Boo Bunny Plague Activation Bypass

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About This Game

Join Bunny and his pals Gunny, Faye, and Ganny on an epic quest to earn enough money to buy himself an Auto-repair unit!

Bunny is a robotic children's toy who was given artificial life by a computer virus. After meeting his BFF, a military prototype

robot named Gunny, he quickly discovers that being a toy means he's not quite as tough as his deranged mind has lead him to believe, and he certainly doesn't have a military grade auto-repair like Gunny does. Thus begins his quest to earn enough money to buy himself an auto-repair! Along the way the gang uncovers a plot of treachery and Deicide. With their demonic waitress friend Faye and taxi driving god Ganny in tow, they follow the trail that will lead them on a musical adventure of epic proportions and change their entire universe!

Boo Bunny Plague is an action/adventure game featuring a story with wacky musical cinematic scenes. The all original soundtrack has everything from punk rock to opera and feature musicians from Houston Texas.

Title: Boo Bunny Plague
Genre: Action, Adventure, Indie
Developer:
On The Level Game Studios
Publisher:
On The Level Game Studios
Release Date: 4 Sep, 2014

 a09c17d780

Minimum:

OS: Windows Vista/7/8

Processor: Dual Core Intel or AMD @2ghz

Memory: 2 GB RAM

Graphics: 1gb GeForce or Radeon, Intel HD series video cards currently not supported

DirectX: Version 9.0

Storage: 4 GB available space

Sound Card: 100% Direct X 9.0c compatible audio device

English

Poland

11 +0 2673   0   0   5   0   1   Sunday1,October1701

List object #1

Waves of influence.

After various excursions through Western Europe
Stanislaw I Leszczynski [1st] was more determined
than ever that extensive westernised reforms had to
be implemented to fight the backwardness of the
country. Skilled workers and scientists were brought
back to Poland in an effort to westernise the nation
and make it more modern. The military had to go
through extensive reorganizations and so did
production and agriculture techniques.

Let us reform!

Technologygroup changed to latin.
innovative_narrowminded lose -1.
Poland gets western_influences for 20 years.
Giving following effects:
Merchant Chance : +4.0%
Compete Chance : +4.0%
Morale of Armies : +20.0%

3.00 - Raider Base

Situated on the eastern edge of the bay, the raider's base consists of several single-story wooden buildings clustered around a pier and dry dock. Behind the buildings are several cultivated fields and an orchard. Off to the south stands a circle of ghostly white stones. Nearby is a partly exposed dome of the same pale stone. The partially buried dome shows signs of recent excavation, with mounds of fresh turned dirt and rock piled nearby.

The PCs and the raiders are likely to battle each other on the open ocean, but if the PCs manage to get close without being detected, they can catch the raiders by surprise in their own base. In this case, use the statistics from the section above combined with the base descriptions below to play out this encounter.

Image: Raider's Base DM Map

Image: Raider's Base Player Map

A. Pier: This rough wooden jetty is where the raiders normally dock their ship while in port. A small cutter is pulled up beneath the jetty for short journeys around the bay.

B. Dry dock: A wedge-like ramp rises out of the ocean into a series of huge scaffolds. This primitive dry-docking facility allows workers to haul a ship out of the water and then repair or refit it.

C. Plantations: The sheltered bay and fertile volcanic soil here makes this a good area for growing crops. The raiders use a small slave labor force to tend and harvest these fields. The larger northern field (C1) is sugar cane, the middle field (C2) is tobacco, and the southern field (C3) is a lime orchard.

D. Warehouse: This large structure has room for the raiders' provisions, plundered goods, and nautical supplies. It serves as quarters for the slaves (15 in total) who work on the raiders' plantations along with short-term storage of produce from the plantations. Finally, it also has an area reserved for the ever-important task of distilling rum from sugar cane. There is 4 points of plunder in total here.

Plunder Parcel: Raider Base Warehouse

E. Barracks: The barracks house all the pirate sailors. If the Storm

Raider's Base DM Map

3.00 - Raider Base Warehouse

#	Currency		#	Item Name
0	PP		1	Nautical Supplies
0	GP		1	Provisions
0	EP		1	Rum
0	SP			
0	CP			

Rum

Type	Treasure
Rarity	Common
Cost	2000 gp
Weight	1000

Fresh-made rum from sugar cane.

