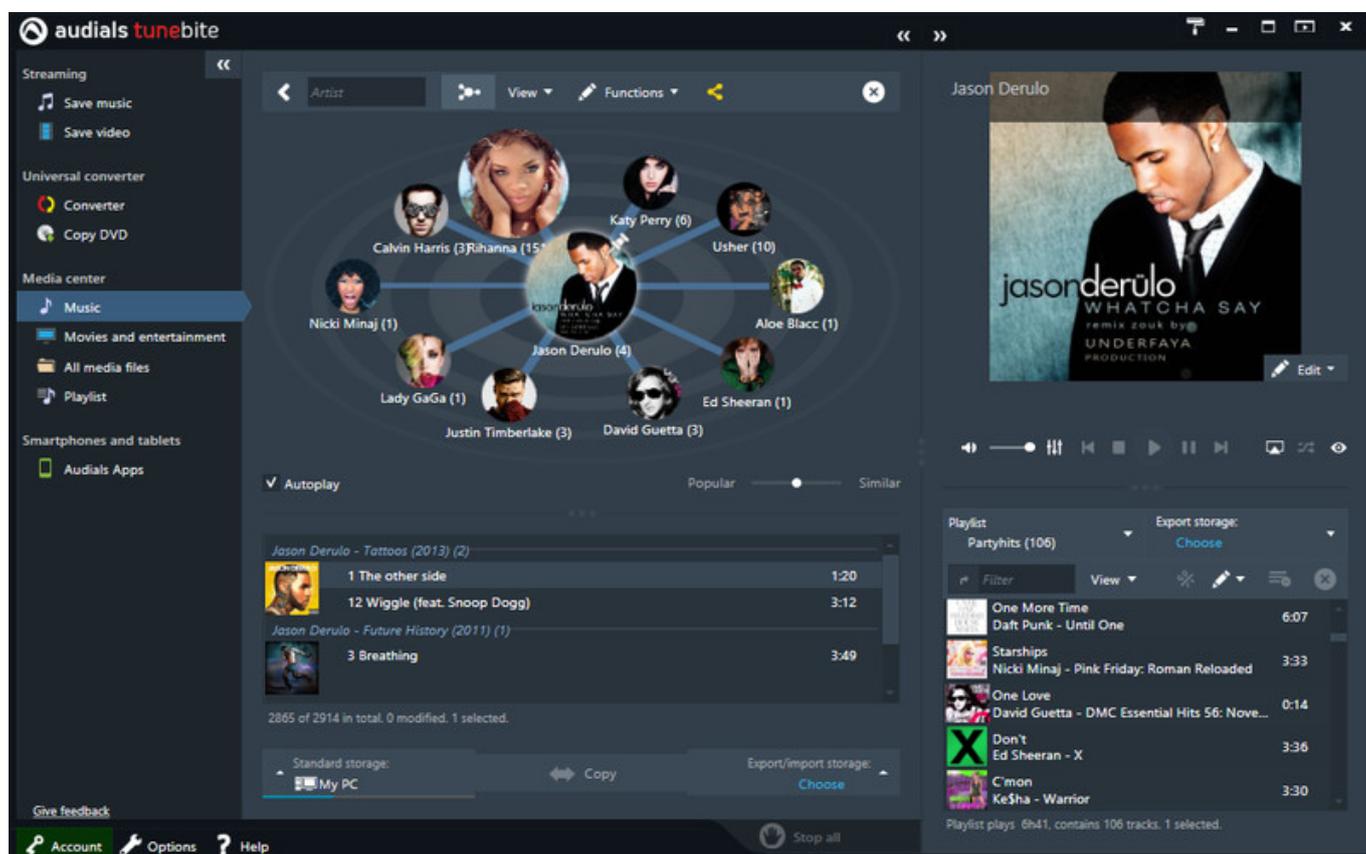


Super Rude Bear Resurrection License



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About This Game

Super Rude Bear Resurrection is an ultra-tight, masocore platformer that anyone can beat! Every time you die, your previous corpses stack up and you can jump on them, push them around and use them as platforms or meatshields. Each death makes the game slightly easier, but it's possible to beat the whole game without dying at all!

Rude Bear is a gangsta bear from East London who's been summoned back in time to medieval England to defeat his mortal nemesis, The Wizard. Face challenges so lethal, you'll (probably) need to be resurrected thousands of times to stand any chance of winning, and defeat the fearsome Guardians of each world.

