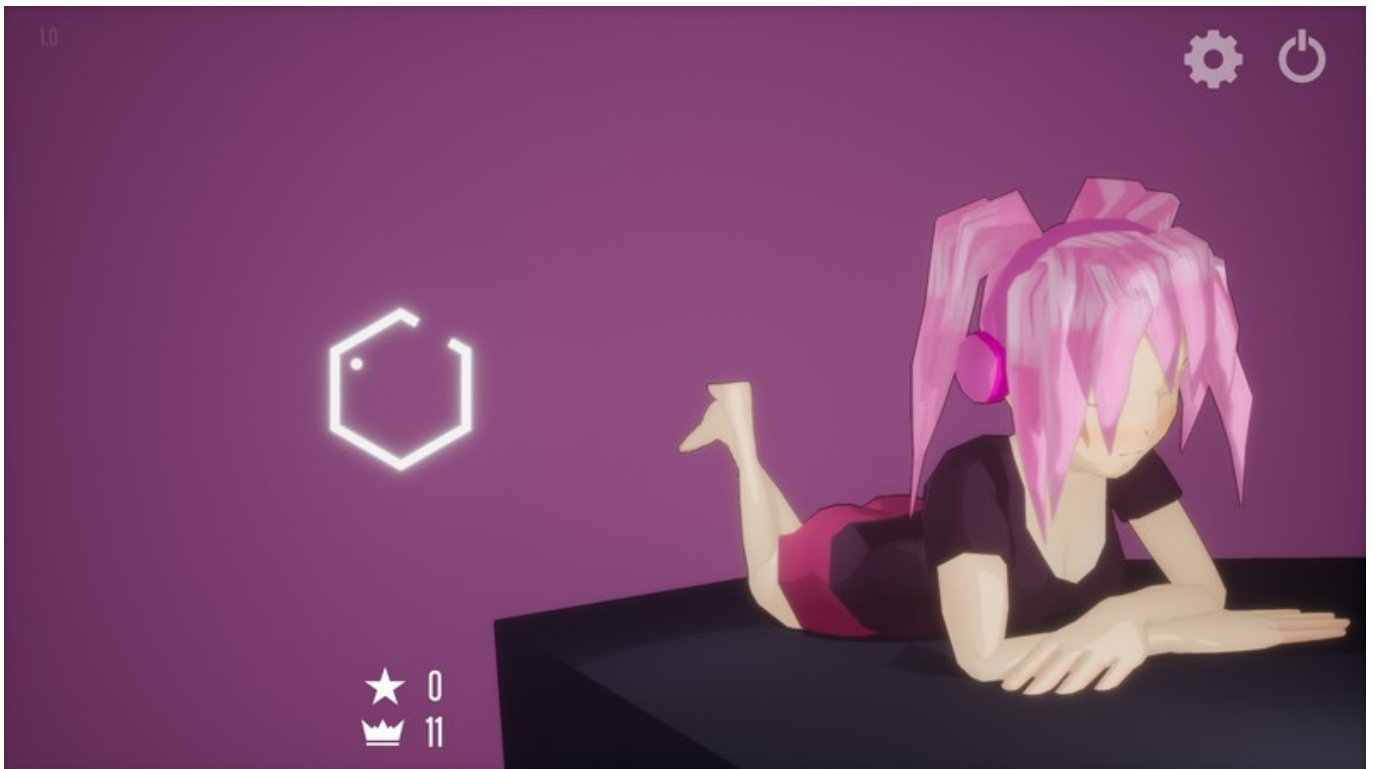

Chill II Activation Code [portable]



