## Life Is Pointless Activation Code [FULL]



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## **About This Game**

Earn points by doing that which is pointless.

Based on the designer's own struggle with depression, *Life is Pointless* takes the player on a cerebral and stoic adventure as they try to escape their meaningless existence. Deep and contemplative, the player is forced to repeatedly complete the same mundane tasks in this minimalist experience, watching as the days pass endlessly before them. More of a philosophical argument than a game, *Life is Pointless* will force you to take a closer look at your own daily actions, and determine if you, too, are in the pointless pursuit of points.

## Features include:

- •Over .01 hours of exciting gameplay!
- Absolutely no multiplayer capabilities!
- •Vivid color palette of black, white, off-white, and dark-grey!
- •Painstakingly produced over the span of almost an entire week!
- •Two endlessly looping tracks of music, each an astonishing six seconds long!
  - •Revolutionary day and night cycle!
  - •Incredibly smooth learning curve!
    - •Points!

But the best part about *Life is Pointless* is that you don't even need to be actively playing the game to earn points! For the truly devoted player who wants to live the game, rather than play it, they can minimize the application, and perform their daily computer routines. Even if the game loses focus, it will still record the number of key presses you enter, slowly adding them to

your score. At the end of the day, you can go back into the game, and see just how many points your normally pointless existence has earned you!

"Fantastic!"
-Made up game reviewer #1

"5 stars!"
-Made up game reviewer #2

"The greatest game ever made!"
-Will deManbey (*Game Designer, Life is Pointless*)

"Better than Car Theft Auto!"
-Will deManbey's Mom

## Disclaimer:

If you haven't already guessed from the above description, screenshots, and trailers, there isn't all that much to this game. It was created from a place of twisted darkness in the designer's soul, and publishing it was just something he decided to do for fun. He was originally going to make it free, but the same twisted darkness thought it would be hilarious to make people pay for it. That being said, do not purchase this "game" if you do not have a sense of humor. If you're planning on feeling disappointed, and writing a negative review about it later, then you might as well stop right here. This game was built on negativity and disappointment, so the designer has plenty of it already.

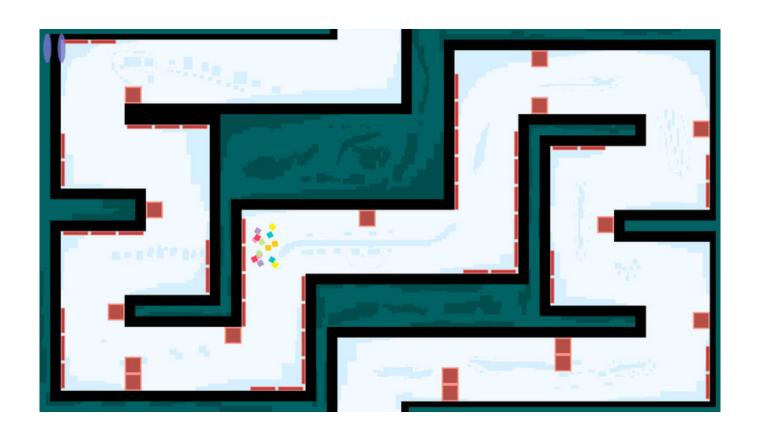
Title: Life is Pointless

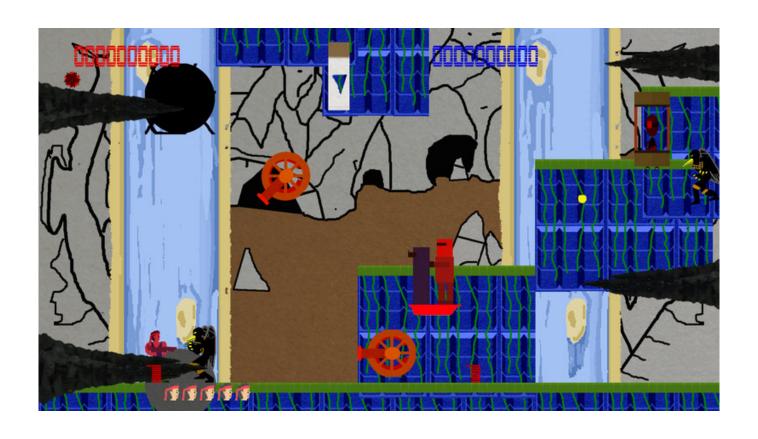
Genre: Casual Developer: Will deManbey Publisher: Will deManbey

Release Date: 4 Feb, 2019

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English







Love this game! I\u2019ve played bunch of the puzzles now and it\u2019s really bending my mind. The aesthetic and ambiance is superb. I know I have a lot more puzzles to get through but Ashi is already worth it. Highly recommended.. No explaination as to what you need to fix on the vehicles, All it says is that there is a broken vehicle. Aswell when you pick up the tools all of the bolts glow a green color. There are so many that you cant tell which ones you are really looking at when you are under the car.. Horrible micromachine rip off game. Don't bother, there's much better alternatives on steam that aren't a waste of your time, like Toybox Turbos.

