
Containment Initiative: PC Standalone Download [March-2022]



Developer: Extra Nutz Software, LLC Publisher: Extra Nutz Software, LLC Writer: [Dork Craig] Artist: [Baco]
Adrian Pelangi, a brilliant gamer and loving father, has constructed his own custom FPS shooter, entitled "Containment Initiative." You play as a member of a special task force known as "Handyman." Your job is to take on the roles of the guns in the game and "hijack" zombies by shooting them in the face and earn money! -Watch zombies heads explode in slow motion! -Split-screen co-op with another player on the same PC. -Unlock new weapons and equipment! Containment Initiative is a simple game about shooting zombies and earning money for doing it. As you earn money, you can buy better guns. Some levels allow you to roam around and collect supply crates that are traded in for cash, while other levels will have you perched up in a high position and allow you to shoot at zombies without worrying about them hitting you back. Once you call for extraction, you will need to survive for 60 seconds until the helicopter can arrive. If you die, you will lose any money earned in the mission! Currently, there are six maps to play through with each differing in difficulty."If you ever go back to Houston and you ever get the name 'Cotton Center,' it should be renamed after Toutant because he never got the chance to play the game of his dream, as well as playing for the Houston Cougars," Houma-Thibodaux coach Mickey Strain said. "He died a tragic death because of a car accident." Toutant, who was a fourth-round pick by the Washington Redskins in 1971, was 24 when he was killed in the accident. His 16-year career in the NFL spanned one season for the San Francisco 49ers, two years with the Miami Dolphins and four years for the Houston Oilers. Strain, who was coaching in the state final at the time of Toutant's death and has since coached the championship game, said that Toutant's death shows how important it is to succeed in life as opposed to in sports. "My point of view is if you die in a car, you had the chance to play for your city and the Houston Cougars," Strain said. "He had the opportunity to be a great Houston basketball player. If he had lived, I'm

Containment Initiative: PC Standalone Features Key:

Full Graphic Upgrade to a New Version - A complete Graphic Upgrade of the whole game to its full potential with updated textures, models, sounds, main menu and much more!
And much more!

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This version of Containment Initiative came out during The Great War when resources were at an all time low and factories were struggling to keep up. The result was an influx of zombies and the arrival of The Project, a secret military group that is systematically exterminating the zombie population across the globe in order to protect and eventually to promote mankind. In Containment Initiative your job is to shoot zombies in the head and earn money by doing so. As your friend and fellow bowman you need to split-screen with other players so you can take turns shooting zombies in the face. Once you call for extraction the other players need to survive 60 seconds before the helicopter can arrive to take them to safety. If you die during a mission, you lose any money you may have earned so keep those heads down! In this version of Containment Initiative, we have been asked to focus more on level design, multiplayer, and a cross-platform feature that will allow two players to play the game together across a variety of devices. We have included all the features of the standard PC Standalone version such as a map editor, a replay editor and achievements. You will still be able to play through all the maps in this version however you will not be able to earn money or experience points like you do in the Standalone version. Multiplayer: This version supports up to two players on the same PC using a split-screen feature. If you want to play with a friend, they will need to purchase their own copy of Containment Initiative. Map Creation: The player can edit the map before he plays. The map will always be the same size, but the layout and the set of objectives(items that will be there in the map) can be completely different. The player will need to be able to edit the map using a simple interface, in order to not make players rage quit because they cannot change anything. The player can choose to switch between edit and play mode at any time using the F5 key. Compatibility: This version of Containment Initiative is compatible with the PC version, but it will not be able to connect to the Steam version or any other multi-player online game. Branding: Containment Initiative is a brand new standalone game from Idle Hands. Containment Initiative is a simple game about shooting zombies in the head and earning money for doing it. A: As a response to the really good comments in the other answer: You are obviously supposed to shoot a zombie in the d41b202975

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Screenshots Contribute Contribute an image to our user-submitted gallery of the game being played on PC. Our Sponsors Nicole, our sponsor Nicole is an old friend of mine whom I met on a sub-Reddit several years ago where my personality type was speculated to be. She is the kind of person who wants to help the human race, as she has many supporters whom I would like to thank for sharing her work on social media. Her talents are wide-ranging and also include writing, translation, and one of her main talents is graphic design. If you are interested in learning more about her you can check out her website, her art on Instagram, and you can also follow her on Twitter. More about Nicole Besides being a graphic designer, she also does various forms of illustration. Many of her illustrations are too numerous to list, but some of my favorite ones include her stylized artwork of the Hitchhiker's Guide to the Galaxy, her illustration of the [Royal] Mary Rose shipwreck from the Battle of Trafalgar, and her illustration of the art deco wall from The White House. Her work is not only prolific, but also very diverse in style and she does not limit herself to any specific type of work; as we can see in her artwork examples given above. Her fan art of Rosamund Pike, which you can see below, was an official feature in the Shazam feature on the Daily Mail website. If you want to read about her favorite illustration type, fan art, you should check out the Daily Mail article linked above. If you like what you see, you can also subscribe to her newsletter. - Press "Nicole is one of our most active, helpful, helpful, excellent, and creative sponsors. Her in-depth knowledge and great suggestions really helped us out. Her work is top notch, highly recommended and we will continue to work with her going forward." - Ebru Taner "I just want to commend Nicole for being an amazing graphic designer, very patient, and willing to help. I highly recommend her services and will definitely be working with her again." -

What's new in Containment Initiative: PC Standalone:

Game (CIS) Vector-Space Corporation merged into Consolidated-Vestments Corporation, which then merged into Vector-Space Corporation again. And let's not beat around the bush, Bill had no hope of forgiveness in any form. So really it was a good thing he wasn't living. Pony and Rex had just finished all five stages of his Medi-CAS training. Pony even went through the final exam, most of which he didn't understand, being too young for mental health and such and just Wing and his father doing most of the convincing. Wing was satisfied enough he trusted Pax with his own son. It was a highly programmed baby, clearly, but he could not be considered a mental giant. The only thing that Rainbow Dash could think about was the fact that her time as the designated Chase Pest was more than ever, coming to an end soon. But she was getting ahead of herself... She clenched her teeth and straining, holding nothing back, and pumped herself full. Just five more times. Pony had a lot going through his mind too, mostly regarding the Comet, the Heel, the Sunburst and other such things. His father was obviously pretty bad about shipping Rainbow Dash, but he made a point to spend the next few minutes playing a very good game of solitaire. She found it unimpressive, given Rainbow Dash's past reputation. But she was heeding these warnings now, just for the sake of being cautious and watching over her sister. "Don't do this for me. You're not doing this for me." "I am." "Okay. You're just going to do this for the sake of the family. That's good. But it doesn't matter what I think about it if it's for everyone." "Of course. Do you think I'd do this if I really didn't care about you and Silver Spoon?" "...". "Would I, Dash?" "Did you just call me Dash?" "Um, Mom? I mean, you know I didn't even realize..." "Wow. I'm just so used to seeing you act before I get a word out

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