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About This Game



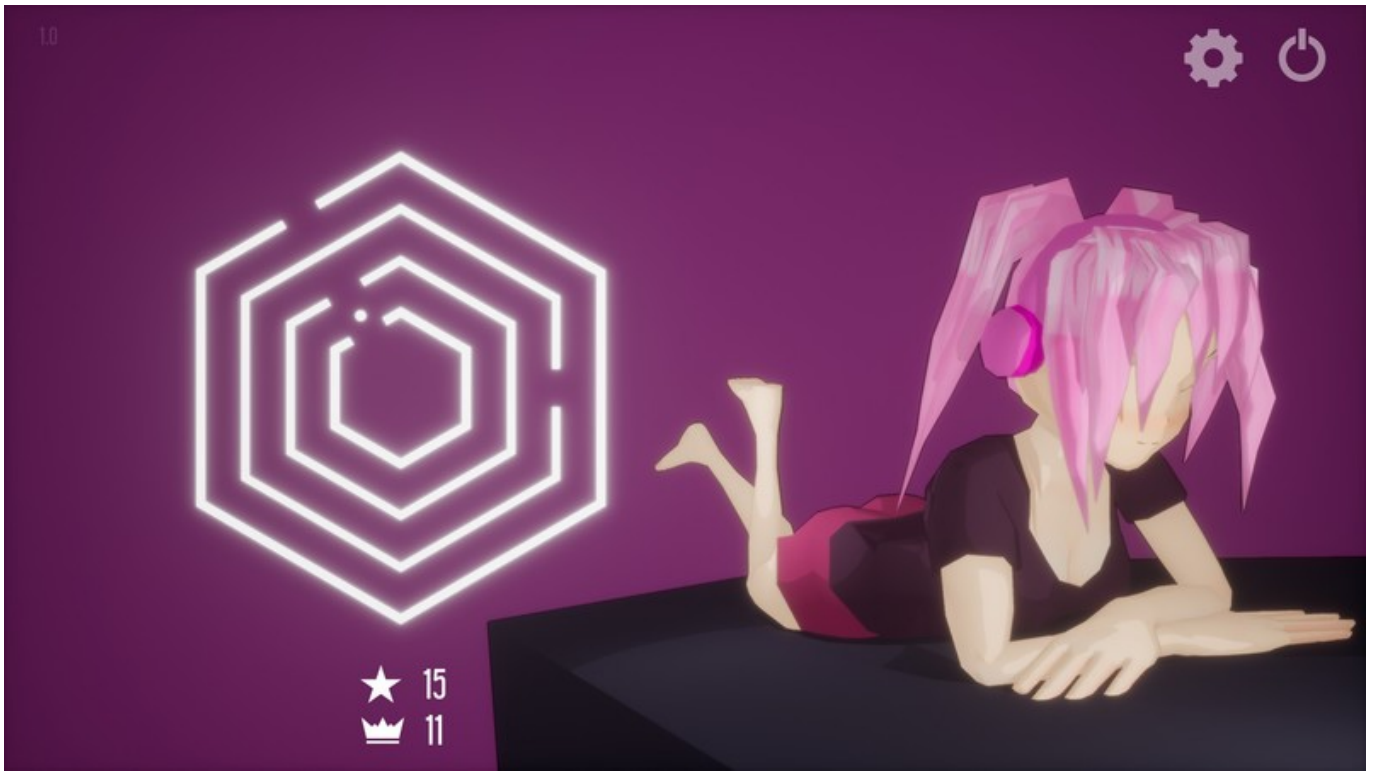
Chill is a puzzle game with relaxing music. Find a way out of a Maze with 5 levels of difficulty. Enjoy minimalist puzzle game while listening to calm music. Earn achievements for every solved puzzle.

