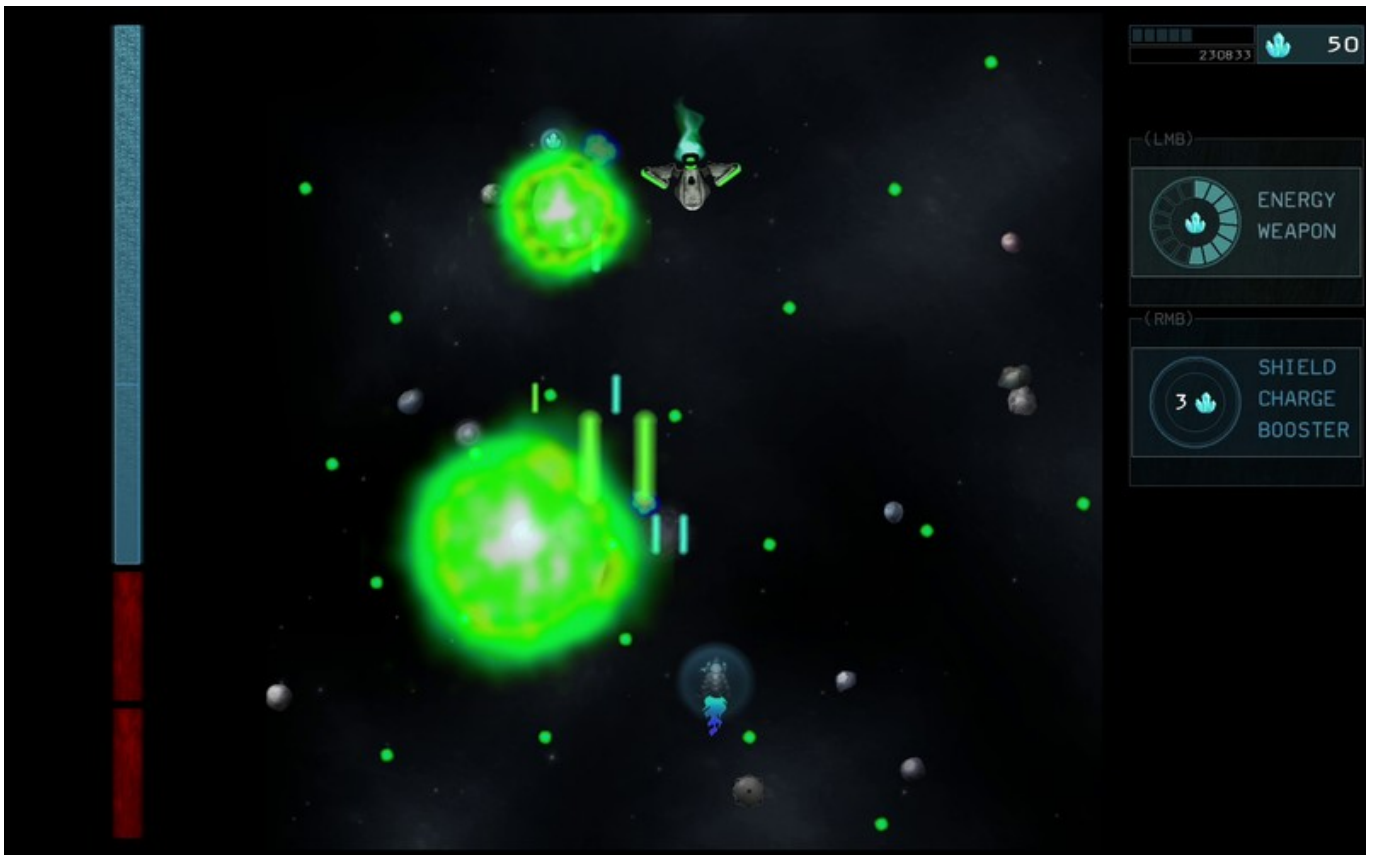

Super Rude Bear Resurrection Download Windows 10 Free



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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.

