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## Archibald's Adventures Crack Exe



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### About This Game

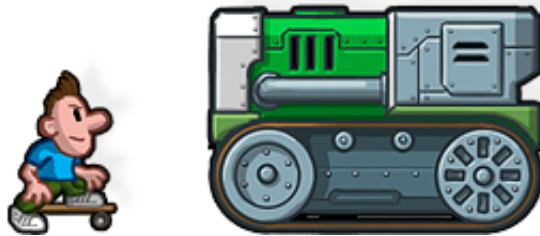
Archie and crazy professor Klumpfus are stuck in the professor's mansion after the latest experiment of the goofy scientist went all wrong! All kinds of weird lifeforms escaped from their containment. A paranoid central computer issued a lock down on the mansion and trapped both heroes inside!

Help Archie to overcome all the pitfalls of the mad scientist's mansion in this action puzzle game! Test your skills and wit in nearly 200 levels!



### FEATURES

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- Go through 191 levels in this mind breaking action puzzle platform game!
  - Climb walls and ceilings in a magnetic rolling pod!
  - Solve brain busting riddles with remotely controlled flying bubblegum!
  - Move around as a professor in his jet propelled armchair!
  - Use your wit and fast reactions to avoid nasty dangers of the mansion!
  - Encounter lots of weird and funny monsters running loose in the levels!
  - The game can be controlled with a mouse, keyboard or gamepad.
  - Now with Steam cards and achievements.

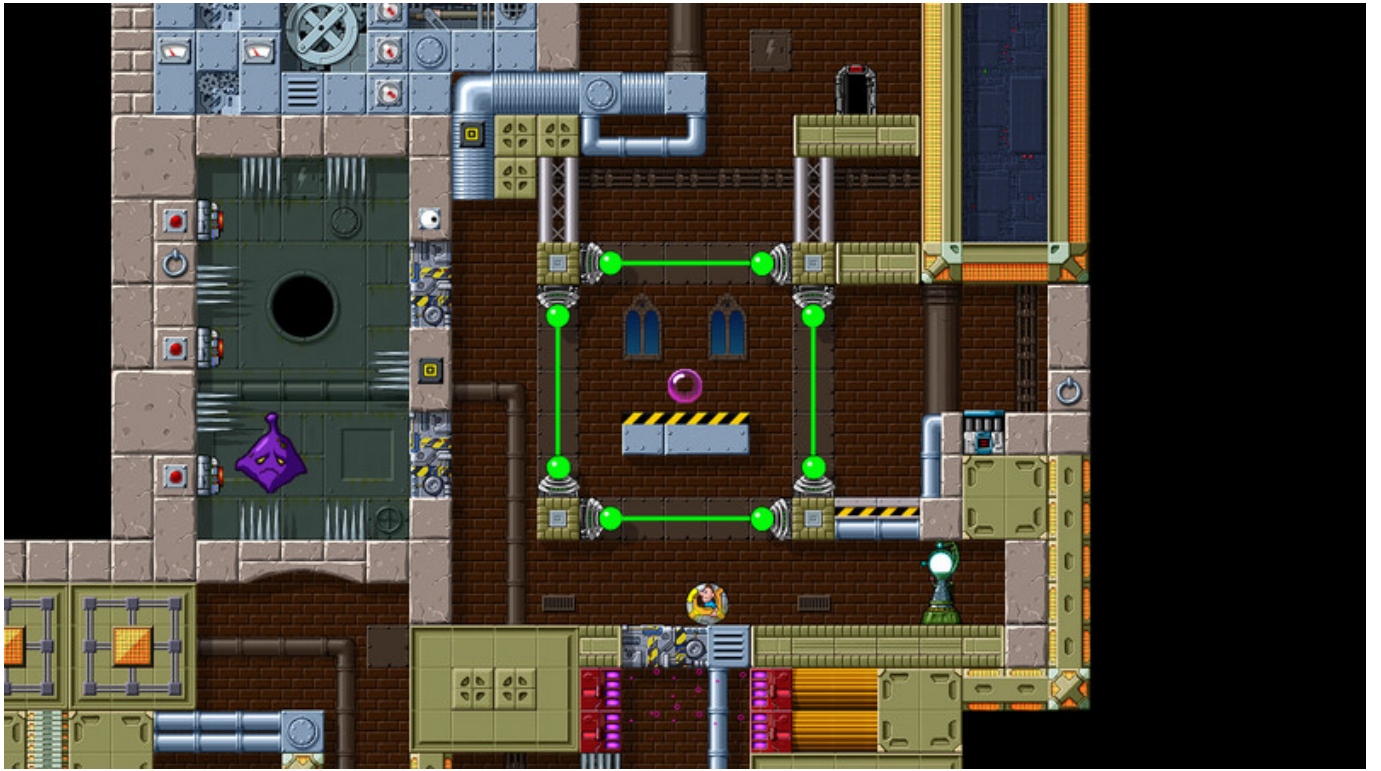


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Title: Archibald's Adventures  
Genre: Action, Adventure, Casual, Indie  
Developer:  
Rake in Grass  
Publisher:  
Rake in Grass  
Release Date: 10 Jun, 2016

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English,French,German,Czech,Russian







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Had the demo on my Macbook from wayback when, and the Steam release just happened to pop up in my store feed. Very glad it did. This is a great game and while challenging at points, it's always fun. And surprisingly, after listening to the same soundtrack over and over and over again, I still have yet to grow bored of those charming sounds. It's cheap, so pick it up when you've got some excess after a large purchase. You won't regret a cent.. This game is a lot of fun. The puzzles are interesting and the platforming is not murderous like so many are. This game is IDEALLY suited for a level editor, and Steam workshop. I don't know why there isn't one.. Great puzzle game from Iphone-IpodTouch. Years ago when I got this on my PSP it was with a large bundle of games and I thought/knew nothing about it, eventually boredom permitted me to try it and I ended up playing all night, eager to finish 'just one more level'.

