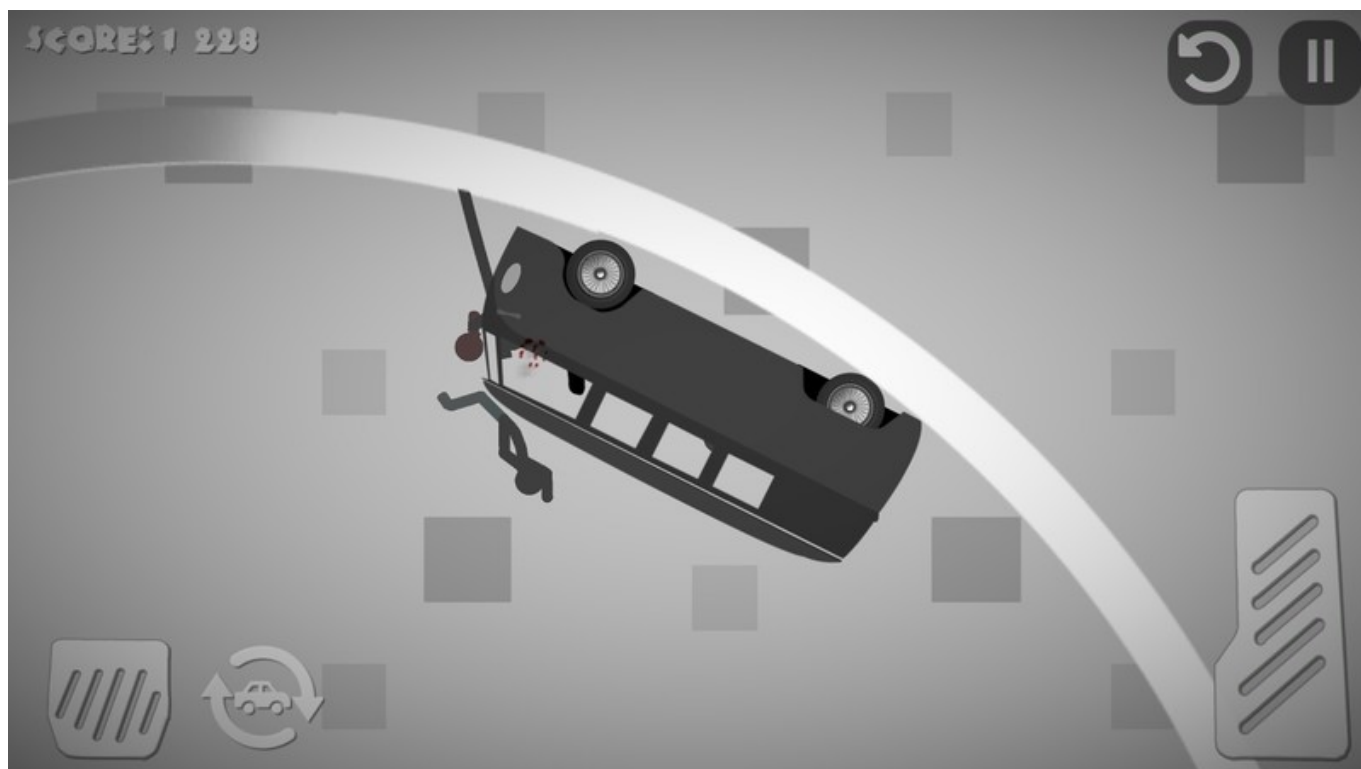

Stickman Annihilation 2 Android Apk Download



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About This Game

Stickman Annihilation 2 is a sequel to the legendary game of survival, where to make incredible tricks, driving different transport and getting into different crash! The game is made in the best traditions of simulator games with ragdoll physics elements. Make incredible jumps and tricks and destroy the enemy! Your task is make the finish alive or dead!

Start the engine! True hardcore is coming!

You will have to drive different vehicles plating for the stickman, again and again jumping and crashing into the walls! You are not allowed to stop, drive fast! Break and destroy more transport to win! Once you skip a beat, you lose the game! Stickman can ride a bicycle, a bus; drive a sport car and even a tank!

Are you ready to break the laws of physics?