-
- **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+

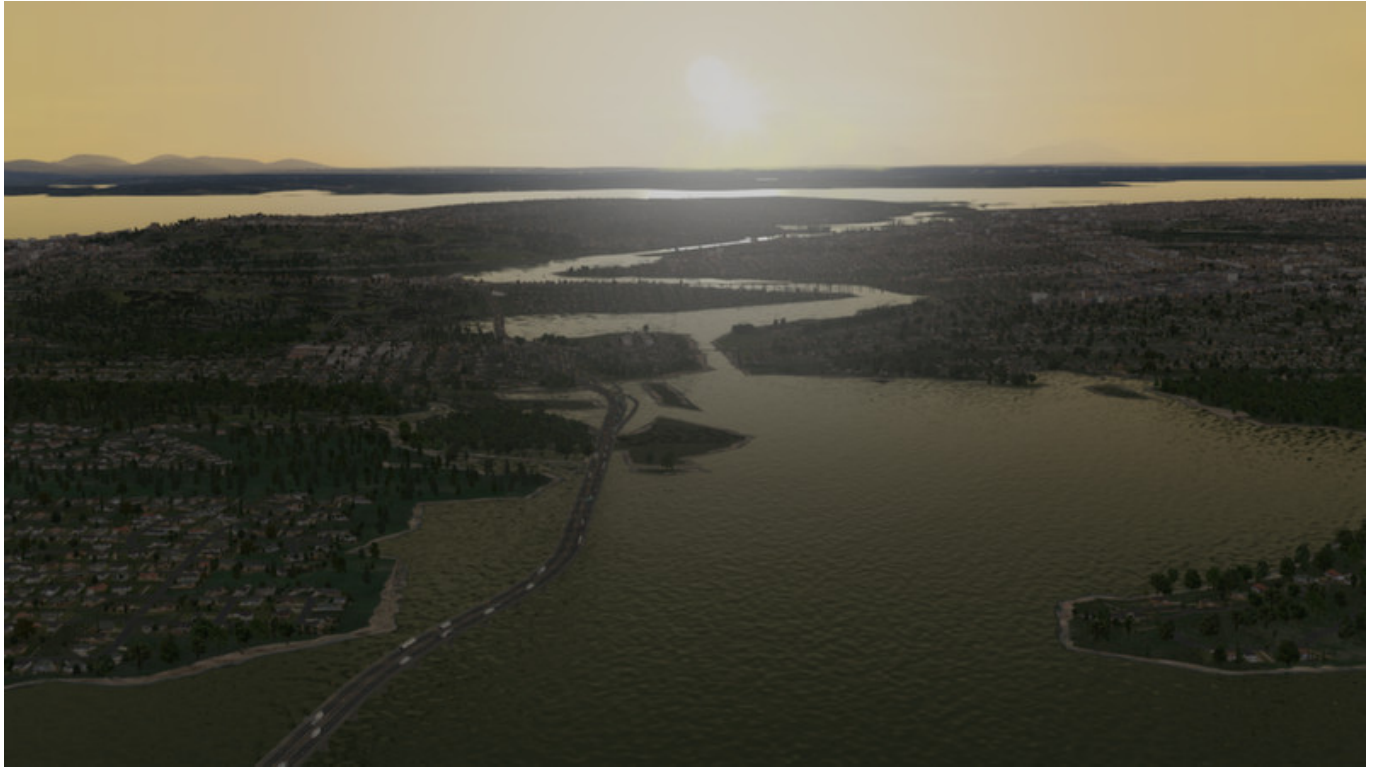
DirectX: Version 9.0c

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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So overall, a good solid story, likeable but different characters and a decent amount of outcomes
A bit short in my opinion and skipped alot that could have been interesting to explore, (Not going into it, cause spoilers!)
Would have preferred more interaction but overall as I stated before, good.. My ears are gone.. Grigor and Igor are the sweetest little cuties and I love them

I appreciate and love the birds and all they do

The waxlings are what is good and pure about this world

Stein could murder me and I'd still love and cherish it

I smack ghosts and patients with a fly swatter

Altho I wish Stein would stop sassing me about going back to the main menu. really fun game for little breaks. **Soldiers: Heroes of World War II** fits into a small category of games that are called a 'masterpiece', retaining this status even by today's standarts, 12 years after it was first released on the market. The overall quality and innovation which this RTT possesses make Soldiers: Heroes of World War II a unique product, and a predecessor to an entire series of similar games (Faces of War, Men of War, Assault Squad 1 and 2).

Every individual aspect of this game was designed with professionalism, contributing to the overall quality. However, the gameplay itself is where this RTT really shines. Unlike many other real time strategies or wargames of those days, Best Way (the developers) decided to go with a fresh approach, making their game a hybrid between strategy and action. As a result, Soldiers: Heroes of World War II became something entirely new and never seen before.

The game, as the name indicates, is set in World War II. Players have an option to play 4 seperate campaigns, all of which are historically accurate. Players can use an immense arsenal of vehicles and infantry weapons to aid them during missions, and each battle is extremely entertaining due to the game's engine - GEM. Every single object in the game is destructible. Unlike classical real time strategies, in Soldiers: Heroes of World War II, players can enable direct control of vehicles, thus aiming with the mouse. In the game, there are two types of cannon shells, HE (high explosive, used against light vehicles and infantry) and AP (Armor piercing - used against heavier tank armor). Damage models are extremely detailed, and both friendly and enemy tanks will be less prone to being destroyed if shot in the front of the hull or turret. Heavier tanks are more resilient to damage, but can be flanked easier and dispatched by being shot in the sides or back. Essentially, unlike in other wargame or RTS titles, in Soldiers: Heroes of World War II, the player doesn't see everything being designed in points. Your armored units won't have HP bars, instead being either functional, damaged, or outright destroyed (vehicles in this game are composed of many seperate parts like the hull, treads, motor compartment and the cannon). Infantry can crawl, run, flank and hide behind cover, thus being very versatile and deadly against vehicles when in numbers and if being used correctly. In a nutshell, this game has an insane amount of detail, and original detail at that.

Back in 2004, the quality of the graphics that this RTT possessed was easily described as awesome, although today, this ofcourse can no longer be said. However, graphics in Soldiers: Heroes of World War II are still very neat, very pleasant to look at. As with the gameplay, the graphics also shine with a wonderful level of detail, both in terms of textures and physics (don't light an enemy soldier ablaze with matches unless you want to get your helmet blown off). Audio is of excellent quality as well. In-game soundtracks are intense, tragic and very atmospheric. Sound is top notch, everything from bursts of high-caliber MG's to creaks of tank treads is highly dynamic.

Soldiers: Heroes of World War II, in my personal opinion is not only a progenitor to the "Men of War" series, but also the best

game in the entire series as well. I recommend this game to everyone, it's a WWII RTT that won't leave you bored, and you will soon find yourself beating it without noticing how fast time has passed by.

P.S: This game also has multiplayer available. Back in the day, when Gamespy was still operational, there was a fair amount of players online. Nowadays, you need a program such as GameRanger or Hamachi to play, but if you find someone to play with, you won't regret it.. Wasn't sure what to expect with this game, but it surprised me in a great way. A lot of depth, very unique, and challenging. Recommend this highly.

controls work. I really like this game if you are bored this game is worth to play
But there still are some bugs.

Pros:

-fun
-graphics are nice for an early access game

cons:

-hard a bit

And that is it. Buy if you are bored bois

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](#)

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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