
Toxic Bunny HD Activation Code [key Serial]



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About This Game

Action retro platformer.

Semi Visible Chickens. Hamster launchers. triple strength espresso, Armoured sentient mucus. Just a day in the office for Toxic Bunny.

Toxic Bunny is what would happen if the Looney Toons & Monty Python were heavily armed and thrown into a blender with the best (and worst) movies of the 90's and turned the results into a retro platform game.

Find out what happens when an almost normal rabbit gets into a really bad mood. Follow Toxic as he tries to find the person responsible for interrupting his coffee break, brainwashing all his friends and covering the planet with decaffeinated goo.

*** Show general disregard for public safety by firing the NITRIC HAMSTER LAUNCHER (the only known weapon to guarantee a fatality).*

*** Giggle evilly as you squish aliens with rusty nautical equipment.*

Title: Toxic Bunny HD
Genre: Action, Adventure, Indie
Developer:
Celestial Games
Publisher:
Celestial Games
Release Date: 18 Jul, 2014

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Minimum:

OS: Windows Vista, 7, 8

Processor: Intel Core 2 Duo or AMD Athlon X2 or higher

Memory: 2 GB RAM

Graphics: DirectX 9.0c compatible with 128MB RAM

DirectX: Version 9.0c

Storage: 2 GB available space

Sound Card: DirectX 9.0c compatible

English







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None of the keyboard controls worked, so I could not play this at all. Disappointed.. That's one CRAZY bunny!!!!. It's an old school platformer that has a sense of humor. I'm being dead honest, I loved playing this game. the graphics are nice and the controls at first were difficult to get accustomed to. Give the game a chance, and be patient with it. Also if you don't know what the controls are, because the tutorial really is a train wreck, just look at the button configure screen..It helped me out a lot. Very easy achievements too, got 45/55 in one playthrough.. Started the game, character won't move, doesn't respond at all.. Do not buy it. D:. Combine awful controls with bad level design and falling damage in a platformer and you have the recipe for a truly gruesome game. Whoever thought that a really nice intro would make up for this mess of a game deserves a marketing Oscar. The ingame graphics look nothing like the art style used in the intro and the 10 second guitar riff will get on your nerves really quick. I should mention the really stupid puzzle design, but I guess it doesn't matter anyway.

Don't even waste 3u20ac with a coupon like me. Just avoid.. The controls are the very worst I've ever seen on Steam. Please, make yourself a service and don't even try this game, even if you got it in a bundle like I did. I regret giving it a chance.

Let me start by saying that I loved the original Toxic Bunny.

This, however, is not.

- The tutorial looks like it was made in 10 seconds, and it doesn't even tell you which buttons to press
- The movement isn't anywhere near smooth
- The music gets very annoying very quickly

I can't even progress without having to save the game, quit to the main menu, then check the controls (Because being able to do it in-game isn't actually possible as it's not in the pause menu) because the game never actually told me what to press.

Honestly a huge disappointment, I would not recommend it in its' current state.. First try on Toxic Bunny HD

Updates will be posted boldly on the respective parts of the review.

Update: After playing the game with a controller for a longer period, I change my opinion on the final verdict. Therefore the last paragraph has been changed.

The video is available here:

<http://youtu.be/K5mOC-wBvcE>

As someone who loves platformers, I thought I'd give this game a try, so I did just that and here are my first impressions.

First off: The game is a HD remake, but it is not a case of just having its resolution upped. Sprites, backgrounds etc. were updated so it looks like a relatively modern title now. After taking a look at gameplay footage of the original game though, the animations, the physics, as well as the soundtrack are the exact same, as far as I can tell. You can call it staying true to the original or developer laziness...whatever you want to call it, I won't judge you.

Before we go into the game itself, we take a look at the options first, which provide us with fully rebindable controls. The audio options are fairly standard with separate sliders for music, sound effects and ambient sounds. The graphics options are Unity standard: Low, Medium and High as well as standard resolutions are available to choose.

Another thing I'd like to mention that, even though it is stated on the store page that this game has full controller support, I couldn't get my XBOX Controller to work with this game. So that is a big issue, at least for me, because I like to play platformers with a controller better.

Update: After using the guide of the devs (which you can find in the comments), I was able to make the controller work, which enhances the experience greatly, in my opinion.

As we get into the game the first thing many people will notice is that the way the momentum as well as the physics feel in that game is quite odd. So might take a little time getting used on the "oldschool" style of movement and momentum there. After playing the first level my experience with the combat is that is very shallow, which is good for new players, but it hurts the longevity of the game. Since it only has 4 levels and I have been through the first level within 30 minutes it is safe to assume that the game lasts about 2-3 hours.

If you are an achievementhunter you might go back to some levels, but at this point I'd like to point out an issue which might take you your completionist enthusiasm. Sometimes, mostly when collecting a lot of stuff at once, it seems to me that the game is not recognizing you picking up items. Some items even take 3-4 attempts to count as collected, even though you've clearly hit it the tries before that.

Speaking of hitbox issues, the hitbox of walls as well as the ground when you try to shoot enemies takes a lot of getting used to.

For both issues you'll see examples in the video, I've made.

Another issue I've encountered is that I don't see what potion currently is active, which was the case when playing the tutorial. In the game itself it is not shown though. It seemed to me that the potion mechanic is not working properly, but this could be my mistake.

Other than that I have to say that the potion mechanic sounds nice in theory and it's a shame, I couldn't see it in action.

Finally the question of questions: Is the game worth it? **At the current state, I say you can give it a shot, but keep in mind that the issues mentioned above make it hard for me to wholeheartedly recommend you this game.**

If you feel the same way as I do, you might be better off buying it at a sale. It's an old school platformer that has a sense of humor. I'm being dead honest, I loved playing this game. the graphics are nice and the controls at first were difficult to get accustomed to. Give the game a chance, and be patient with it. Also if you don't know what the controls are, because the tutorial really is a train wreck, just look at the button configure screen..It helped me out a lot. Very easy achievements too, got 45V55 in one playthrough.. This game is full of♥♥♥♥♥. First try on Toxic Bunny HD

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