While starting out extremely simple, the game quickly starts to develop some more challenging and brain teasing obstacles that will sometimes leave you stumped, but be generous enough with checkpoints and quick restarts that you don't get too discouraged.

It's a mix between a platformer and puzzle game with a very simple but smooth pace, well established physics, and oddly satisfying sprites that seem reminiscent of a sega genesis game. I can't help but to do a full playthrough at least once or twice a year and I was pretty surprised to see that this game was ported to PC for steam.

I guess it's about that time of year again, then.. Years ago when I got this on my PSP it was with a large bundle of games and I thought/knew nothing about it, eventually boredom permitted me to try it and I ended up playing all night, eager to finish 'just one more level'.

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I guess it's about that time of year again, then.. Very much a fan, first played this game many years ago on an old motorola blackjack windows mobile 5.0.

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Archibald's Adventures is an interesting puzzle platformer - generally, it's good when it's being a puzzler and mediocre when it's being a platformer. A good deal of that has to do with the control scheme - most unusually, there's no jump button; instead, you automatically jump under certain conditions. Combined with the clearly defined grid layout, this allows for more interesting puzzles than could have been created with a 'free' jump, but it makes platforming feel pretty awkward.

There's a reasonable variety of puzzles, but most of the better ones make good use of boxes that you can move around with a magical floating bubble (?) and in some cases destroy. The bubble also can be used to 'scout out' levels and trigger some switches - it's a key mechanic of the game and it eventually feels fairly natural, though like much of the control scheme, it's weird at the start (and the fact that you can only move either your character or the bubble at any given time gets cumbersome). Additionally, you unlock a vehicle after a few areas that can grab onto magnetic surfaces, allowing for some more interesting level design.

In short, while it's not exactly intuitive, there are some neat puzzles here that might be worth checking out.. I always really loved to play this game on PSP, and now it's released on Steam. I played it for some time and can confirm that the experience is just as good as on PSP. If you're looking for a great puzzle game, you will probably like this game. It delivers a lot of fun for its price. The soundtrack is great. The puzzles vary a lot, a lot of different mechanics are introduced throughout the game, this keeps the puzzles really enjoyable, but also makes them more complex and difficult later on in the game.. Dont buy this game.. Glad to see this on Steam! I don't know how many hours I put into it when it originally came out - at least 10 to 12 - but I'm looking forward to playing through it again with some enhancements. Not only are the puzzles a fun challenge as the mechanics become more intricate later on, but the whole atmosphere of the game is very engaging. I get a big smile on my face playing this.. This game is a lot of fun. The puzzles are interesting and the platforming is not murderous like so many are. This game is IDEALLY suited for a level editor, and Steam workshop. I don't know why there isn't one.. I got this game a long time ago from their website so I played a lot more than what says above. I love it! Such a tight well designed puzzle platformer! It uses a grid-like movement with well defined rules. For example, if you move through 3 squares you gain speed which can be used to jump through gaps. That's what I mean by grid-based. The first levels will be mostly just showing you different uses of the basic set of movement rules. Then it introduces more elements, like the bubble, then you can control a machine that sticks to metal walls etc. And with each new mechanic comes a world of levels exploring the possibilities. Seriously, the amount of levels is so large it's surprising how they kept them interesting and fun for the most part.

"For the most part". Yes, there are a few levels that shy away from clever puzzles to a more reflex oriented type of level. The majority of levels are fun and engaging though.

And the music is pretty cool too.

I just bought their bundle here on steam, so I'm replaying this gem of a game. Puzzles usually don't have any replay value but I forgot most of it anyway.. I got this game a long time ago from their website so I played a lot more than what says above. I love it! Such a tight well designed puzzle platformer! It uses a grid-like movement with well defined rules. For example, if you move through 3 squares you gain speed which can be used to jump through gaps. That's what I mean by grid-based. The first levels will be mostly just showing you different uses of the basic set of movement rules. Then it introduces more elements, like the bubble, then you can control a machine that sticks to metal walls etc. And with each new mechanic comes a world of levels exploring the possibilities. Seriously, the amount of levels is so large it's surprising how they kept them interesting and fun for the most part.

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I just bought their bundle here on steam, so I'm replaying this gem of a game. Puzzles usually don't have any replay value but I forgot most of it anyway.. DOESNT WORK a few of the levels are impossible doesnt tell you what buttons to use.. arrow keys work but can you jump? did about 6 levels and had to skip 2 of them... Glad it was a free game from Geekfuel. puzzle game with lots of hints. Very explicit about what to look for, but once you have been taught a strategy, it will come up in subsequent levels without a hint. Very accessible puzzle game.. \ud83c\udf1f\ud83c\udf1f\ud83c\udf1f\ud83c\udf1f\ud83c\udf1f



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