Get that instead, it's just a buck or more than this atrocity (during the summer sale) and well worth it.. WORST GAME I'VE EVER PLAYED. Nostradamus is a point & click adventure where you (or at least your brother) are recruited to investigate a curse that is unfolding based on a quatrain written by Nostradamus himself. Nostradamus, your father, is in his late years now: old, weak, and frail. Since your brother is away, and because of the time period a woman does not seem fit to handle the task, your father sees it best to disguise you as your brother to help the queen's mother solve the mystery of people close to her dying as she is now in fear of her own life.

Being a Microids game, the gameplay is quite good with a lot of similarities to Syberia and Return to Mysterious Island. It involves a lot of detective work with very engaging puzzles. The game also provides a good foundation of early astrology and chemistry. Highly enjoyable.. Much light, some shadows. The scenarios are mostly well designed and quite difficult. Usually you need 1-3 try to complete one successfully. One big downer es the fact, that you play the scenarios in a given order. It doesnt matte how good or bad you finished one, you cant change or choose anything in the campaign. Despite that, if you loved panzer general or panzer corp, you will also like this game. This game is a great game so fare. Cant wait to see it continue to be improved with up coming updates. Cant wait to see more of the full expects of the game. It would how ever be awesome if u can put in auto save so whn u die u wont lose everything u made if u forget to save. great job so fare guys.. Multiplayer is scuffed.. Remember when Devolver Digital joked about Earliest Access in their E3 presentation a few years back? This is that. Welcome to the eternal void where your money sits. Doing nothing.. R.A.T.S. (Regulatory Astro-Topographical Stabilizer) is the subject of this review, and I have to say I like it. I will keep this one short. R.A.T.S. Reminds me of a 3D Bullet hell game, that being so visually things get pretty crazy. Otherwise its a simple arcade shooter. I would recommend to bullet hell fans, and arcade shootem up fans.

I enjoyed the game, the challenges and the achievements. BUT the story lacked character, I was excited to see the name of Angela's Wedding Disaster. I thought to myself, finally Angela is also gonna have a grand wedding and meeting her prince. The title is misinformation in my opinion, all you do as Angela is work at different boutiques, THAT'S IT!! The story really lacked in a STORY, I'm really disappointed with the whole concept. It's like the developers ran out of a story and just released this game to add it to the collection. Not recommending this one!!. Oh wow, this game is so beautiful!!. I am indeed a Dream Lord. After purchasing this game, I decided to put my Dream Lordedness to the true test. The main character, Dreamlord, is indeed an impressingly accurate representation of a dream lord. However I would to point out that now in my wildest dream lord dreams did I dream a dream so dreamy, where upon traversing many (unchallenging, because I am a Dream Lord) levels, the Dream Lord knew I was the one toying with him and not vice versa. Shortle thereafter, the Dream Lord sent me to the beginning of the game once again, proving that he is indeed the true Dream Lord. I will perhaps invite him out for a nice brunch of cherry seeds and well water to speak of the many cultural jokes of the Dream Lord people.

Dream Lord heheha hipple. Quite a fun game, despite being mostly luck based. Although I'm sure there's someone out there that take 10 minutes per shot to find the most optimal angle possible.

But it's more fun to shoot like a chimp and see what you hit.. okay. i'm not going to comment on the music itself so much. given the fact that you need to game to buy the soundtrack, and if you're buying this, you've probably already heard and enjoyed the music enough to buy it. (it's pretty good)

the soundtrack itself is in .OGG format and the bitrate is uniformly high - 315-325kps

the files themselves are titled, but without track numbers. and they have no ID3 information, whatsoever, which is annoying as hell, as you see no song titles or information of any sort in the actual player.

that said, it's not too big a deal to add the ID3 tags manually, but it's a bit annoying to have to do so on a soundtrack purchased through official channels.

it's cheap, though. and pretty solid. if you like the music in the game, it's worth grabbing. As a fan of the tabletop game, I'm really happy with how this turned out. It translates well as a video board game as there's no setup, no need for randomizer apps, etc. Moreover, it lets me play when the mood strikes me rather than trying to get people over to play.

The Shadows expansion looks like fun - I'll buy the DLC later on, and will easily be buying the physical version later as well. Well done, very enjoyable, and I've already bought five more copies to gift to friends:). This game continues to kick my\u2665\u26

This little add-on, coupled with Accufeel and ActiveSky have made my simming experience much richer. Happy to report no problems and very satisfied with the product. I'm hoping that over time more areas of the world will be covered.. I was lucky enough to get the chance to try Super Slime Arena during its beta at various conventions - it nails the intersection of chaos and deep, yet accessible strategy that makes a fun party game. You're on your toes constantly adapting to new changes to your abilities, to the level, and to your opponents' abilities, but the strengths and weaknesses of each slime are simultaneously obvious enough to immediately exploit and deep enough to lead to some seriously complex strategy.

SSA is an excellent party game that lends itself brilliantly to picking up as a newcomer and has the replayability and depth to last you days of new discoveries and experiences.

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