Each level includes new tricks and new crash! You can choose new types of transport! Do you want to feel the strongest one among stickman all over the world? Will you survive in conditions of constant risk? Will you be able to react to bear the blow and destroy the opponent?

Attention!

All tricks and made by professional stickman - bump artists! Don't try this in real life!

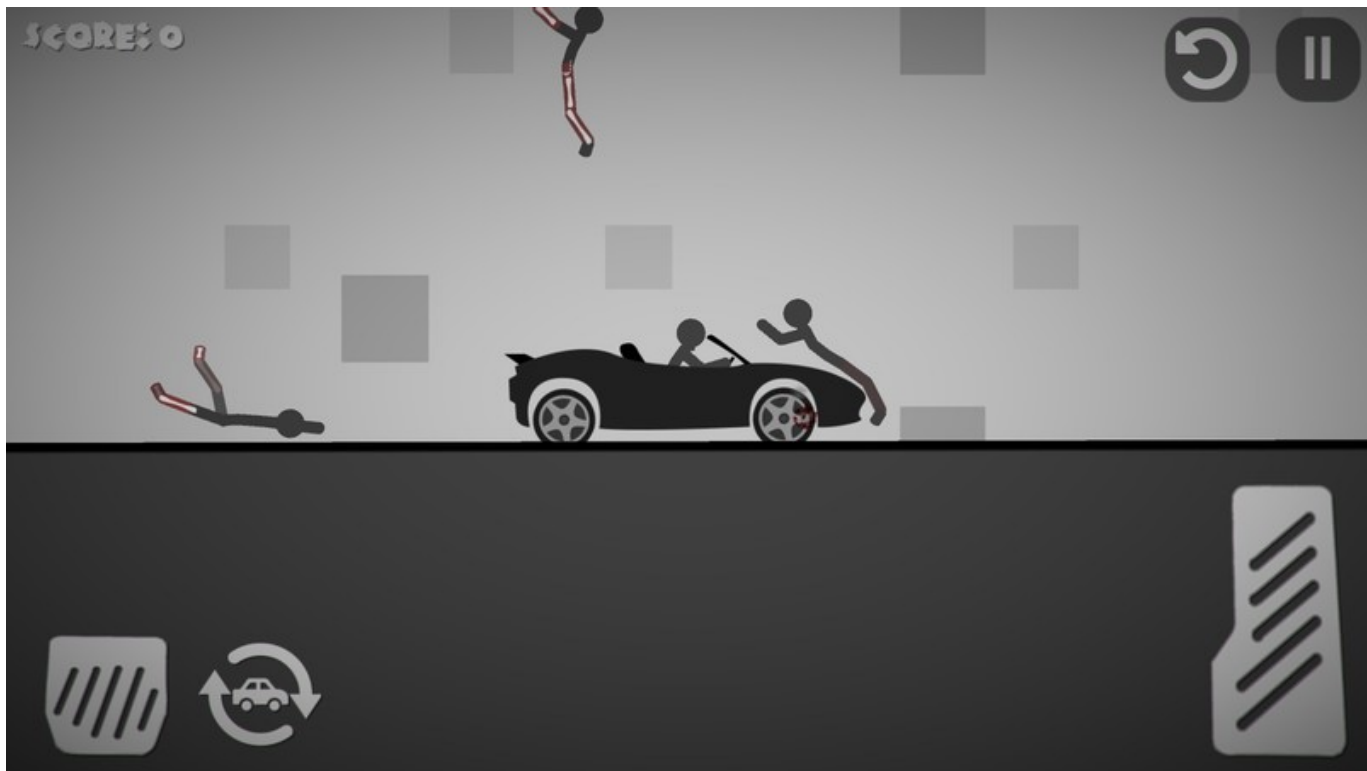
Title: Stickman Annihilation 2
Genre: Action, Casual, Indie, Simulation
Developer:
Hype ProductionZ
Publisher:
Hype ProductionZ
Release Date: 10 Feb, 2018

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English,Russian







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good time waster,simple easy game,not much to it.. I'm sorry to say that my 10 year old son chose this game because we had \u00a3 going spare in the steam wallet. it was meant to be a distraction for a at least an hour but our enthusiasm died pretty quickly.

Regardless looking forward to stickman annihilation 3.

