
Hangry Bunnies From Mars Best Crack



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About This Game

How long will you survive against an unrelenting horde of fluffy-wuffy alien bunnies?

Join up with the Critter Death Squad as the team's chief exterminator (who may or may not be a clone) and arm yourself to the teeth with epic weaponry designed by the team's unhinged mad scientist, get tactical updates from a KGB pizza delivery driver, and fight to keep Earth off the dinner menu!

GAME FEATURES:

- Hundreds of onscreen bunnies attacking at once!
- Fight against fantastic toon style alien bunnies--the Fluffies, Heavies, and Scouts
- Three unique weapons that unlock the longer you survive
- Overclockable weapon damage output with consecutive kills
- Powerful secondary weapons provide strategic advantages
- Local and Global highscore boards for boisterous bunny bounty bragging!
- Intelligent difficulty engine that will adjust to your skill level in realtime as you play

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- Three difficulty modes (Fluffy Wuffy, Hangry, Really Hangry!) for an extra challenge
 - Score multiplier gives you greater bonuses for playing on a harder difficulty
 - Make your stand in a vibrant section of New Los Angeles, all in immersive, roomscale VR!
 - Featuring an epic original score by Dave Dexter that changes dynamically as you play
 - The "Automatic Graphics Switcher" ensures that you'll always have silky smooth framerates
 - Play with the HTC Vive or Oculus Rift + Touch!

A Critter Infestation of this magnitude will require some seriously heavy weaponry!

Colin, the Critter Death Squad's genius weapons engineer, has slapped together a cutting-edge modular weapon platform he calls 'Generic Untitled Name' or G.U.N. for short. Each G.U.N. contains within it all the different weapon types a CDS exterminator requires, all packed into one convenient, transforming package, ready to be triggered to the next stage, as soon as he gets all the bugs worked out!

PRIMARY WEAPONS:

You'll have access to the **Pellet Pistol**, a weapon powered by a two-stroke gasoline motor that fires small radioactive pellets at ridiculous speeds. Unleash a furry reckoning with the **Rabbit Reaper**, a love child between a car battery and an exposed DC motor that fires high velocity bolts of electricity. And then there's the **Vermin Vac**, a jet-turbine powered vacuum cleaner that sucks up nearby critters and stores them in its ammo tank. Connected to it is the **Hare Heaver**, a weapon which follows that famous saying, "If you can't beat 'em, use 'em as projectiles!" by marinating critters in a proprietary blend of degraded nuclear waste before lobbing them into the air with explosive results!

SECONDARY WEAPONS:

Your secondary weapons can be the difference between bunny domination and becoming bunny food! The **Critter Cluster Cannon** sweeps up any nearby critters and clumps them together in one big, frenzied group, and then flings them far away, which is very useful for clearing all those chomping vermin out of your personal space. Then there's the **Hare Spray**, which emits a sonic pheromone that scrambles the brainwaves of any nearby pests, leaving them in a disoriented (and admittedly more tranquil) state for a little while, making them easy targets for pest extermination.

Those Deadly, Fluffy-Wuffy Bunnies!

The Bunny Empire came suddenly and without warning, swarming en-masse from the Red Planet itself with the sole intention of chowing down on the human race. Experts in alien classification have categorized the Bunny Empire's forces into three unique breeds: the deadly-in-numbers Fluffies, the slow and terrifying Heavies, and those pesky Scouts, each with their own terrifying characteristics. Recent reports have indicated at yet another type of alien bunny emerging from a black vortex which causes some nightmarish hallucinations when it gets close! Earth's militaries have generally agreed that the best way to deal with the Bunny Empire is to run and hide.

Be the brave hero that city of New Los Angeles never knew it wanted (to keep as far away as possible)!

The Critter Death Squad has chosen to make its stand against the Bunny Empire in the vibrant city of New Los Angeles, a sprawling metropolis built out in the Palm Desert after the first Los Angeles was flooded with rising seawater. Be immersed in room-scale VR as you save the city in Hangry Bunnies From Mars!

