Trigger Runners Activation Code [hack]

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About This Game

Trigger Runners is a runner game inspired in the 90's action games, about a hero and his journey to stop a tyrant consuming the world's resources .

In a world where hope has faded you're the only person able to tip the balance towards hope into a quick adventure that mixes classic 16- and 32 -bit games gameplay with the simplicity of the runner genre in combination of graphics and rock style music of the era.

Facebook Page:
facebook.com/TriggerRunners

Twitter:
twitter.com/triggerrunners

Buttons:
Jump - Space Key (See more on "Controls")
Double Jump - Space Key (See more on "Controls")
Shoot - Right Click
Aim - Mouse
Actions - Right Click on button or screen

Title: Trigger Runners
Genre: Action, Adventure, Indie, Racing
Developer:
EfrenStudios
Publisher:
Karaokulta Games
Release Date: 3 Mar, 2016

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Minimum:

OS: Windows 7+

Processor: Intel Ivybridge

Memory: 512 MB RAM

Graphics: Minimun

Storage: 40 MB available space

Sound Card: Any

Additional Notes: It could work better if you have flash installed

English,French,Italian,German,Arabic,Bulgarian,Czech,Danish,Dutch,Finnish,Greek,Hungarian,Japanese,Korean,Norwegian,Polish,Portuguese,Romanian,Russian,Simplified Chinese,Swedish,Thai,Traditional Chine

Fun and cheap oldschool game with great music! See my gameplay video and decide for yourself. https:\/\/www.youtube.com\/watch?v=KghCWYHE8T4. Not a bad game, but neither is good. An experience so simple (because it's meant to be played in movile devises) that really doesn't make an efford to stand out. Bland narrative, mediocre graphics, tedious bullet-sponge bosses. There isn't even a scoreboard implemented and the game dificulty levels feel the same, it really doesn't have replay value. In the other hand, the price tag is fair.. ah this game brings back many memories. It ts a good platformer who plays with his own mechanics!
I loved how every boss had it's own peculiarity
You get good fun for a few bucks! :). Trigger Runners was at first an okay game but it went a bit downhill. But its story time.

You play as a young man who\u2019s live is saved by a fairy who asks you to stop an evil tyrant from consuming the world's resources.

Now this game has some pretty cool things in it. Like bosses were nice looking. Music was nice and art style was cute and I liked the cutscenes.

But what made this bad was well.

One: Was the Platforming at first it was not too bad, but when you get to the level with the fight with the evil fairy, the Platforming get to her can be such a pain in the\u2665\u2665\u2665\u2665\u2665

Two: It can get a bit repetitive, like with the enemies Most don't do anything besides flying towards the left-hand side witch you can doge easily.

Three: The story could have used some work, like add some speech bubbles or a few more cutscenes.

So with that all out of the way, really this game is so-so and I can\u2019t really recommend it. But if this game was remade I think would be better as a Metroidvania game but that\u2019s just.
. ah this game brings back many memories. The music is very good. Very Mega Man-y

This game is so fun. Very simple and old game style. Thank you developer to bring me to past time. Nice game and smooth also simple.. This game is so fun. Very simple and old game style. Thank you developer to bring me to past time. Nice game and smooth also simple.. In Trigger Runners you are some sort of cowboy who feels like constantly running (or magically flying) to the right. You can shoot incoming enemies and mines that are in the way and you call also jump over obstacles and holes. You will almost always be on the left side of the screen (no moving on x-axis) except for one chapter of the games. Most bosses are interesting and fun that requires different strategies to defeat. The only complaint i can make for the game is the second to last level which has some \u2665\u2665\u2665\u2665\u2665\u2665\u2665t platforms in the end. It's beatable but really hard.. Trigger Runners was at first an okay game but it went a bit downhill. But its story time.

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. Metal Slug lookalike with awesome techno music plus splendid cartoon artwork. A little short though, finish it in about 1 hour.. Short, simple, sweet, sentimental. These are the words I would use to sum up Trigger Runners. Done in a retro style, its music and graphics hearkening back to the games of yesteryear, it's a pleasant throwback compared to what we usually see.

Gameplay is brief, only about thirty minutes, but it does strike me as reasonably replayable, obviously needed in this format. The story, told via cutscenes, is basic but endearing.

The biggest flaw I see is that the jumps should take a heart away rather than automatically kill you, as they really seem to be the hardest opponents in the game. Besides that, the gun needs to have a broader angle - you should be able to shoot all around you. Shooting stuff just under you is impossible at present. The only other issue is a part where, with the "barrier" shooting on one level, the little bombs you couldn't blow up blocked your shots, making it nigh impossible to not get hit. It also needs a volume control on the options menu, as well as the ability to pause when a boss is loading.

Does this have particularly engaging gameplay? No. Most bosses are very easy and lack defining traits. But it is a fun, quaint little game to just kick back with and enjoy. Retro, cheap, and has trading cards? I'll take it. Especially recommended if on sale.