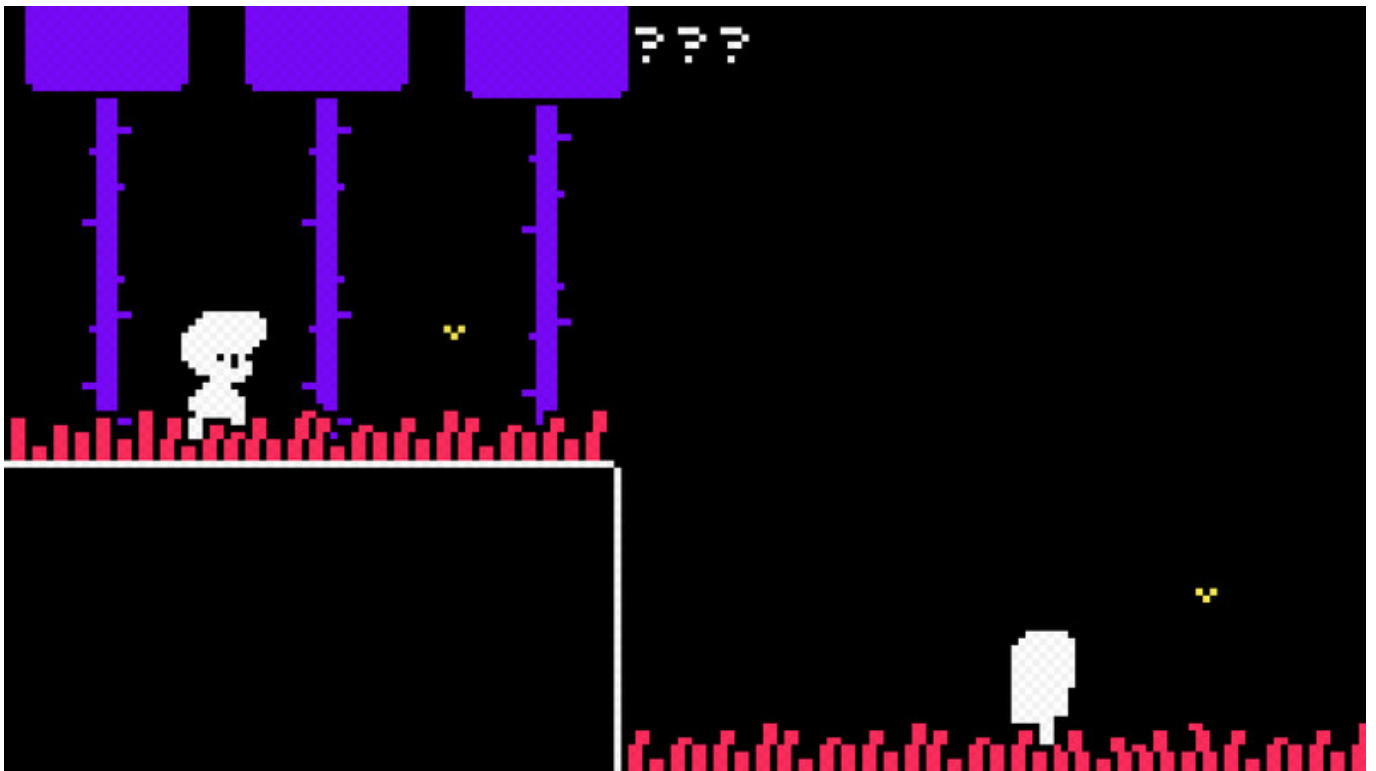

Stikir Full Crack [key Serial]