Title: Hangry Bunnies From Mars
Genre: Action, Casual, Indie
Developer:
Studio229, Hammer-On
Publisher:
Studio229
Release Date: 23 Aug, 2017

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Minimum:

OS: Windows 7 64bit

Processor: Intel Core i5-3570

Memory: 8 GB RAM

Graphics: GTX 970 or Radeon RX470

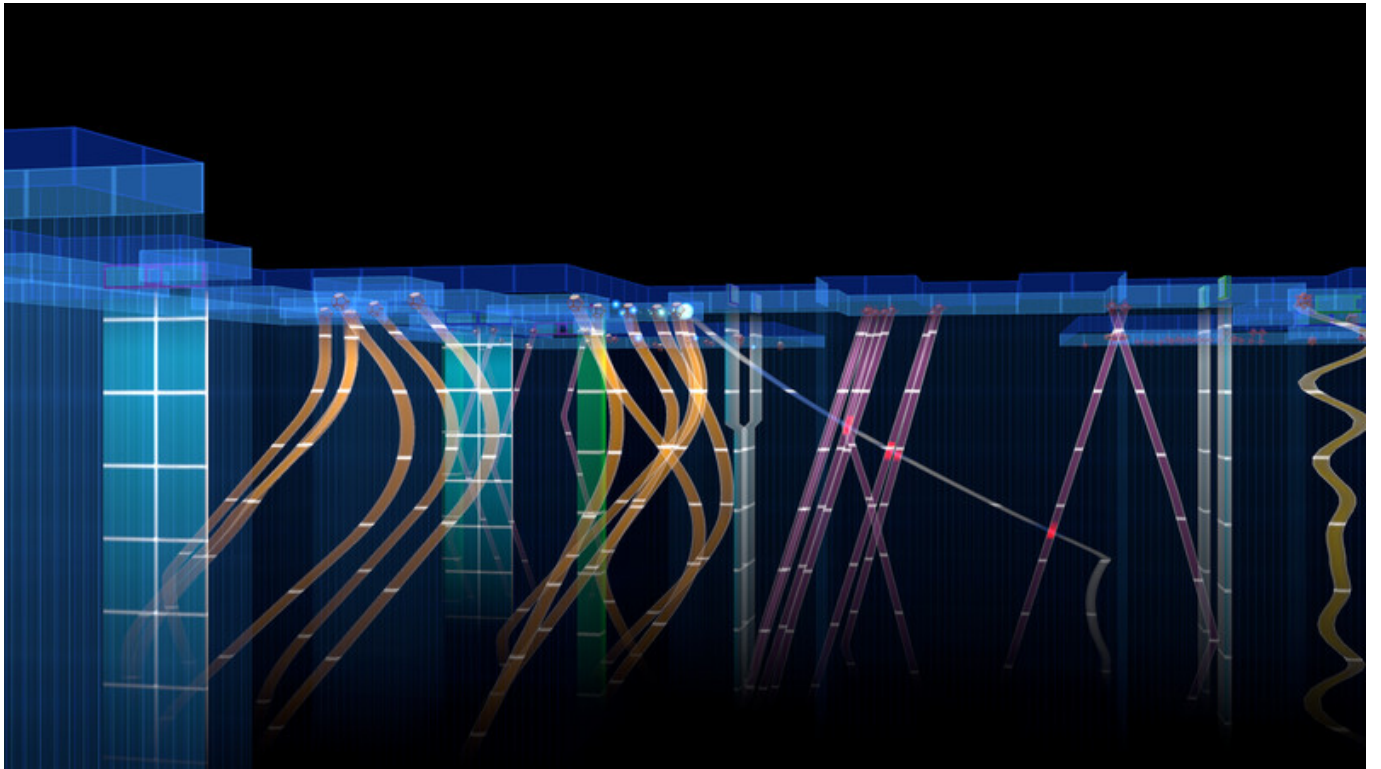
DirectX: Version 11

Storage: 800 MB available space

Additional Notes: If playing on a lower-end VR system, make sure to change the quality settings to a lower option if you experience the game running in "slow motion".

English







I bought this game to complete the series.

Sadly it is rather disappointing compared to the first two games. If you feel the need to finish a game series I'd still recommend it, otherwise try to stay away.. Needs several more levels, quests and larger maps to explore but overall this game has great potential! I love the eerie feeling and fast-paced action. Looking forward to updates.. First I would like to point out the controls are impossible and cramped unless you have a controller and even then they have an analog stick free that they could use.