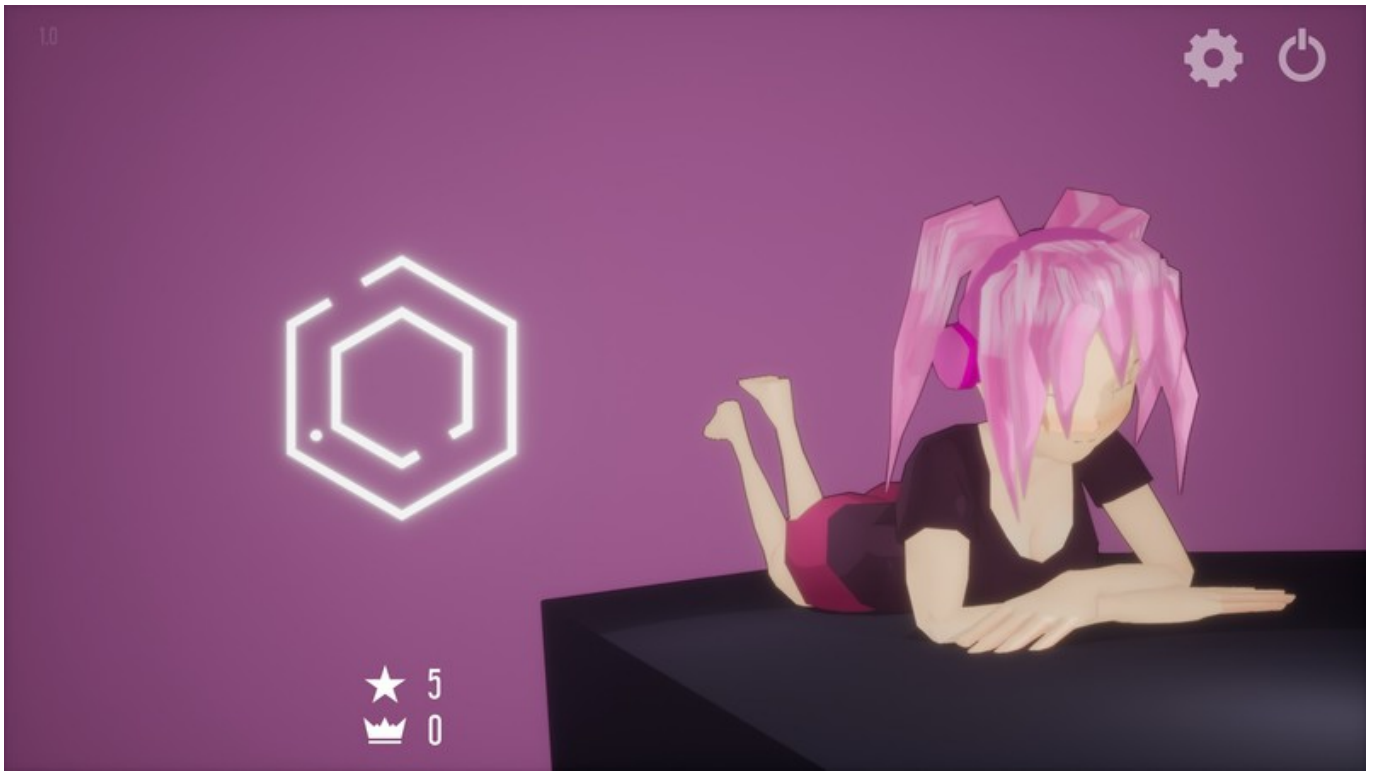
- endless puzzle game
- 5 levels of difficulty
 - achievements
 - calm music

Title: Chill II
Genre: Casual, Indie
Developer:
VitaliZelenyuk
Publisher:
VitaliZelenyuk
Franchise:
Chill
Release Date: 21 Mar, 2019

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English,French,Italian,German,Arabic,Bulgarian,Hungarian,Vietnamese,Greek,Danish,Traditional Chinese,Simplified Chinese,Korean,Dutch,Norwegian,Polish,Portuguese,Romanian,Russian,Thai,Turkish,Ukrainian







First of all, the description of this game is misleading. It's not a puzzle game, there is no brainwork involved at all. It's about mouse control. You have to move the dot to the exit without touching the borders. That's it.

The achievements are ridiculous. It would make sense for this game to base achievements on win streaks, but no, you get one for each level regardless of whether you win, lose or even attempt it. The nature of the game means that it's actually much quicker to get the achievements by instantly FAILING. That's where we are with achievements now - failure is an achievement.

So let's ignore the achievement situation for now, and look at whether this game does actually present a challenge. There are 100 achievements, so there must be increasing challenge for 100 levels, right? Wrong. You get an extra "wall" for every 5 wins streak. The trouble is, it tops out at 5 walls maximum, so by level 20 you've seen everything the game has to offer. The most annoying thing is that this is the point where it starts to get (slightly) challenging! It does keep track of your personal best win streak so in theory you can chase that. However, there's really no point in doing so due to the low difficulty plateau.

Value\play time? Well, if you play it properly and win 100 levels (the last 80 of them being basically the same) then you'll get 30 minutes out of it. If you're just in it for the achievements then you can easily get a 100 loss streak within 10 minutes and clean them all up. If this was intended as achievement fodder then why not give it the maximum number allowed, whatever that number is these days? But it even fails at that really.

On the plus side, the app is stable; graphics are pleasant enough; UI is simple, functional and unobtrusive; screen resolution is windowed or full with wide variety and goes up to 1920x1200 (thank you). It even runs flawlessly on Proton (Linux).

In the end, I wouldn't call it a fake game - I've seen much worse - but it's borderline. I wouldn't recommend it, unless you just want the cheevos. The most fun I got out of it was writing this review.

Comments are open, if you have anything to say.

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