Download ->>>>>> <http://bit.ly/2SM3RSm>

About This Game

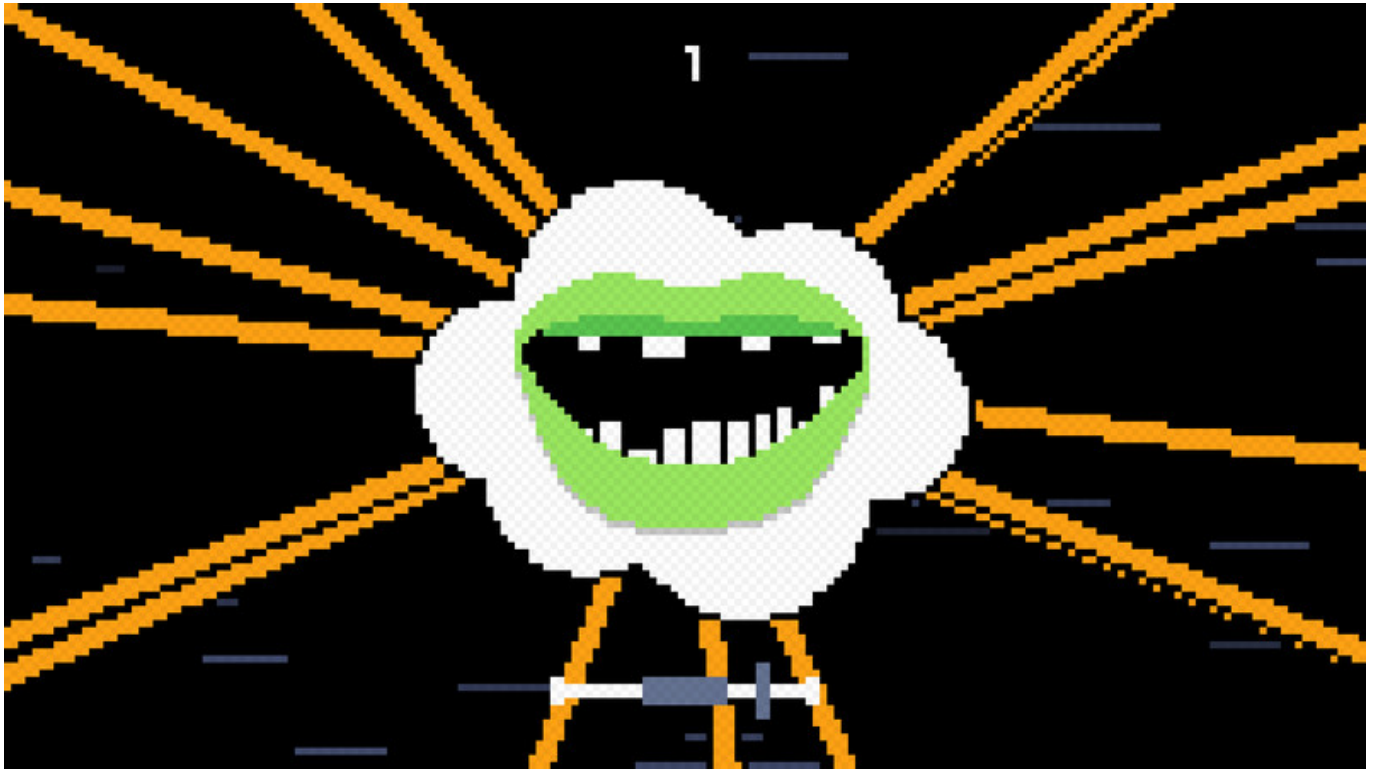
This game is about making this game.