Not until only a little less than a year ago have I been able to even think about making my Metroidvania game a reality. This documentary seemed like the perfect little piece on information that would give me insight on what it would take to do it. With all of the books of infromation and software available to lend no-experienced game makers a hand I thought that making a game would be plausible. Of course I knew that it would take a lot of extremely hard work, sleepless nights, emotional highs and lows and lots of money. I can handle all of that. However after watching this doccumentary I discovered the amount of knowledge you need when it comes to the actual coding of the game itself has to be extraordinary. I am a really fast learner, crazy hard worker and I never give up. I have heard of other somewhat successful Indie games being made with the dev having little to no coding experience but to make a game like this... What Tom Happ knows is inconcievable to what I know. I am now truly heart broken. I am literally willing to spend my life savings, live in basically a box with nothing but my hardware, a microwave a sink and a toilet, and give up EVERYTHING to make this game. My willingness to make a game is so huge that I sometimes lose days of sleep dreaming of the vision thats in my head. So I made the decission to finally do it. I have the imagination, an artfull hand, the skill neded to build the hardware (I already have a custom built rig that is more than capable) and the funds. All I need is the time and the game making know-how. This doccumentary is a great place to start. Along with several (and somewhat expensive) books that I bought. Tom Happs Doccumentary is very meaningful in that it shows you how only ONE MAN developed an extremely successful Metroidvania type game. It shows you the dedication and determination that Tomm Happ needed to complete his vision. It gives a whole new meaning to Axiom Verge. I have always believed that the best people... The ones who are truly good and have the purest of hearts are always put through the hardest of tests. When you are such a good and wonderful person. Evil will do everything it can to make that person break and slide. Evil will do its best to make a true heart false and bring a happy person down... Depress them, sadden them, tear them away from their loving and happy nature and the ones they love. This is what happened to Tom. The struggles he encountered towards the end of his Axiom Verge adventure were enormous, but yet he stayed true to his heart and remains to be the same caring, loving, imaginative person that he is. This doccumentary is also an eye-opener for anyone who is interested in developing their own Indie Metroidvania style game. I am not talking about the 20 somethings that think it would be so cool to make a game and become a millionaire. I'm talking about those of us who are willing to do whatever it takes to make a dream come true. Those of us who do not want to do it for the fame and the money. We want to do it because we have a dream... A vision that won't let us sleep. An idea that has haunted us for our entire lives ever sense we had that moment of realization when we popped that game in our NES many years ago. For those of us who had their dreams smashed when we were old enough to make a decision to follow that dream. Besides being physically and emotionally abusive, my parents were never supportive in anything I was interested in that had to do with art, imaginmation or computers. My parenets were never supportive for me in anything. This caused me a lot of problems and long story short - Life during and after high school wasn't easy and I had to work HARD for everything. It payed off though because now I have the ability to make my dream a reality. All of the hardships I encountered made me waht I am today. Now evil seems to be showing up to drag me down again. Although I have the means to make my dream a reality I lack the know-how. Clearly Tom Happ posesses a remarkable amount of coding ability that in order for me to learn would take me years. Although I have the artistic ability, the concept, the story, the hardware, and the money... I do not have the most important part... The knowledge. The knowledge that I believed if I worked very hard I could learn with the help of books, DOCUMENTARIES, local and online coding classes and forums. I also thought that I could maybe bypass some thigs by using avaiable "game making" software. Oh wow was I mistaken... Watching Tom explain the process had me sinkiung farther and farther down in my seat the more complicated I knew this process was going to be. Tom Happ is an EXTRAORDINARY individual in so many EXTRAORDINARY ways. One of the things that impressed me the most was the love for his dog and his kid. The love for his child is amazing. It definitely takes a special dad to endure the pain of having to watch your child struggle in ways that we can not comprehend or understand. But yet Tom marches on. Then there is Toms dog Max which is also Toms BEST friend. I can 100% understand the love between a man and his dog. My dog whould definitely be there with me while I was making my game. Shes here with me now and she will be with here with me then. Max and Tom are just another beautiful aspect out of the many that make Axiom Verge that much more special. I can only hope that one day I will be able to say that I developed a game that has such a decicated fan base and that is wonderful in an infinite number of ways. Only time will tell. I will work had and I am willing to give up everything that I worked so hard to gain. My house, my car, all of my furniture and decor. I literally am willing to do WHATEVER it takes. Toms doccumentary is the first out of many stepping stones that I will be walking on during my long journey. It was definitely worth watching and it was definitely worth every penny. If you are interested and serious about making your own video game then you NEED to watch this doccumentary. If you are serious then the price doesn't matter. Tom Happ will let you know what it takes to make your game while at the same time give you insight on what making Axiom Verge was like for him emotionally, mentally and physically. PLEASE... If your serious about your game than watch this. Tom Happ is now my game making hero! His inspiaration is mind blowing and now I want to make my game not only for be, but for Tom!. If you like:

-cyber punk
-corporate politics
-news media
-choose your own adventure stories
-black text on white screens
Then buy this! It's really good!

EDIT: and character customization! You can choose your name and gender, which I didn't realize until my second playthrough. That's nice. great dlc that adds replay value. Very impressive shoot em up. Whats not to like?

As already said elsewhere if you enjoyed the Zortex demo in the Lab you will enjoy this 'grab the little spaceship and shoot' as the next step in pace and variety

Good stuff!

Graphics are about as good as anything I have encounted in VR.
It is fast and tricky
Lots of of things in motion and heading your way!
Very 'one more try.....'
After playing this you may find 2D shoot'em ups just don't do it for u anymore!

Not so good

I may be incorrect but, as far as I can see you have to sit thru the selection and launch opening sequence everytime you play a game Note I do not mean simply selection from your steam library , but everytime you get the 'Game over' message, back you will go to the opening sequence. Although this maybe authenttic to the Arcade genre, the fact is I ain't playing this in an Arcade but in my garage \/ VR room and there should be a means to overide this restriction

Summary

Less than \u00a310 (opening offer) happy with this purchase. This is a wonderful game. Fast, loud and explosive. Weapons are a lil lame but they get the job done.. Great game!. Little Teal gremlin and [citation needed}\u00b9
1- It was awesome as always
121212\/100 would play again. ive played this game cause it looks like a fun game but no i played through the game and i really think this game has potential to be a good game but if you keep working on this game you will loose the thumbs downs but this game seems to be fun if it had more detail.
it took me about 5 minutes to figure out what to do.
the music was annoying because everyone uses that song.

thanks for reading.

this game cured my depression and loneliness. if you like boobies buy this game.

Mihiro's route: 12\/10

Ashe's Route: 8\/10 (would be 10\/10 but I hate the ending ;-;)

Toa's Route: 6\/10

Kaoruko's Route: 6\/10. This Loco I amazing, sure this was made in TS2012-era but still always stands out, despite no special driver features and an advanced mode like most steamers nowadays (excluding the varied whistles).This is an EXTREMELY good engine. This will be perfect on any post-1948 steam era LNER route. 9\/10. best use of $5 in the past year tbh good game

graphics 10/10

gameplay 10/10

scary as ♥♥♥♥ and coop too. I've played several hours of this new DLC and lets just say its better than 99% of the AAA game dlc packs.

Get it now!!. Arkanoid meets Binding of Isaac, so ♥♥♥♥ing worth it!. A character with good interactions with others, is great fun to play as, was given to us soon after launch and is FREE and never went up in price!

What more can I say?

USE YANG!!!!

Good job on this ASW.. Great game, a few months before SMNC release, you could always find a match, after that it became dead, greedy developers destroyed their own brand, now they have 2 similar games that no one plays, karma got you. This is a fantastic piece of software! I'm not a gamer but a 3d artist and love that I can create art in just a few clicks. I can then take these images into Photoshop and do what I want to make them my own, even though that's not needed. What comes out of the program is really impressive. These images would be great for people who like doing ATC cards in the crafting\/scrapbooking arena too. I wouldn't mind seeing more features added of course but what it's capable of right now is amazing IMO. Plus I've found it's a great muse and has already sparked my imagination for doing some projects in Daz Studio. It's a great program and I thought it was worth buying. Although it might go over better if the Pro version of the program was free and with a few items from each pack included. Then once people used it, they would most definitely want to buy all the packs. Well whatever happens, I hope this will continue to be developed and supported. :)

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