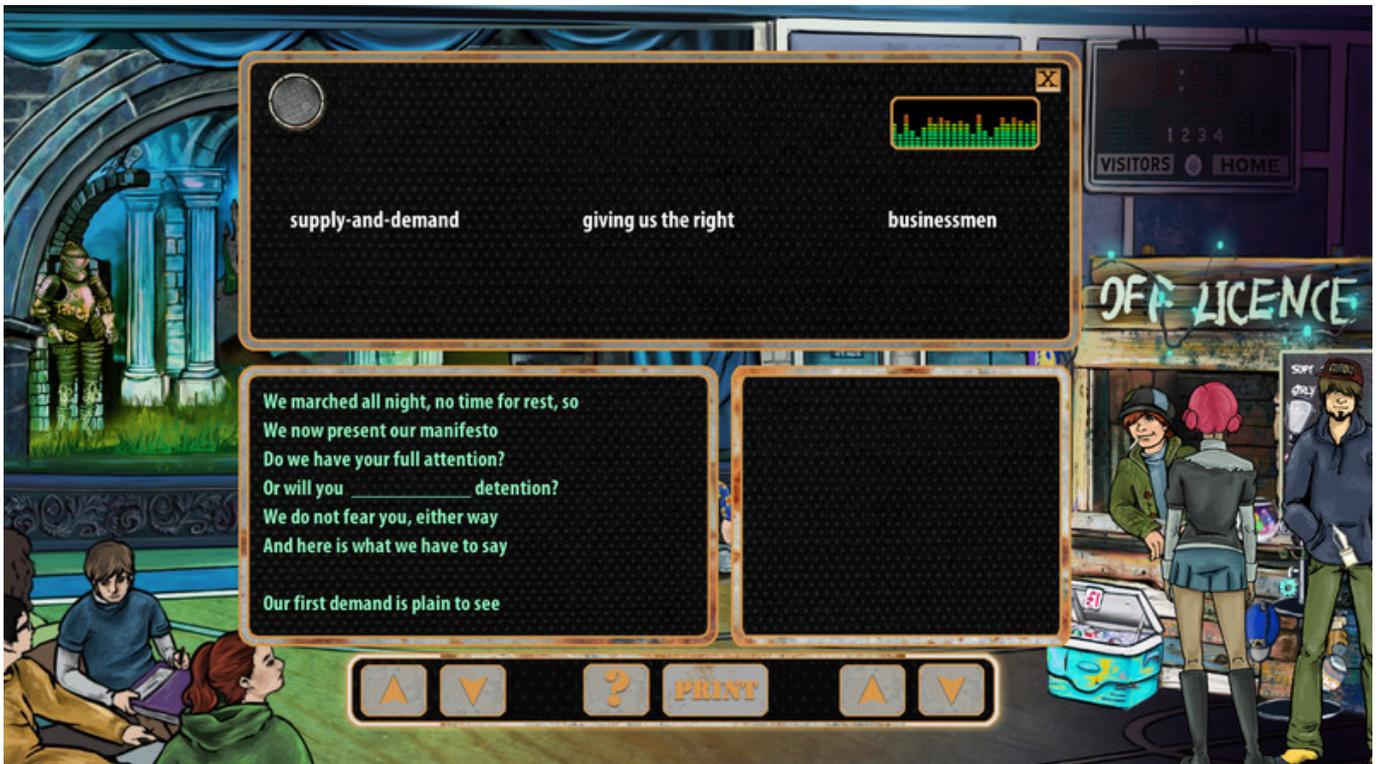

The St Christopher's School Lockdown Download For Mobile



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About This Game

The St Christopher's School Lockdown is a subversive, irreverent point-and-click adventure set in a prestigious British institute. St. Christopher's School has been seized by its student body. Roughly two hundred teenagers (and even one primary schooler) have taken their own campus by storm, staging a lock-in protest against severe new financial rulings. Barricaded within the building and facing pressure from the police, the government and the media, the young St Christopher's crusaders are going to find out how quickly things can go from bad to worse.

