
Stick 'Em Up 2: Paper Adventures Activation Code Download



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About This Game

Stick 'Em Up 2: Paper Adventures is a run'n'gun/platform game of stick figure characters fighting through beautiful paper and card levels.

Fly across city rooftops firing rockets from a helicopter, leap between pirate ships with a sword, race buggies on the moon, and more!

- Play with between 1 and 4 players with extra controllers or by connecting over your local network
- Play together in campaign mode, or fight against each other in VS and Team VS modes

Don't have enough controllers for 4 people? Your friends can join your network game for free using **Stick 'Em Up 2: Starter Edition**, available for computers, smartphones, and tablets!

Title: Stick 'Em Up 2: Paper Adventures

Genre: Action, Adventure, Indie

Developer:

Never Don't Play

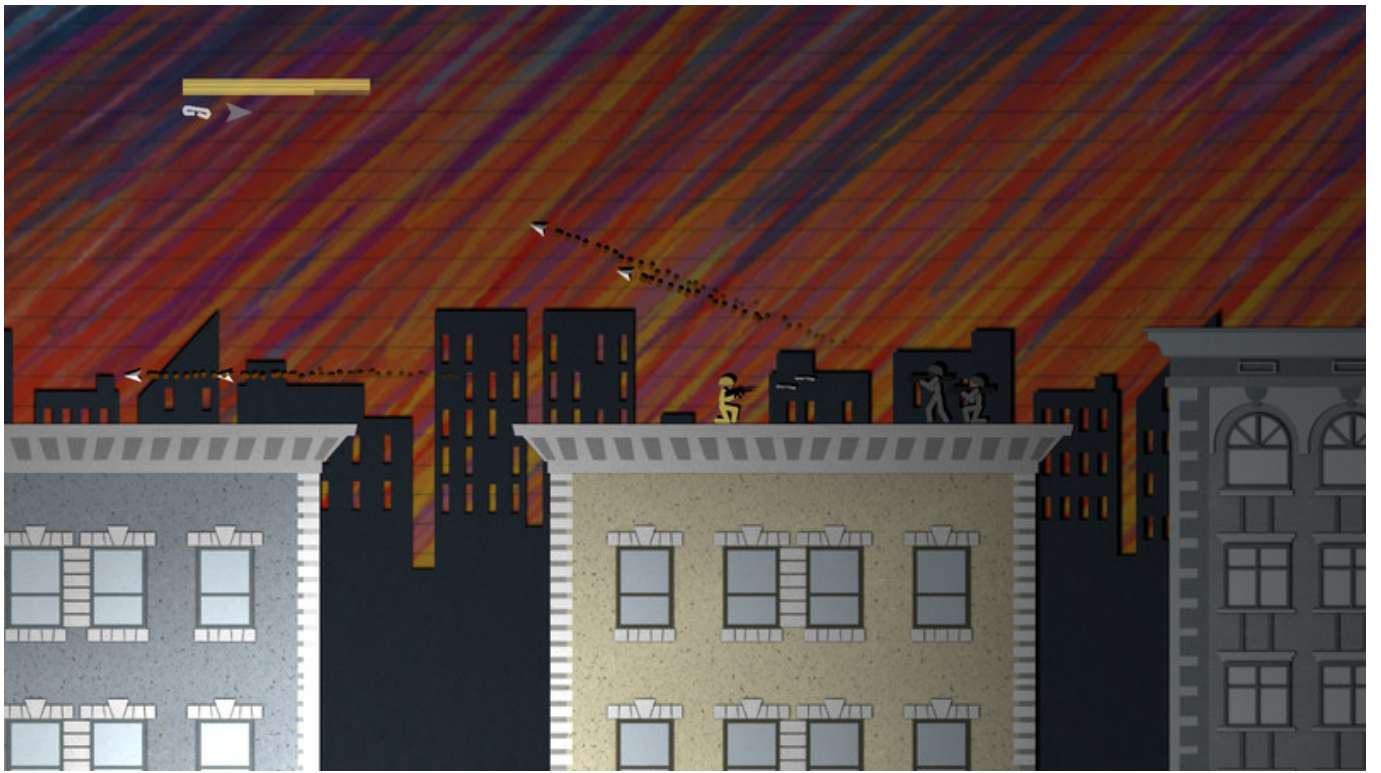
Publisher:

Never Don't Play

Release Date: 27 Jul, 2015

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English







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Played it through on a train ride.

