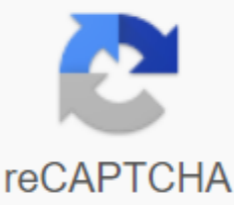I'm not robot

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Infiltrating the airship remastered

Henry has been captured by the government and can pay off his debts by doing them a favor. The Toppat clan, a group of international thieves, has been a thorn in their side for some time. They send you in to bring them down. Puffballs United[src] Infiltrating the Airship (stylized as infiltrating airSHIP in the title) is the fourth game in the Henry Stickmin series developed by PuffballsUnited. It is the sequel to Stealing the Diamond and is set before Fleeing the Complex and is named as Episode 3 of the Henry Stickmin story. The game has four different endings and a fake ending. Airship introduces the government and the Toppat clan - two opposing factions that would play an important role in escaping the complex and completing the mission. In addition to the factions, Charles Calvin, Reginald Copperbottom and the Right Hand Man appear in Airship for the first time. all would become basic characters in the series. The original game can be played here stickpage.com or here in Newgrounds. It can also be found on the Google Play Store here Contents[show] Story After the theft of the Tunisian diamond from the museum, Henry Stickmin was kidnapped by the government, waking up aboard a helicopter. There, Captain Hubert Galeforce greets him, recognizing Henry's abilities as a criminal and getting him to put them to the test in a mission. The government is struggling to catch a collective of criminals known as the Toppat clan. They are unable to pin them on criminal charges, so they cannot take legal action against them. Henry's mission is to infiltrate the Toppat airship to bring it to justice. Galeforce points to Henry's long-running criminal record (attempted robbery, escape from prison and grand theft) and tells him that all charges against him will be dropped if he completes the mission. Charles, the helicopter pilot, brings Henry closer to the airship and asks him where to get off. Characters Protagonists Henry Stickmin Charles Calvin Antagonists Reginald Copperbottom Right Hand Man Minor Characters Medals Main Article: Infiltrate the Airship Medals Total 19 medals can be earned in the original version of the game and 17 in the remastered version. Pop Culture References At one point, Henry uses Zero-Point Energy, a superpower from The Incredibles. The text A winner is you! on the fail screen for Ball 'n Chain refers to the meme of the same name, which comes from the NES game Pro Wrestling. The Robo Helper is clearly based on Miles Tails Prower from the Sonic the Hedgehog franchise. The failscreen for Remote Access quotes texts from the topic of the film Space Jam. The for the Ninja Star is a direct quote from Disney's Mulan. Again, the Falcon Kick refers to Captain Falcon from the F-Zero games. The way the options for the power grid are presented is based on the game game Effect. Before the flashbang is sent in, a direct soundbite of Counter-Strike sounds. The banana bomb is a direct reference to the tactical game Worms. However, the N64 banana on the fail screen is a cry for Donkey Kong 64. The NCC news channel is an obvious parody of real-life CNN. Isaac Newton's 3rd Law of Gravity is mentioned in the laser option. The sentence Gotta go almost! in the Boost Fail message refers to the English opening of the Sonic X Anime series. The secret area with the sword is a direct parody of the chest opening cutscene from The Legend of Zelda: Ocarina of Time. The Warp option is a send to LEGO Racers. Henry performing a metal bend is a parody of the televison cartoon Avatar: The Last Airbender. The Failscreen for Metal Bend is a distorted version of the You're a wizard Harry quote from Harry Potter, which Wizard replaces with Bender. This quote is attributed to Gandalf, a figure from The Lord of the Rings. The techno pants by Wallace & Gromit perform. Henry reaches Reginald by rocket jumping, with explosives (in this case a rocket launcher) to go higher, first popularized by the Quake games. However, the rocket launcher itself is modeled on team Fortress 2. The two combat options you can choose to duel with the right man are based on Final Fantasy VI and Mother 2 (better known as Earthbound). The set The best defense is a good offense, in distorted form, is represented in one of the Mother 2 Fail Screens. The Jet Boots and their FailScreen are direct references to the movie Spy Kids. The design of the hang glider is based on the Super Gilder by Mario Kart 7. The failscreen for the parachute mentions the butter finger bar. However, the soundbite when the text is clicked is from Spider-Man 2. The design of the tank and the end in which Henry rides it into the sunset is a direct homage to the Newgrounds logo. When the moon is clicked in the tank end, the Shoop da Woop face appears and cannot deliver its line. The way Captain Galeforce yells at Henry when he betrays him mimics the scene in Star Trek II: The Wrath of Khan, where Kirk Khan's name exclaims furiously. A SYMBOL TF2.exe appears on the desktop of Henry's computer. The phrase Allan please add details is a nod to Hitman: Blood Money. The bomb henry uses to blow up the open door is based on the bomb games, right down to the expansion function. The sentence That really