Then there are the keyboard controls (I being a person that hates having to press shift to sprint) are impossible; you would think it would be sensible to have move on WSAD and arrow keys, catch with left mouse button, shoot hex arrows with mouse button, aim with mouse movement and use spell gem on middle, space, Q or E. BUT NO!!! instead you can only move with arrow keys, catch is C!, hex arrows are V! aim is same buttons as movement and spell gem is X! it is redulously uncomfortable. And you can't change them.

Also it is a little unresponsive at times and it might just my device but it works fine on any other game so...

And to add to that the AI can catch everything sweat free first time; ON THE LOWEST DIFFICULTY.

There is a custom gamemode thing but it's just 'you all start with these items'. So if you don't like an item tough. And there are other gamemodes in the story and you might unlock them eventually but i don't think i'll play long enough to find out.

1 more thing is the trails mode are a little too hard without 2 players and this is ultimately true with the mad knights.

All in all I want my money back and i feel as if my laptop does too with the amount of frustration this has caused me and it brings a literal tear to my eye that this game could have been so much more but they screwed so much.. 20150616:

I emailed Wingware support about the text paste problem below (the email address is easy to find at their website). I got a response in under 24 hours, which is a great sign of an engaged dev. He suggested that the problem was likely due to security software blocking application access to the system clipboard, and mentioned webroot by name, which I have. The solution turns out to be to allow the wingware app to access the clipboard in webroot (or other security software) configuration.

I made the change and now I can paste in the wingware editor. Due to this excellent support response by Wingware, I am updating my review to "recommend", although it is still a little frustrating that this issue exists: other apps are able to use the clipboard without needing an exception in security software policy.

But all software has little issues, and not all companies have this kind of customer focus and dedication to their product. Now I am excited about Wingware again, and am looking forward to checking out all it's good qualities! :-)

20150615:

Pasting text (Ctrl-V) into the code edit window does not work by default on Windows 7. This is a pretty serious failing of basic UI functionality. Ctrl-X "cut" operation works, and I can Ctrl-C copy text *from* the code edit window and paste elsewhere (like notepad++ for example) but I can't paste *into* the code edit window. I also tried to paste by clicking Edit > Paste with the mouse, but that doesn't work either. Weird... I'm hoping I'm just doing something wrong, or have something mis-configured!

I checked the wingware docs section about copy/paste but I don't see a clue to the problem here:

<http://wingware.com/pub/wingide-personal/1.1.9/manual/html/node5.html#SECTION00590000000000000000>

[I will update this review as I go, and I hope to change my vote to "recommend". but at this time, I cannot recommend purchasing Wing Python IDE.. The difficulty comes from flooding the screen with unnecessary effects.](#)

[A single enemy type is responsible for 90% of your deaths.](#)

[I found use in only one other weapon besides the first one.](#)

[The enemy death sound seems like a badly recorded balloon popping and sometimes plays delayed, detached from the visual effect. Cannot turn sound effects off because audio cues are important imo.. It's a fun game if i'm being honest. I don't care if the AI is "Too easy" or if "It's just a bad game": This game is worth the buy if you want an easy introduction to other games of the series that aren't as difficult. This game is fun and it has a cool breach mechanic. I haven't played it too much \(As you can see\) but from what I have played, it was worth my money.](#)

[10/10 would buy a decently aged game again.. Game will not run on Win10. DO NOT BUY THIS GAME!](#)

Fun little game, liked the 'gravity boots' mechanic and the headache inducing loss of direction it caused, not a lot of games do it well.

While I haven't finished it yet (and it seems I might not have a lot longer from what the other reviews say?) I'd say it's worth the price of it for a nice little time.. This game is fun when you're bored, but it also lags a bit so it's very frustrating when you're bored.. At the moment of 0.3.5 there is nothing... no crew management, no system building... just moduls ontop of moduls. No real gameplay bejond building. There are better Games for this out there.. Terra Mystica is the best board game ever, but this UI is so horrifically bad that I'd rather play anything else.

Every important bit of information is hidden behind a side panel, and many don't look like the real game (cult track and player boards, for example). The game log doesn't work well at all. The AI is really bad.

I did like the music and the colors.

If you have IRL friends, buy the physical board game. Otherwise seek an online alternative to this poor effort.. Buggy play store game, not kidding when I say repeats the same level 4 times, has no variety and is boring.

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