Took me less than an Hour.

It's like a smartphone game with controller support.

Wouldn't have payed the 3 Bucks for it though. (just wait for the next sale). No button configuration? Really?. I'm highly impressed by this game, especially seeing as it's only \$3, sure it's probably only a short arcade game but the soundtrack is worth \$10 in my opinion, my ears are bleeding with happiness. Holy moly, I can't tell you how good it felt to be clapped after each level, I haven't been clapped to that hard since I was 12, and the woo's. what joyous woo's.

This game, I personally consider, to be somewhat of a cross between Metal Slug (with less enemies) and that 2005 flash game, stick adventure or whatever, y'know the one. It takes the elements of a stick adventure, adds guns and explosions and then slaps a helicopter with a rocket launcher in your face, in 5 minutes of playing. Although the enemies could have been harder and more diverse this game still put up a challenge for me as I failed miserably to land on a bunch of god damn whales that didn't want any of it. Along with these juicy elements it also ads in the ability to ride freaking clouds (sort of) and to deflect bullets with a sword. You can also change the colour of your stick man and his clothes which ads the slightest personal element of sorts to it.

Although the game isn't a Final Fantasy length release it's still a bunch of fun while you're playing through it, if you'd like to have a look at this game before you purchase it yourself I made a 10 minute video showing you the action of this game and the good times it brings as I enjoyed it so much, if you'd like to view that feel free to here:

<https://www.youtube.com/watch?v=Z7rULqOtXZM&feature=youtu.be>. its fun deffinatly worth the money but needs more maps

[. I seen this game new released. it had some good support on GreenLight. so I downloaded the demo and enjoyed it. The next day. I bought the game. and 20 minutes later I am writing this review.](#)

[I'm going to start by saying that the rest of the game is nothing like the demo. In the demo you get a machine gun and you get to fly a helicopter with rockets. You don't see these again for the rest of the game.](#)

[Next level you have stars which become a span fest.](#)

[Then you are driving forward for a minute in a space buggy \(That's the whole level, holding down right and tilting a tiny bit. And if your buggy gets wrecked, you get to do nothing but run for a while, all the while, things are falling from the sky to kill you.\) At the end you get a rocket ship which all you do is fly up and that's you done. \(If the game even registers you as completing the level\).](#)

[There's another space buggy level.....less this time, nothing to kill you and no rocket ship, just drive right.](#)

[A level where you have to jump across pirate ships while deflecting bullets and slicing through baddies. In reality, you are just swinging every few seconds while guessing if the whale is there or not.](#)

[The final level was a nightmare, you are climbing through trees armed with a spear. A spear that is very annoying to use, but the AI seem to have been training with them all of their life. Also, the glitchyness of jumping often sends you off the edge. The game goes from super easy to hard in just one level.](#)

[I really wanted to buy this game and get a game where I could just sit back and have a bit of silly fun. I didn't expect a long game, but 20 minutes to beat it is bad. I wanted to enjoy his, I really did. If there are updates to the game adding future levels then I will happily come back to the game to play some more.. Great game! I used to have this on the Xbox so was pretty chuffed to play it again here. This is my first purchase on Steam too and so far im pretty impressed with how it works. Stick Em Up 2 is a primarily a platformer but there's actually quite a lot of variation to the gameplay, you get a different weapon on each level and they really dictate the way you have to play the game.](#)

[The first level opens with a quick tutorial and a few basic jumps to get you used to the controls and then its straight into the](#)

action. The controls took a minute to get used to (Im playing on my keyboard and mouse) but I soon found myself galloping along and unleashing a sea of bullets on the unsuspecting stick-baddies. The weapon you start with is a machine gun with unlimited ammo, which is pretty handy. Half way through you get to fly a helicopter with a rocket launcher which is obviously extremely badass. The second stage is set in Japan and the soundtrack is really cool, ancient Japanese music. The weapon here is a ninja star and you have to change your tactics a little bit, if you try and rush through like you did in the first level you'll be massacred in no time. The trick I found was to progress slowly and pick the enemies off one by one like a ninja. There's a massive house at the end of this stage which looks like something out of a 70s Kung Fu flick and you need to scale your way right to the very top to get off the level.