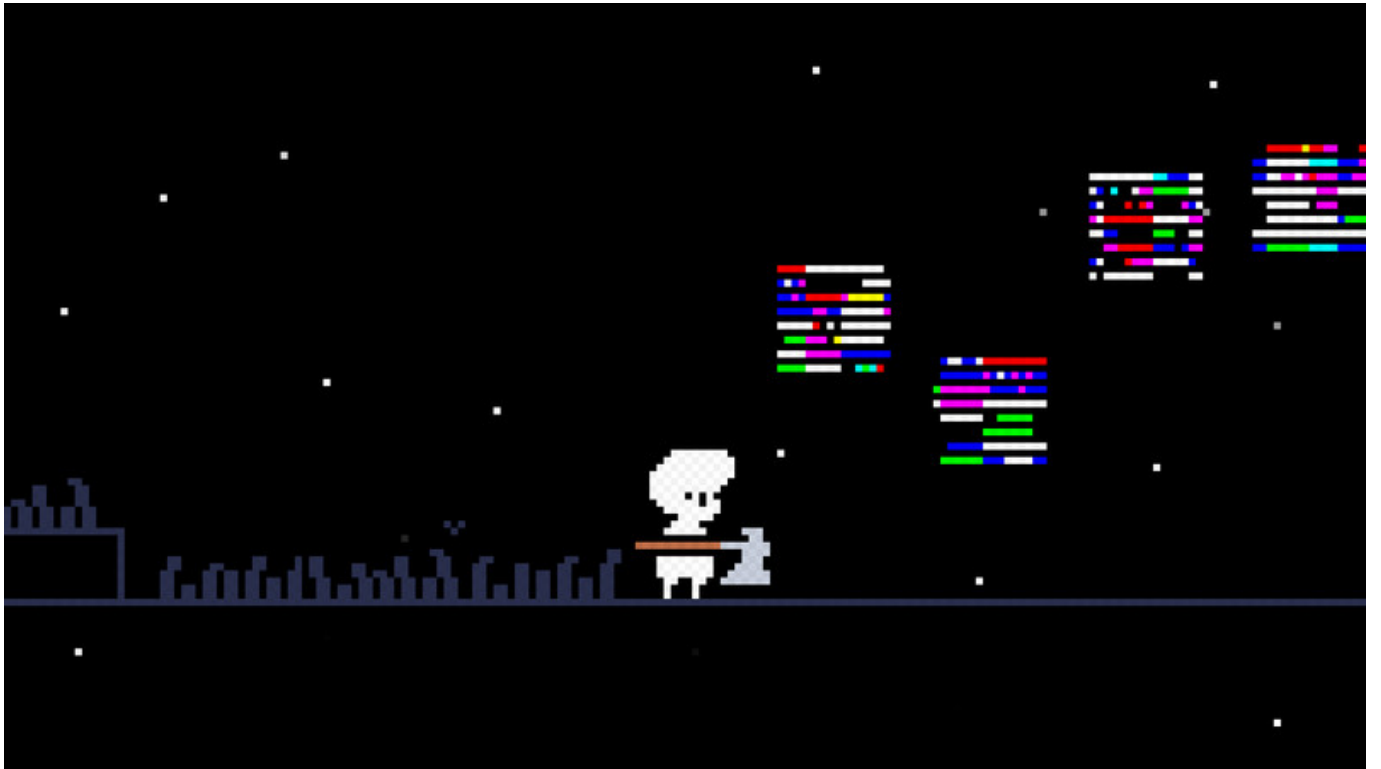
- Weird boss fights.
- There are some puzzles.
- You push left, right, jump and sometimes press X.

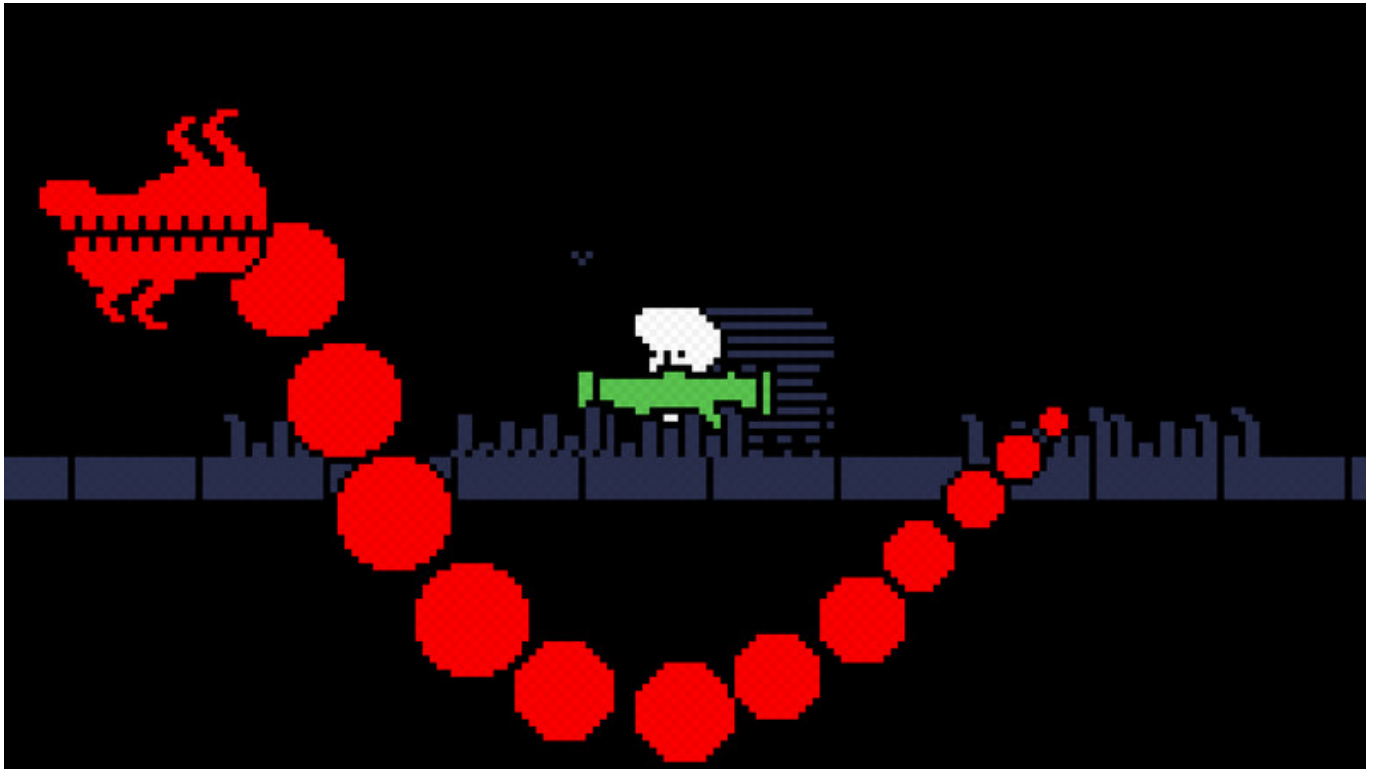
Title: stikir
Genre: Action, Adventure, Indie
Developer:
Bilge Kaan
Publisher:
Bilge Kaan
Franchise:
Bilge Kaan
Release Date: [?]