Features:

- **Sightseeing** - Run, jump and die your way through sprawling levels, facing fiendish challenges across seven diverse worlds, from ancient ruins to convulsing flesh dungeons.
- **Unlimited Rudeness** – Enjoy an incredible 73 song Grime soundtrack by Deeco – with a unique track in every level.
- **Super Streamable** – Twitch Mode lets your viewers affect the gameplay, spam emotes onto your screen and talk through your Fairy companion.

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- **Gotta Go Fast** – Built from the ground up with speedrunners in mind. From ghosts and quick menus, to slow-mo Practice Mode and RNG toggle.
 - **Rampant Replayability** – Discover Bonus levels, unlock absurdly difficult achievements, and beat your friends' scores in Marathon Mode (including Boss Rush!)
 - **Insanely Tough** – Crank the difficulty even higher by turning off corpses and checkpoints, or take on the ultimate challenge and try to beat the entire game with just one life.

Title: Super Rude Bear Resurrection

Genre: Action, Indie

Developer:

Alex Rose

Publisher:

Alex Rose Games

Release Date: 5 May, 2017

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Minimum:

OS: Windows XP SP2+

Processor: Intel Core 2 Duo 2.8GHz processor equivalent

Memory: 2 GB RAM

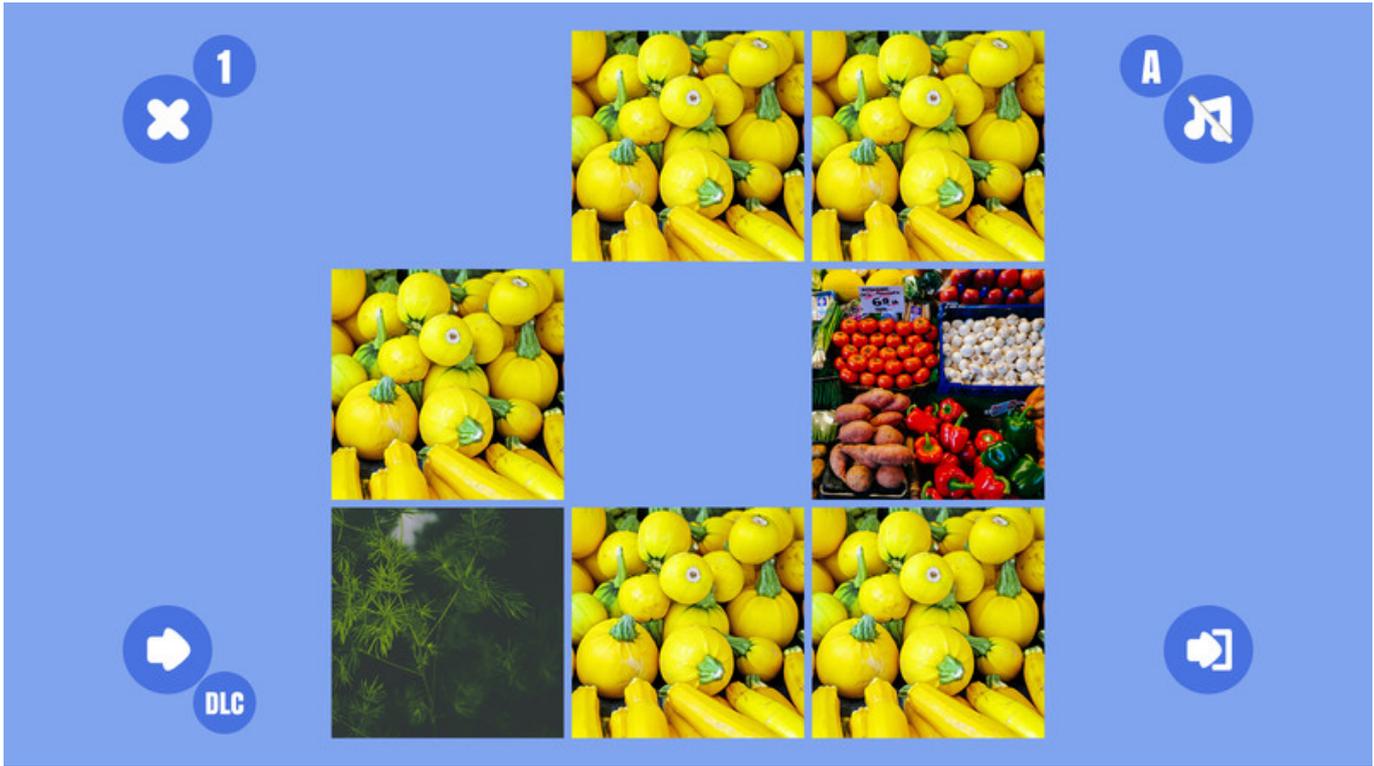
Graphics: Dedicated GPU, 1GB VRAM+

DirectX: Version 9.0c

Storage: 3 GB available space

Additional Notes: Best enjoyed with a twin stick controller (e.g. Dualshock 4)

