
15 Days Activation Code And Serial Number



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About This Game

A three-man activist group has set out to make the world a better place by stealing famous pieces of art in the world's most renowned museums, selling them to private collectors, and donating the money to charity.

Though hunted by police forces, the group manages to stage one successful coup after another - until one day a mysterious new client appears and the group finds itself in the middle of a political conspiracy...

Key Features

- Mystery conspiracy adventure game with unexpected story twists
- Current, believable game world
- Contemporary visual language
- Pointed script
- Fast-paced, dynamic narration
- Interesting technical gadgets that allow realistic interaction with the environment

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- 4 different playable characters on both sides (police & activists)
 - Accessible thanks to very moderate difficulty

Title: 15 Days
Genre: Adventure, Casual, Indie
Developer:
House of Tales
Publisher:
HandyGames
Release Date: 25 Jun, 2010

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Minimum:

OS: Windows XP / Vista / 7 / 8 32 or 64 bit

Processor: 1,6 GHz Intel or AMD

Memory: 1 GB RAM

Graphics: DirectX 9 compliant video card Shader Model 2 and 128 MB VRAM

DirectX: Version 9.0c

Storage: 4 GB available space

Sound Card: DirectX compatible card

English,French,Italian,German,Czech







I normally enjoy adventure games, and like to try and solve the puzzles - I don't normally write negative reviews but thought I should warn you off. I finally completed this 'game', which is really more of an interactive movie. The game crashes frequently and it was a bit of an endurance test to get through it - the graphics are dated, and the story doesn't really grip you. Puzzles are more a trial and error than logical - and some of them use a with b, and move the mouse pointer till you find the hotspot on the screen, sorry not really good - even for a 2009 game. Save yourself some money, and try something else.. Crashed constantly.. Admittedly I didn't get very far but I didn't want to. 15 Days suffers from that directionless feel some Click'n'points have. The puzzles need to be completed not because of any in-world reason- (I wasn't allowed to get in the car until I phoned an old friend to just talk shop. This apparently is necessary for the story, even though it has no apparent effect on the next part and could be done upon return as well.) This means puzzles aren't intuitive and instead rely on the player interacting in every possible way with any interactive object to make sure they can open the next door. 'Puzzles' can be as simple as 'hey, pass me that item that is right next to me'. There's no reward to doing tasks like that- it's minimal interaction to prevent the entire thing being one very awkward cutscene.

I don't mind the graphics for the time the game was made, although it does suffer from occasional animation glitches meaning your character will jump from standing, to sitting in the chair, to standing again. It also makes the conversations between characters feel incredibly awkward, especially for characters with more wooden voice actors.

When the game crashed I didn't load it back up.. For the record, House of Tales was the same company that made Mystery of the Druids back in 2001, plus two other point-and-click adventures that I have yet to play.

Druids, while an awful game, was at least hilarious for both its nonsensical puzzles and poor writing and animation. It was the perfect kind of trainwreck. 15 Days, on the other hand, just left me feeling angry afterwards. I'm not going to go spoiling the plot here to explain, but let's just say this game's horrible reputation is not at all unjustified.

I wouldn't recommend experiencing this for yourself, even if you do have the same bile fascination, since it's a very unstable piece of software and WILL crash consistently in certain parts unless you run technical wizardry on it. Just save your \$10 and wait until the Wrongpurae comes out if you're really curious.. I enjoyed this game very much. The end left me with some unanswered questions though. But overall, I give this a 7/10.. I enjoy point and click adventure games a lot and I play a large amount of these games. I would have liked to enjoy this game as well, but this game [15 Days], is far too frustrating to play with all of the inevitable game crashes. I think I crashed like 5 times in the first 15 minutes.. I could tell I wasn't getting anywhere with this game at the rate of the crashes popping up, so I chose to abandon playing it.

This game crashes a lot, constantly. There's a crash report window that opens when the game crashes, however, it's been 7 years since this game's initial release and I don't think the developers have worked on fixing anything at all, nor do I feel they are committed to this project any longer.

If you are up to the challenge of completing the game against the bombardment of crash screens, then by all means go for it. But I wouldn't recommend it.

Like it. No bugs, no problem, just fun.. pauses)
(is silent)
(pauses)

....

Worth playing just to get to the last line so you can realise how cheesy it is.. Buggy, no autosave, slow character movement, no options to change screen resolution, and a boring story. 5/10.. This game crashed repeatedly when I typed a search into the in-game search engine.

I might have tolerated the pace (slow), the graphics, etc. if only it didn't crash repeatedly with no obvious solutions. I play lots of mystery and adventure games.. This game felt old from the start, and I quickly got bored playing it. The user interface is of course outdated, but that's to be expected considering the release date.

Someone wrote in a review that the graphics look good even for 2010, which I don't agree with. It's more 2004 or 2005.

When the game started to repeatedly crash to desktop, I saw no point to continue. The number one requirement for any game is that it doesn't crash.

Anaqim

Update 18.07.2018

I decided to give it another go. This time it was more stable, strangely enough. Game play was however static and I only endured for about 30 minutes.

I've lately come to realise that there are very few point and click games i have truly enjoyed, so i am probably biased here.

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