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English,French,Italian,German,Japanese,Russian,Simplified Chinese,Traditional Chinese,Turkish







sticker you. sticker graffiti. sticker gun. striker speed blade. striker soccer orlando. striker spy drone. sticker maker. sticker grass. streicher sisters. sticker paper. sticker app. striker soccer. sticker maker machine. stickergiant. sticker generator. sticker printing. stickergiant coupon. striker skill build. sticker mule. sticker guy coupon. sticker guru. striker science. sticker printer. sticker genius. sticker guy. stickers for cars. striker systems. striker stock. striker shotgun

Version 1.0.5 - Interim Update!:

Hey everybody, there's a new update out for STS.

This update removes some extra unlockable videos. This is because the original videos were really bad - they were basically just me in front of the camera sitting on a couch giving a long, drawn out speech. For more clarification, this is why I've removed them:

- Generally low video quality (unfunny, embarrassing, done in one take).
- Didn't fit with the rest of the game.
- Hard for people who don't speak English very well to understand, since the video is mostly straight talking.

I think I can do better. So, in the meantime, this update removes those videos. This is actually good in a way, since it means that the install size will be smaller. I will work very hard these next couple of days trying to create new, much better videos to reward you for your hard work. That doesn't mean you should stop playing, since you can view these videos again after you unlock them, but still.

Please expect version 1.1. This version will have the improved unlockables, as well as some extremely minor bug fixes.

And remember - we're still alive! Perfect Acorn is still keeping an eye on this game!

Make sure to leave reviews (even if they're negative) so we can know how we're doing, and remember to report bugs in the discussions for the game to help make it a better experience!

Thank you all for being part of this experience. This is the first video game I've ever released with my friends, and this first week & weekend has been one of the most exciting of my life. I hope we can continue talking, playing, and having fun in the future. 🤪

... even if it's a game about sperm.

- Peter Simmons, Perfect Acorn.. **Four Days Left! Have you played the demo yet? Thanks to Those Who Have!:**
Hola espermos y espermas...

I don't know if my Spanish is very good, but anyways, the game comes out in about four days! I know some of you can't wait, but don't lose interest... maybe take some meds if you have to. But I guess if you're constantly interested for more than four hours, then you might need to visit your doctor, so maybe just chill a bit. Keep it on your radar though!

If you haven't noticed yet, there's a demo! It's just a little preview, not that big of a load, but just enough to the point where somebody would be able to notice it if it rubs off on you. I also want to thank everybody who's come out of nowhere to make YouTube videos about the game, or even those who've just left comments below these posts.

I guess I should also mention that I removed the "Recommended" system requirements, since I basically just put in my system specs and left a comment saying that it was what the game was tested on. Some people got a bit shocked (rightfully so), so that's why it's gone.

Anyways, I can't wait just as much as all of you, so we've gotta stick out this wait together. Maybe I'll make some more posts with horrendously inappropriate and awkward sperm jokes. I dunno.

I'll be seeing you!. Steven the Sperm **Perfect Acorn Podcast - Episode 2:**
<https://youtu.be/gh0JURtDqI8>

Hey everybody, did you know that Perfect Acorn has a YouTube channel? And did you know we have a podcast? In this episode

we talk a little bit about STS, so I felt that it was appropriate to post here in case any of you guys were interested.

There is some stuff at the beginning you might not necessarily understand if you didn't listen to the first episode, but it's not too important and it's explained later anyways.

