself from hitting the bottom. I'm not sure if this was the result of my bumping an object that I couldn't see or if there was a downward current in place with no visual cues (unlikely, since after catching myself I could generally ascend without difficulty). Either way, it was very frustrating.

Ultimately, I think this game is trying to do 2 directly opposing things. It's very closed and linear but bills itself as a wandering experience. It features narrow platforming and falling death as a primary obstacle but wants to be "relaxing" exploration.

I think it would be a good idea for the dev to explore these ideas separately. Make one game with fall danger, linear progression, and precision platforming. Make another game with massive expansive areas (not necessarily unobstructed), free exploration and high mobility. Thinking about stuff like Grow Home (especially in the late game), Antichamber, and Proteus for inspiration here.

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