Somehow the next level takes place on the moon. Stars are falling out of the sky and these stars are not your friend, they hate you and they want to kill you. This level is all about firing a continuous barrage of missiles up at the falling stars and running past whenever you get a tiny gap. Level 4 has our stickman fighting pirates at sea. You jump from ship to ship, via whales, slashing the armed occupants to smithereens with just a trusty sword and your wits. Again the weapon really dictates the gameplay here, it IS possible to kill the baddies hand to hand with the sword but the safest way is to use the sword to deflect their own bullets right back at them. I like the idea that our stickman is so incredibly hard he can kill 20 badguys with guns using just a sword. He is a double-hard barsteward and no mistake. Oh yeah and there's a canon on one of the ships which you can commandeer. It's not exactly fair to shoot the enemies at point blank range with a canonball, but it IS fun.

Level 5 finds us back on the moon, thankfully there's no stars this time but there is a moon buggy for us to drive. It's pretty much a straight time trial race against the clock. I can't stress how awesome this level is, blasting along with the accelerator planted to the floor trying to keep the buggy on its wheels. Each difficulty setting gives you a completely different track too, so there's sort-of 3 levels built into 1 here. This is one of those mini-games that you accidentally spend an hour or 2 on, especially in multiplayer. The last level is this weird kind of Ewok treehouse city and the weapon is a javelin thing that you can charge up. It takes a second to get to maximum charge and it's pretty satisfying unleashing it close-range on the poor unsuspecting stick baddies - it goes straight through them - and if there's 2 or 3 standing in close quarters you can kill all 3 with one spear, which aside from being great fun also shows our stickman is very frugal and even in these violent times, has one eye on the environment. The other theme of this level is BIG jumps. Some of them seem only just possible, which I personally really like in a platformer.

One of the coolest things about the game for me is the varied gameplay, each of the 6 levels really has its own unique vibe and you need to adjust your playing technique accordingly to progress. The other thing that stands out is the sound which is truly EPIC, these tunes will stick in your head (In a good way) and I actually hope they put the soundtrack out at some point. I would definitely pay another \$3 just for the tunes. Some things I would really like to see updated in the future: More levels, especially the moon buggy levels (This needs its own game) and maybe some more flying in the moon rover, that was over way too quick. I found the difficulty level was gauged pretty good, there's 3 settings and the hardest really is very challenging - you get one life and you can't take much damage at all - but even so, it's not impossible so you never get too frustrated. Also there's the various achievements to unlock, which I haven't really gotten into them yet but they seem to range from amusing to insane, like the pacifist one which you get by somehow going through the entire game without shooting anyone!

Anyway a very good game & totally worth the \$3!. This game is a lot of fun to play. Each level feels like a different game with different gameplay mechanics. It did feel kind of short but has a lot of room for improvement. As long as the developer keeps working on the game it will always keep me playing. Looking at the game, I think a level editor would be amazing and could really help keep people in the game with nonstop levels from the community. Keep updating the game and I will keep playing it.

Fun little game though the difficulty needs rebalanced. Overall decent game. Worth a buck.. dis game nice. Needs more singlepayer levels tho. Make sure you have a friend to play with .. This game is a fun, action packed, beatifully made platform shooter. This game has easy to learn controls. The levels are fun beatifully made the design of this game is really coll, the way everything is paper makes it look really cool. the levels can be easy or hard if you want them to be. It's really fun to jump around shooting everything. The sound tract in this game is by far the best sound track i have heard in a game in a long time. Even thought the levels are kind of short, there arnt many levels, and thes not too much to do once you beat the levels and achievements, its still a great game totally worth the \$3. Also they are makeing more levels in further updates. overall rateing 9V10.. Awesome but short!. An alright mod thats played by pretty much no one. So, yes, this does not contain a whole bunch of content, But this is still a fun game. You can play local coop, which is really fun, pvp, online coop, and more. It is only \u00a32, nice graphics, and insanely fun, you can use a spear to kill three people at once.... please add bots

no guys online :(Stick em' up 2 is definetly not worth your money.

It suffers from a horrible lack of content:

Just a few levels that take less than 5 minutes to beat each, a whole 4 different weapons and 2 different vehicles.

The controls feel way too floaty. Multiplayer is lack-luster. There's just so little in this game that it feels like a demo or something.

And the biggest problem: The lack of a level editor. Why oh WHY doesn't this game have a level editor?

This game might actually be pretty good if you could make your own levels, weapons and vehicles, and then share them via Workshop. Why is this not a thing?

Just go buy a bag of candy with the money this would cost, it would probably provide more entertainment and last longer.. This game is amazing! but it needs more single player levels and maybe an survival mode with all weapons!

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