Hope you guys enjoy! See you all later! Remember to leave some comments or a review on the game if you haven't already. 😄

. Demo Released!:

Ayy, what's up my future sperm lovers... are you as excited as I am to get a nice, hot steamy Steven on your calloused fingers? Then worry not my fellow sperm fanatics, because before the final game is even out yet, you can test out the demo version!

In the demo you'll be able to play one of the many awe-inspiring, moving, captivating, and beautiful stages! Get your feel for the controls before beating the final game! Get used to the heart-pounding experience of being a sperm trapped in a labyrinth of spermicide!

See you guys later... stay safe... use protection...but have fun!. **One Month of STS!:**

So, it's been one full month since the release of STS on September 12th! I'm pleasantly surprised, this game did much better than I thought it ever would, so I have all of you to thank for it. Thanks!

It looks like the game has gone past its opening week rush, and has gone into its quiet phase. That's fine. This game has been a massive learning experience for me and my friends as video game developers, and we'll be sure to learn from it. For instance, we probably should've had more community activity and promotional material, and we shouldn't have opened the store page so long before the game was even released.

That leads me to the burning question, and that is whether or not this game should still be considered "under support". Here's the thing: I kinda crashed after releasing the game, and have been taking a break. And when I think of anything Acorn related, it's always to future games...

This is where you come in.

If there are any major bugs or recommendations, please tell me about them. Whether that be from the discussions or emailing me directly, I don't care, I'll probably do it.

If you want major updates, then say something! If you really love this game and want more, leave a review, take some screenshots, or post a discussion. **Maybe I'll add multiplayer, who knows...** The current quiet atmosphere is nice and less stressful, but if you guys are satisfied with the current product, then I might end up leaving it to stand on its own until the next Perfect Acorn game.

If you want anything say something! I'm always active.

Thank you all for playing Perfect Acorn games.. **Update 1.1.5 - Tying Up Some Loose Ends:**

Minor update for Steven the Sperm that smooths out the game a bit more (stage 4, more specifically) and fixes some little errors.

- Stage 4 has been edited to be less tedious and difficult. Some of the walls in one infamous section have been widened a little bit, and the cells in the dashing section spawn three times faster than they originally did.
- Version number moved from the bottom right to the top right.
- Buttons will no longer spam their sound effects when mouse click is mashed on them.
- The back button on one of the scenes will now play the back button sound instead of the normal sound.
- The "Strong Flagellum" achievement will no longer stop the stage music.

-
- Fixed some stray pixels on the second unlockable wallpaper.

Thanks to the diverse group of people who've purchased my game from out of nowhere. Never would've thought my game would reach all the way to Romania. :) See you!. **Version 1.1 - New Rewards and 10 Day Anniversary! (+More Cool Fixes and Changes!):**

Hey everybody, wassup. I'd make more sperm puns, but to be completely honest, I've been milked dry (oh, there's one I guess).

Today is the 10 day anniversary of Steven the Sperm! I wanna give a massive thanks to everybody who I've advertised to, all of my friends, and those of you who *came* out of nowhere to support us.

Anyways, let's go over the changes for this update:

- Added new reward cutscenes since the old ones sucked.
- The user's mouse cursor will now change into a sperm. You're welcome.
- A glitch affecting the second and third phases of the miniboss where the dashicides wouldn't appear has now been fixed.
- A screen effect that can appear under certain conditions will no longer disappear upon killing the miniboss.
- Checkpoints are now enabled by default as they were originally supposed to be, and the buttons to toggle checkpoints has been updated to remove the "original" and "new" parentheses, since they were referencing an earlier non-steam version of the game. **This fix will only affect new players, so if you didn't know that checkpoints existed, check em out!**
- Removed some lingering debug code.

But yeah... that's basically it! Version 1.1, 10 days after the game's initial release, woohoo!

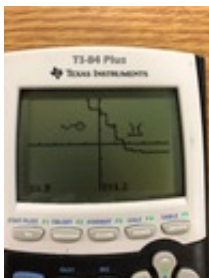
Remember to leave reviews (positive OR negative), post some discussions, or just do whatever. Hope you enjoy the game, thanks for playing, see ya!. **Game Released! (+ Calculator STS?):**

Hey, it's National Gamer Day! Seriously... I never even intended to time that, it just happened.

If you've played the demo and liked what you saw, go ahead and buy the full version now!

Thanks to everybody who plays, and see you all later!

I'll leave you all with a cool picture my friend made on his calculator!





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