English,French,German,Russian,Italian,Polish,Korean,Simplified Chinese







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This game is fricking amazing!!!! The graphics, gameplay, and storyline. I love the characters and stages, but I don't like the fact E. Honda isn't in this game. 9.5/10. But to get on topic, but this swap.. The OST alone makes this a worthy purchase. Personally, hearing the next track was the only reason I ever wanted to progress to the next level; it's that good! The game itself is very fun, but the visual style makes it somewhat difficult to tell some of what's going on against the background in a few cases, and the menu controls are very strange. Aside from these two minor points, it's a fantastic addition to the Bullethell genre, and for me, the game that (in recent memory) introduced me to that genre.

Also, I find it strange how the overall rating isn't 'Overwhelmingly Positive' despite there being only 2 (now null) negative reviews made in the past.. *Dreamcage Escape is a beautiful short adventure puzzle game. The puzzles are decent, the scope fits the price tag, and the artwork really sells it.*

Dreamcage Escape is the sequel to the free [Escape from 26](#). You operate various mechanisms and solve puzzles to reach 15 locations on the two towers, uncovering clues to the towers' backstory as you progress. There are also 3 coins hidden on each level. The puzzles seem mostly original, and I enjoyed them.

[The game took me about 2 hours to complete. If you're the impatient type who likes to look at walkthroughs, then you could get done a lot faster. There is one annoyance with the game in that it didn't give me any feedback which areas on the screen are clickable: the cursor doesn't change, so I need to click on anything that's likely to do something \(or where a coin could be hidden\) until I figure out what I'm able to interact with. This can sometimes be frustrating when I'm stuck as I could either be overlooking a clue or be using a puzzle wrong \(what I took for a switch was really a slider\). However, the superb artwork more than makes up for this.](#)

[The game was made for 720p and can run windowed; for 1080p fullscreen it adds borders. It runs well on older computers and is also available for mobile platforms.](#)

*[This isn't the type of puzzle game that gives you 200 levels of increasing difficulty, nor does it have the scope and depth of a game like *Myst*. It is small, beautiful, and not too expensive. Recommended.](#)*

[Note that the developer tried to add achievements, but they are not working at this point. \(Read more.\). The game is incredibly buggy, however with a lot of the bugs it makes the game incredibly challenging.](#)

I hope they do fix the camera angle and missing attack animations as it would solve a good 80% of the issues. Despite that the game is quite fun to play just really hard to play with friends because of the server issues. <https://www.youtube.com/watch?v=l0ob5D5fwsU> Gamers-Haven[gamers-haven.org]. I saw the reviews for this game, and couldn't understand why it was getting negative reviews from a developer that made one of my favorite games of all time that was Eldritch.

I really gave this game a fair shot. I came in with a completely open mind and even had some bias because it was the developer of Eldritch. I just can't recommend this game in its current state though.

The game boils down to one hub area that is in a Cafe and a bunch of larger areas that you partake missions in to kill vampires. In this hub area is where you buy upgrades, weapons, perks, and pick what area where you want to go next. The areas that you choose have a threat level from 0 to 5. Once the threat levels hits 5, i believe that area becomes permantely lost and blocked off. This mission areas that you go to have rewards that you gain such as a Katana or water gun to research back in the main hub.

The problems arise because they are completely random. So in my initial start, one of the rewards was a wooden katana. In my second game, the same area had a spiked Katana. They have vastly different power levels so you can either start the early game very weak or very powerful. This wouldnt be so much a problem is stealth was actually a fun mechanic in this game, but it's not. Enemies do not seem to have a consistent detection zone or pathways, so stealth not only becomes very boring, but also very repetitive and inconsistent. The other problem is that if you want to go into the missions loud and kill everything, the respawn timer is stupidly high. You can clear a single room and walk 15 feet away from it and already enemies are respawning.

So why was eldritch so much better than this game?