The first episode follows Kayleigh, an outsider to St Chris. Due to delicate circumstances involving debt and blackmail, she finds herself seeking refuge within the school. However, she soon comes to realize that she may have been better off outside.

- A plot inspired by very current and ongoing political events
- Hand-drawn characters and moody environments in a comic book art style
- Classical point-and-click adventure game puzzles and minigames
 - Optional side quests and achievements
- An in-world collectible voodoo doll trading game, featuring a stat-based battle system
 - Roughly eight hours of gameplay
 - Voices on key cut scenes
- A strikingly original soundtrack by Markus Zierhofer

Please, send any bug reports, technical issues or help requests to us over at st.christophershlp@gmail.com!

Title: The St Christopher's School Lockdown

Genre: Adventure

Developer:

Classroom Graffiti Productions

Publisher:

Classroom Graffiti Productions

Release Date: 18 Oct, 2017

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English





CHRISTIAN G.

Does everyone remember when Christian was suspended for vandalizing the school gate to read "The St. Christian Giegerich School"? How we laughed at the look on his face the next day after he sobered up and realised that he'd used his own full name during an act of criminal vandalism. Keep spray paint, waterproof felt-tip pens, feathers and scissors away from him. Also, his surname is damn near impossible to spell correctly on the first attempt.

"If you don't do anything stupid when you're young, you won't remember something funny when you're old."
Auliq Ice

CLIVE M.

Clive is no mathematical genius, that's for sure! He's so bad at it that he needs to hire a P.I. just to find the answers to simple single digit multiplication problems. During math exams, his nervous bladder sends him to the toilet so often that Ms. Hendricks has suggested adult diapers. But he has two massive strengths which make up for this lack of algebraic talent. First, he's a brilliant football player. Second, he doesn't speak much, which is a good thing; every time he



"We must have had 99 percent of the match, it was the other three percent that cost us."

Ruud Gullit, Dutch Footballer



CRESSIDA V. B.

When Cressida was seven, a teacher asked what she wanted to be when she grew up. Without a hint of humour, she said: "American". After ten years, Cressida has changed little. She still has no sense of humour and still wants to be American. Cressida wants to be a movie star, you see? But a real movie star, from Hollywood, not from some obscure artsy German studio where all productions need a serious amount of Prozac. And while being American cannot be done on command,

"I love Hollywood. They're beautiful. Everybody's plastic, but I love plastic. I want to be plastic."
Andy Warhol

DANIEL S.

Thank god Daniel decided to switch from Geography to Computing this year. Honestly, remember what he was like before he got hooked by programming? Between the petty vandalism and practical "jokes", we had actually started a petition to have him barred from the common room! But this all changed when he joined Stephen's computer club. Interestingly enough, so did his grades, almost unnaturally so. Coincidence?



"Talk is cheap. Show me the code."

Linus Torvalds





I liked this game for the old school point & click adventure-ness of it all. The story kept my interest and had quite a few twists and turns to it. I did think the end was tiny bit rushed. When I get that much of a twist, I would have liked a bit more time to process. Also - don't want to give spoilers, but you aren't playing a hero here. Your character is a not so great person who does not so great things.

Game time is estimated in the description at 8 hours. Don't see who finishes their 1st run in that time if they explore everything and don't use a walkthrough. It took me about 19 hrs and most of the reviews here so far I see are at 15+ hrs. Play time is definitely worth the price.

The most challenging part of the game for me was in the adventuring of \u2018how do I solve the story goals\predicaments.\u2019 One I particularly liked was being locked in a group of 3 rooms. The devs load up your inventory with about 30 items \u2013 making it difficult to toss inventory items at the problem! They also gave you 3 ways of getting out of the rooms so you get to take your pick. The in-game puzzles I thought were creative and very doable.

Manual saves! I like those but loading them got glitchy for me mid-game. The first save slot always loaded so I developed a workaround. I saved game progress in whatever slots I wanted, but when I was opening the game, I loaded the first save slot and then went back to the main menu and loaded my most current save to avoid being kicked out with an error message. This was a fun and creative point & click that was worth dealing with it.

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