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## Cheeky Beetle And The Unlikely Heroes Full Crack [key Serial]



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### About This Game

Cheeky Beetle The Worlds Most Modest And Secret Superhero.

A mysterious enemy has assembled a robot army and taken over a peaceful world. The fate of the planet now rests in the hands of a group of creepy crawlies led by 'Cheeky Beetle' a shy and unproven beetle superhero. These unlikely heroes must collect all the robot power-cells scattered around 12 different locations in order to slow down the enemy long enough to give the rest of the planet time to organize a resistance.

Take control of Cheeky Beetle the worlds most modest and secret superhero. Move him around mazes in 12 different locations collecting the power-cells used to power the evil robot army. You'll need to use quick timing and jumps to avoid enemy mechanized robots and even friendly creepy crawlies who want you to prove yourself worthy enough to lead them. Collect power-ups including extra life, extra jump, speed-up, invincibility, pass-through, and enemy slowdown to give to yourself an advantage. Avoid pick-ups such as enemy speed-up, enemy invincibility, and player slow down that will help the enemy. Avoid and even jump over obstacles that fall from the sky or appear from the ground aiding or hampering your movements. Computer controlled towers on each level will shoot at the enemy giving that extra help and with 5 difficulty settings you'll need it!

- 12 Different Levels
- 5 Difficulty Settings
- Player Power-ups
- Enemy Power-ups
- Obstacles
- Jump Move

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Transporters and Tunnels  
Computer Controlled Allied Towers  
2 Views  
Colour Blindness Settings  
Fast Gameplay  
Mini-Story  
Parental Controls Timer

English with limited language support for: Portuguese(Brazil), Japanese, Spanish, Chinese(PRC), Italian, Korean, German, Dutch, Hindi, Russian and French.

Linux And Mac Versions Coming Soon!

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Title: Cheeky Beetle And The Unlikely Heroes

Genre: Action, Casual, Indie

Developer:

Rocksoft Ltd

Publisher:

Rocksoft Ltd

Franchise:

Cheeky Beetle

Release Date: 22 May, 2019

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**Minimum:**

**OS:** Vista 32bit

**Processor:** Intel Core 2 duo 2Ghz

**Memory:** 3 GB RAM

**Graphics:** Geforce 8600m 256 Mb or equivalent

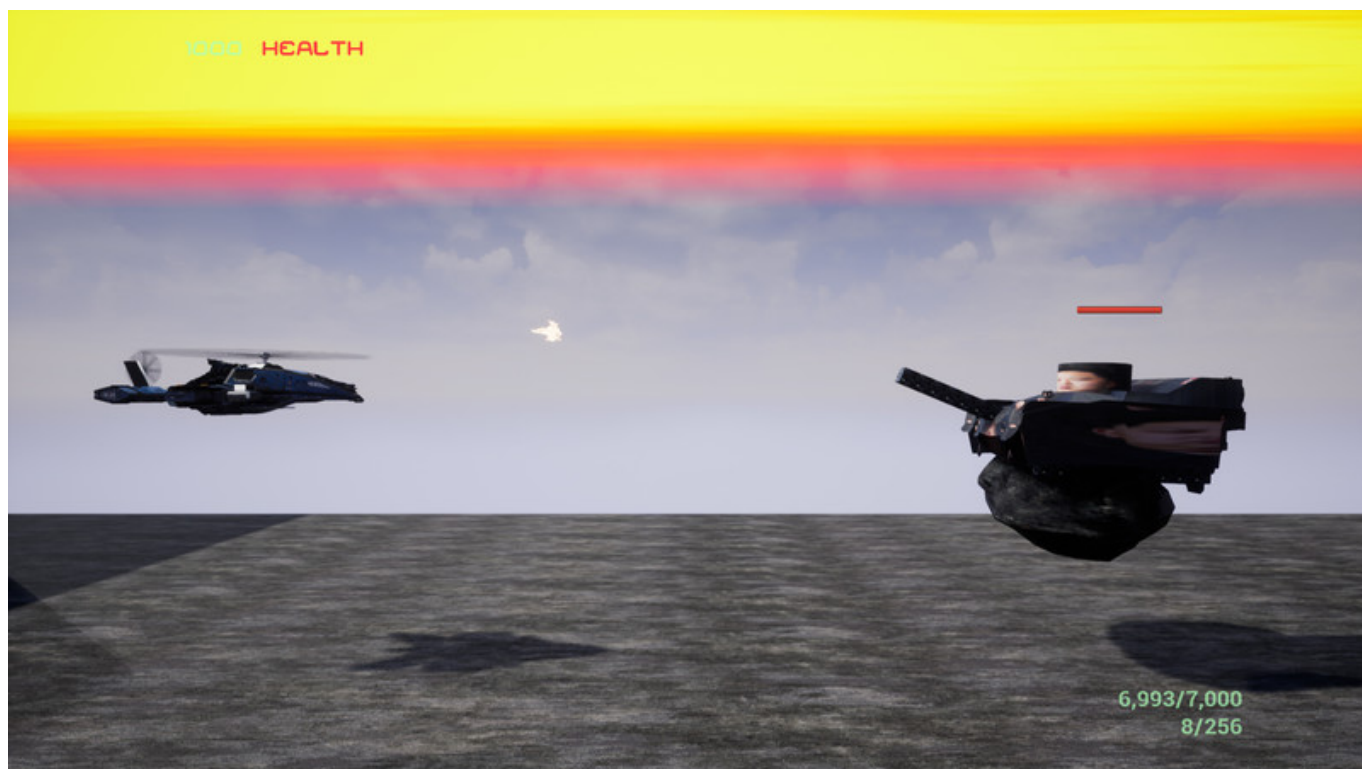
**DirectX:** Version 10

**Storage:** 400 MB available space

**Sound Card:** Integrated Sound Card Stereo 2.0 or better

**Additional Notes:** Not tested on Windows 8 - Contact me if any problems

English,French,Italian,German,Dutch,Japanese,Korean,Russian,Simplified Chinese







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Seemingly good story and atmosphere but the controls are super annoying. Levitating objects with clunky controls and then attempting to jump on the objects you just painstakingly moved with finicky jumps... prepare to die a lot. If that doesn't irritate you then it's probably a pretty good game.. Shadow Blade somehow remind me of Super Meat Boy! Why? Do you familiar with this sense of screwing the level pace just for a second delay? Then pausing the game and restarting level is what you will do a lot in Shadow Blade. Of course you can play through all levels easily if you neglect 2 Hidden Marks and collectibles scatter in levels and prefer casual approach but you know, who wants to be a casual Ninja? So you run, jump, dash, throw shurikens and mixture of those to whether overcome platforming challenges which is the core of the gameplay or bringing enemies down. At the current state game has 4 chapters each consisting 15 levels and if they're not enough, there's also a Masterclass and Hardcore Edition of each levels which some of them are ready now and others under development. You can also jump in Dojo Editor and creates the levels you want to play or maybe challenge your friends but unfortunately there's no possibility right now to share created levels via Steam Workshop, a feature we will be assure that will add just doing ASAP guys! Shadow Blade is fast paced enough to hook you and will reward action fans well enough. Its control was not but now is solid and standard for the genre while best result achieved with Controller but you can play it with keyboard pretty well too.. its a good game but I dont get the deal with the server being open for only 3 hours. I would have recommended this game as positive, but it got stuck on collecting wooden pieces on the pier. No matter how many times I went back and forth or tried to click to collect the wooden piece, it would not allow me to do so and therefore I could not continue with the game and therefore I cannot recommend this specific play. Having said that - up to this time the game was good and I enjoyed the fact that you had to collect your 'hints'. It was more challenging therefore.. This game has a huge potential. However, every new game they release is just a worse copy of the older one. I bought it for new updates etc. hoping that the game could be playable now, but no... economy, relations, ai pathing issues are just too bad for a grand strategy game, and those problems aren't new. Also lack of events, new features etc. is just not possible to accept. After all these years, they just should have made much more than this broken game. I really wish that they will fix all the issues and add new things to it later, though I don't have any hopes now.. Sentience is an awesome game. The Pilgrim Adventures guys do it again. If you haven't played any of the Space Pilgrim games, first of all do it now. But if you already did, then you will know how good the character writing is. As usual, it's not some kind of high-concept epic, it's just a solid, well-paced space opera that celebrates all the stuff sci-fi fans pop for: spaceships, aliens, AI, coffee, synthesizer music - it's all there. The characters feel real, the dialog is (mostly) believable and it's just a fun place to escape to for a few hours.

My sole complaint is that at one point the game appears to set you up to lose a different buddy depending on fairly arbitrary choices made beforehand. To me this makes the loss less impactful. Personally i prefer the Space Pilgrim approach where there's only one path so the writers get to make any deaths really mean something. When you have multiple paths it makes the deaths feel cheap, like they're only there to check a box instead of tell a compelling story.

On the flip side, although the final decision also gives you multiple options, I never felt the need to go back and choose any of the other ones. I was invested enough in the world and my motivations that there could only be one choice for me, which I think is good writing.

In short, if you're into sci-fi and want to spend a few hours with a rag-tag crew uncovering the mysteries of an alien world, this game is just the ticket.

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Casual puzzle game

+funny sounds and soundtrack

+funny drawing style

+good to pass time

+have achievements

+steam trading cards

+cheap game with lots of fun. Great value at 50% off, plus the exclusive doggo is really well done.. Fun little game, makes you think. Some of the matches don't make sense , but i guess that is just slightly annoying.. Nice little game. Short and simple, with a decent replay value. Some minor errors here and there (a few mixups with names now and then), but I couldn't care less. If you like choices, and want to play something that won't take up too much of your time, this is the game for you.. is tin so is good

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