1. Eldritch's level design was amazing. It rewarded stealth and had many unique areas and locations. Slayer Shock just feels so damn bland.
2. The progression system in eldritch felt rewarding. Even though some of it was randomized, when i got a perk, it felt like it actually mattered. In slayer shock the items and perks are too damn random and they don't feel very different from each other.
3. The hub area in slayer shock is uninspired vs eldritch.
4. Enemy respawn rates in slayer shock are extremely high to the point of being frustrating and game killing. There is a complete lack of enemy variety and AI. They all essentially do the same thing, which is run directly at you.
5. Combat does not feel satisfying and level design is not rewarding.

I would ulimtaely pass on this game for te price that is being asked. 20 dollars just seems way too damn high for what you are getting. The game needs more polish and then maybe i could recommend it for that price. As of right now, i would wait until the game sunk under 10 bucks and then give it a try if you want to support the developer. I'm not going to refund this, i'm just going to hold on to the hope that the developer tries to improve some aspects of the game.. were if the 5-th act? will Katana be the new weapon?

plz answer, ASAP.

thx. the story of this game is just like a typical anime school story, because of that this game is a bit boring, but i still appreciate developer whos make an explanation about something like food name in this game

Short.

Fun.

Relaxing.

Many times I ended up making different shapes other than given one, that was pretty cool to watch.

8/10.. I have my vive from day one and have around 80 titles some full paid games some free games and plus some demos, So i have seen a lot that the vive has to offer.

This was until I played Sky Jac, it was just mindblowingly awesome.

The jacpack mechanic was superbly done and when I went into the cave and went down and the epic music started well it was so amazing, the caves felt so real and I was fully consumed in the games world.....it was just wow.

Then climbing out of the hole using the ladders, what a great use of the motion controllers, then jet packing out and holding on the the next platform while the jac pack recharges it was such a great idea.

Once out of there I was jumping through high pressure winds going super fast and the game was just getting better and better. By this time I was thinking to myself this is the next evolutionary jumping from the 2D jumping platform games I play as a kid on the old SNES.

Then it all changed I had found a gun and now I was jet packing around and shooting stuff and they was shooting lazars at me and then a massive robot appeared and I started to shoot at him and he grabbed me.....this was no jumping platformer this is a AAA game.

This is 100% awesome

. from what i have played so far it seems like a pretty good game

GOOD:

it has survival

lots of levels

hardcore mode

casual mode

duel mode

fun gameplay

many upgrades

controller support

BAD:

no way to edit upgrades once you have started the level (even if you replay it)

a few bugs

no tutorial

if you buy the wrong upgrades there is no way to sell them and buy different ones so you can end up making the game really hard.. good casual game. Fun platformer, hard controls to get used to if you're like me, used to not use your mouse in a game like this..

You will die a "few" times before you get goin in the game. That's just how it is.

You can use your old dead bodies as spike cover to jump on instead of getting slashed right into by the spikes. Intresting game to waste your time in.. So after careful and thoughtful game play and in emails with support about a fix for a major bug that cause the graphics and controls to be wonky changing my original review from NO i would not recooment to YES i would recommend. And NO they did not force me or coerce me to change my vote, i have finally been able to play several scenarious, controls got fixed for my HD computer which is what was causing the prolems from the graphic card, they issued a work around and bam. I WILL SAY, that i think mre animals need added to the game and it could benefit from several more scenarious for more hours of gameplay BUT now that i am able to play it i recommend.

Super Rude Bear Resurrection - New Gauntlet Update and \$250 prize announcement!:

<https://www.youtube.com/watch?v=NgZboidWQ-8>

Hey guys! To celebrate GDQ, I've teamed up with speedrunning youtuber [EZScape](#) to announce a super hard \$250 challenge for Rude Bear, since the previous stupidly difficult Rainbow Challenge still hasn't been completed (though people are getting close), there's a new update with a massive new level, and there's a month long competition to win some dollar dollar (USD).

The game is 50% off on Steam for the next fortnight, and the winner is the person who gets:

-
- The fastest time streamed on Twitch and highlighted
 - With the ingame timer and audio on
 - By 12PM PT on the 6th of February 2019
 - Without using hacks/major glitches
 - Either emailed to alex@alexrosegames.com or DMed to [@AlexRoseGames](https://twitter.com/AlexRoseGames)

T&Cs are here: <http://alexrosegames.com/SRBRGauntletT&Cs.pdf>

Alex. **Newgrounds announce SRBR art competition!:**

Hey guys,

Newgrounds have announced an art contest for SRBR, with Steam keys to give away as prizes!

If you've got some artistry in your veins, feel free to try and win a copy of SRBR for you or your friends, the results are going to be judged by myself!

Here's a link to the compo for more info:

<http://www.newgrounds.com/bbs/topic/1423211>

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