Code Name: Origin Hacked



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About This Game

Code Name: Origin is a top down action adventure inspired by the classics in the 80's and 90's. You're dispatched alone with a laser shotgun and the wits to uncover what transpired just days before you arrive. To survive you will unlock new weapons such as the missile launcher and armor upgrades as the speed boost to increase your mobility. Beat area bosses by uncovering their pattern and begin unleashing a volley of bullets to unlock new levels. Traverse to different worlds across space to decipher puzzles to throw you further into the events that lead you here.

You received a distress signal from a Deep Space Federation Frigate. You turn on your ships onscreen view where you are immediately called to action. It has been 48 hours since last contact. All that is shared to you is the coordinates within the federation boarder and to initiate Code Name: Origin.

Do you have what it takes to initiate Code Name: Origin?

Title: Code Name: Origin Genre: Action, Adventure, Indie Developer: Latent Studios Publisher: Latent Studios Release Date: 27 Dec, 2017

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English







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its just like playing pyro in tf2. move the mouse around a bit and press m1 for a couple hours.

if i was in a car accident or something and i suffered from a major brain injury creating lack a lot of mental processing and motor skills, id probably still be able to play and beat this game.

there are no skill points or atbruite points to spend, and this game is a "MMO" where you go into dungeons where enemies are client sided and the way to beat each dungeon is exactly the same every time you play it.

Id rather play sakura clicker because moaning anime girls at least slightly more entertaining than this boring, and iq 25+ game. I truly felt i'd die when driving the Quattro around Monaco

10\/10 would snap oversteer a 4wd because of a patch of ice again. sure it could certainly use more, but what it does do is use the basic tools of this type of genre, and adds the flick of a wrist,mouse. and although targeting could be smoother, it does the job fine on my settings, for the price is totally worth it.. Was really hoping to like this one. Pixely 3d graphics are awesome and I don't think I've seen a game with this art style ever. Could use a bit more smoothness of animation but thats a minor thing. Too bad the guna and hand to hand combat is clunky and unfun. The dialogue is a bit weird too like english wasnt the writer's language.. Sparkle 2 evo, i have cleared that game. It used to be a really casual game, TAG on this game says Casual, however i disagree.

In previous version you would just wonder around the magnificent world and eat everything you want, that's casual. In sparkle 3 Genesis, there are quests you need to complete, however you need to do it perfectly, i mean, if you fail somewhere have to start all over again, so that's not really casual that's more like a hardcore.

Now as i've cleared the game, i must say that in this game you can get the experience you can't get anywhere else, the atmosphere in which you will live is amazing. This game is amazing.

The arcade mode is just that. You take on wave after wave of enemies until you die. Check the video, and you get the idea.

In the "campaign" mode (there is 0 story), you get to upgrade your robot with credits you pick up from killing enemies. This is fun, but goes by very quickly. If you die, you get to keep the credits you earned for the run making it just a matter of time before you'll be fully maxed out. I would have preferred only keeping the credits that you earned upon completing the level, but I also realize that it probably would have been a huge pain to try and balance properly.

Also, the alternating firing in campaign mode makes for some interesting strategic positioning being required during gameplay.

The most important thing to point out here: This is through-and-through an actual twin-stick shooter. That is, you most definitely want to use a game controller for the "twin sticks". Using a mouse for this particular game just isn't quite right. It would be like playing Quake with a game pad, Street Fighter with keyboard, or driving with your feet.. This was a fun puzzle game which I completed with all 3 star levels in 10 hours. No violence, and the levels gradaully get a bit more tricky each time. The game is simple to master and is all point and click to send your minions off to get on with their business. I would imagine that this was developed as a smart phone game, which is to take nothing away from it.

I found it an enjoyable little diversion from "big" games like Skyrim, and is something which you can dip in and out of.

Levels are timed for star rewards.

I got it for 39p on Steam sale, and it is certainly worth that!

For a little puzzler I bought cheap on a whim, I am very pleased with this game. Aged horribly and has problems running on modern hardware.

Produced by an unethical anti-consumerist company that had injected the Red Shell spyware into all of their games without user consent and has been pursuing a political agenda of historical revisionism in recent times.

I wouldn't recommend purchasing this.. Very guud tovarisch

The game its awesome, its worth if u want to buy it

Aproved by me. Light hearted story, with teeth-grinding gameplay. Functionally working fine throughout the first couple chapters. Bonus points for using the name of the linux operating system in the main menu.

I don't know if this is my kind of game. The combat is quite tricky, right from the start. You feel it is more of a puzzle.

That said, if you are up for a challenge, there is some cool, old school 3-D environments, with a mouse driven camera to explore. I would have liked it more relaxed, to enjoy the story. It's quirky and funny, but it is also unforgiving in the skill advancement and fights.. old and simple game but its nice. i smell pennies. Fun game that is pretty great. The only problem I've had is that since I have a multiple monitor setup I can not change the screen the game plays on but from what I know the developers are already aware of this and are working on a fix. Go play it they are asking next to nothing for it and it is rather fun.. Pros:

- Pretty visuals and art design

Cons:

- Clunky controls
- Lame "puzzles"
- Poor platforming
- Weird/unclear mechanics
- Super short frustrating game

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