grinds my aisles is a line that Peter from the animated series Family Guy. The Magic Pencil scene is a direct tribute to the SpongeBob SquarePants episode Frankendoodle. The Wizard Magic Choice is a Dungeons & Dragons Dragons up to Henry rolling a 1. On the fail screen for hack, hovering over the puns for the first time causes the term LOL (internet slang for laughing loud) to flash on the screen. An MLG airhorn sound effect also blows. The Power Glove is a real peripheral for the NES that enabled motion control. She has been criticised for her unresponsive nature. A gyroid from Animal Crossing appears in the vault. The Clawpack is a nod to the Banjo Kazooie games. The Gravity Gun from the Half-Life games appears as an option. A Koopa shell from the Super Mario series is released. The failscreen for the propane tank is a nod to King of the Hill, right down to Hank Hill's tell ya what. quote at the bottom. The song A Spoonful of Sugar by Mary Poppins nods on the umbrella fail screen. The Power Armor from the fallout games is used by Henry. Caricatures of Ken and Ryu (Kent and Rai U.) of Street Fighter can be seen in the Desert Battle. In the same scene, a BLU Spy can be seen leaving a RED Sniper behind, both from Team Fortress 2. Among the discs that can be used is the G.A.B.E.N., which is the nickname of Gabe Newell, founder of Valve Corporation, which produced the half-life series. The Half-Life 3 vaporware is also pointed out that the disc does not load the game and crashes. The failscreen for the L. Cut Disc is a parody of the quote We Should Take Bikini Bottom and Move Elsewhere!, spoken by Patrick Star in the SpongeBob episode Sandy, SpongeBob, and the Worm. The discs bear the name of the Japanese electronics company TDK. The Barnyard Blitz Medal refers to Ballroom Blitz, a song by the British rock band Sweet. The midnight surprise scene has a pink among us crew member doll. Trivia The content in the book of Henry's crimes depends on the endings the player last chose. This is the first game in the series in which the endings have very different fates for Henry, the previous games all included the same tasks that were completed. This is the only Henry Stickmin Legacy game that is still on a mobile application memory as the others are removed for various reasons. Glitches During the fast-promoted Executive/Relentless Bounty Hunter Route, when the player selects Spike Ball or Eject only one second before the timer expires, it displays two false messages at the same time. The same thing happens when you go from the map to the Hallway Quarters after you have received all the other conditions for the Biggol Sword; Henry will receive the sword, but will come across a false screen. This also happens during the government-supported private detective route, during the QTE archive room. Video Infiltrating the Airship - All Choices & FailsInfiltrating the Airship Remastered - All Choices, Fails & EndingsAdd a photo to this gallery Sorry! Etwas schief geht Ist Ihre Netzwerkverbindung instabil oder Browser veraltet? veraltet? A 64-bit processor and operating systemOS: Windows 7 SP1+Processor: 2.3GHz Dual CoreMemory: 4GB RAMGraphics: Intel HD 4000Memory: 1GB available space Recommended:Requires a 64-bit processor and operating systemOS: Windows 10Processor: 2.3G Hz Dual CoreMemory: 8GB RAMGraphic: Dedicated Graphics Memory: 1GB Available Space Minimum:Requires a 64-bit Processor and OsOS: 10.13.3+Processor: 2.3GHz Dual CoreMemory : 4GB RAMGraphics: Intel HD 4000 Recommended :Requires a 64-bit processor and operating systemOS: 10.13.3+Processor: 2.3GHz Dual CoreGraphics: Dedicated Graphics Can you choose wisely and help the Stickman achieve his goals in this game? Ralph, the stickman, tries to infiltrate a gigantic airship to capture the vicious Henry. You need to use your intelligence to help him choose the right course of action to make sure he's successful. Infiltrating the Airship continues Puffballs United's series of popular games from this genre (other titles include Breaking the Bank, Fleeing the Complex and Escaping the Prison) and presents a new scenario you can tackle. At each stage of the game, you'll get a selection of options to choose from that will directly change how Stickman progresses through history; will he infiltrate the airship with a block of C4? Maybe he's trying his luck with a glass of acid or a simple knock on the hatch? Each choice will lead to either failure, or progression to the next stage, plus a large dose of humor and funny editing scenes. If you make the wrong choice, don't be afraid; each phase can be repeated, or you can repeat the entire mission from the beginning. If you're looking for a place of fun, humorous and a mental challenge, try the airship! Features Choice-based gameplay Packed with humor and wit A variety of different endings and possible results Platform Infiltrating the Airship is a web-based browser game. Developer Created by Puffballs United, this developer has released a number of addictive stick games like Breaking the Bank, Stealing the Diamond and Crossing the Pit. If you like infiltrating The Airship, make sure you also try Fleeing The Complex, an equally great game from the same creators! This is the emulated Flash version because Flash is no longer supported. You can still check the Flash version here. Here.