Anniversary Sale!!!:

Specifically, the 2-month anniversary! Most people do something special to celebrate the 1st-year, 5th-year, or 10th-year anniversary, but not me! I'm just happy and proud that Sojourner got released to the public a couple months back. If you haven't picked it up yet, this week is the time to do it.

At \$1.99, this is an absolute steal. Except if you actually stole it, you wouldn't spend any money at all. It's a pretty easy game to pirate. But please don't pirate the game. Or if you do, you can send me a donation later to relinquish your guilt. Or you can promote the ever-living crap out of it; though, I would love if you did that whether you stole the game or not.

Also, happy Rosh Hashanah to all the game's Jewish fans, as well as to the Jewish people who have never heard of the game..

Massive update released! Version 2.0!:

Hey friends, I'm so happy to announce that Version 2.0 of Sojourner is out now (and your copy of the game has probably already been updated). Some big, much-requested changes have been made, and the game is extraordinarily better for them. Here are the changes from this latest update:

- Allow the player to resize the window and adjust resolution.
- Removed character portraits from the combat screen because it just looked too clunky
- Substantially increased the damage of the summon spells
- Rebalanced some of the game's harder bosses and enemies
- Improved regeneration skills for HP and MP, and made poison more effective.
- Increased the power of some skills.
- Fixed the music looping badly.
- Drastically improved the rewards for collecting all the Skull Medallions
- Sorcerer class now learns spells faster.
- Fixed a bug where warping out of Jaggo's party would leave the screen the wrong color.
- Minor bug fixes and typo fixes.

. Thunder Rally Give It Up! Plus GOD's DEATH Sojourner Version 3.0 is out!:

Yes, the update that very few people were asking for has finally come out! I figured that, for various reasons, quite a few new folks have purchased the game recently or are trying it out for the first time, and they ought to have the best experience with the game possible.

Here are the changes in Version 3.0:

- Made some of the weaker classes far more resilient, especially the spellcasting classes.
- Changed the EXP requirements of each class, so that classes will be a bit closer in overall level.
- Made the monster classes level up faster than regular characters, as a way to incentivize players to actually use them and to keep the game more balanced.

-
- Increased the initial ATK and DEF of all characters, in order to make the early-game just a teensy bit easier.
 - Improved the system for swapping between party members.
 - Made the EXP reward increase if you have fewer party members.
 - Made the secret character considerably stronger and more-worth using.
 - Decreased the encounter rate slightly.
 - Improved the equipment screen. The “optimize” button will no longer change a character’s accessory.
 - Fixed the resolution and full-screen problems. Now press F5 to enter fullscreen. Or F6 to resize window.
 - Fixed some typos.

I wasn’t actually expecting to ever update Sojourner again, especially because I am hard at work on my next game. However, I have been learning a lot, and have been aware of a few of Sojourner’s flaws for a long time. It wasn’t toooo much effort on my part to update the game.

So please enjoy these improvements, and look forward to hearing more about my next game, which I’ll be revealing... eventually.. **Version 1.1 released:**

Hey fans and haters of Sojourner:

The version 1.1 update of the game is now live. In order to get the update, you may have to uninstall and reinstall the game-- but don't worry about your save data: it won't get erased when you uninstall. If you are worried, though, you can easily copy (CTRL+C) your save file (most likely located at C:\Program Files (x86)\Steam\steamapps\common\Sojourner) and paste (CTRL+V) your save file somewhere safe.

Here are my scruffy notes of what has been changed. Except for one game-breaking bug, this is mostly stuff that no one will ever notice.

Version 1.1 Changes:

- [FIXED]-Players who got Monk as the starting class would become invisible when they tried to add any new party members.
- [FIXED]-Using the B button to back out of the "adding a party member" or "changing class" screens doesn't work properly.
- [FIXED]-Finding previously-visited hidden areas on the overworld is nearly impossible. Now there is a glowing X that appears
- [FIXED]-If you activate Infinity Repel, and then warp, it gets turned off-- but the game will say that it's still on. You have to use it twice more in order to get it to actually turn off again.
- [FIXED]-Weird gray boxes around the list of places you can teleport to.
- [FIXED]-One secret area had a tile that wasn't working properly.

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