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Epic Dumpster Bear: Dumpster Fire Redux Cracked



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## About This Game

### **An evil corporation destroyed his forest, now it's his turn to take out the trash**

Epic Dumpster Bear is an action packed platformer inspired by the 16-bit classics where you play as a dumpster bear with a chip on his shoulder. Over 65 levels filled with tricky platforming, challenging bosses, and secret levels to be discovered. The

"Epic Dumpster Bear: Dumpster Fire Redux" edition is the director's cut of the cult indie hit with new levels and more cinematics exploring dumpster bear's past.

Classic platforming action  
7 worlds and over 65 levels to complete  
Smooth gameplay and precise control  
Secret Exits and Levels to be discovered

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Title: Epic Dumpster Bear: Dumpster Fire Redux

Genre: Action, Indie

Developer:

Log Games Ltd

Publisher:

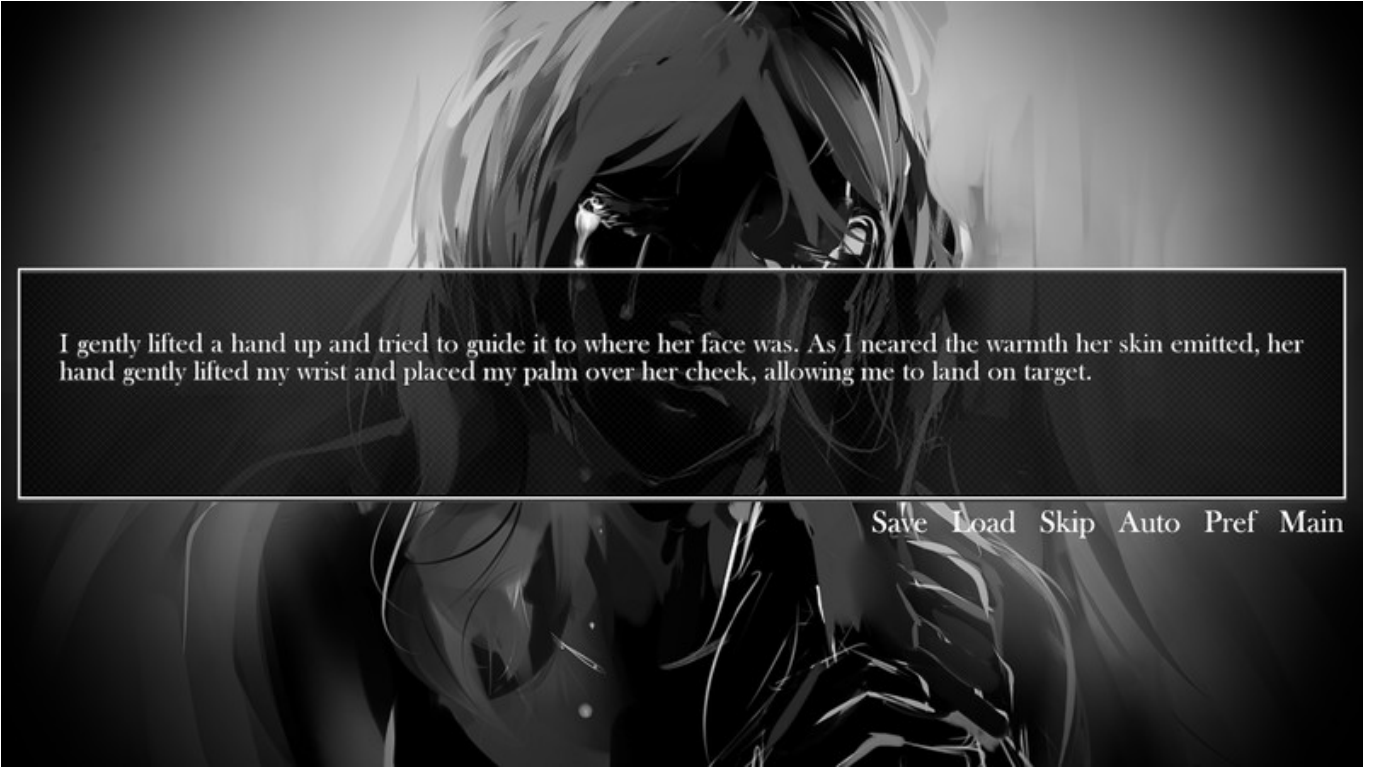
Log Games Ltd

Release Date: 3 Apr, 2018

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English

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I gently lifted a hand up and tried to guide it to where her face was. As I neared the warmth her skin emitted, her hand gently lifted my wrist and placed my palm over her cheek, allowing me to land on target.

Save Load Skip Auto Pref Main





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Great relaxing puzzle game.. I'm not normally one to play a series of games out of chronological order, but given that this was brand-new and severely lacking in reviews thus far, I figured that I might as well try to get in early. Unfortunately, my experience with THIS game makes me less than excited about playing the FIRST instalment...

Simply put, this is one of the least "user-friendly" games that I have ever played.

First of all, there's the nutty controls. Navigate the menu by pressing SPACE, then hit Enter to select an option? WHY?! Then there's the fact that I don't think I've ever endured a game where it's so darn hard to INTERACT with anything. I mean, the game tells you to "press E", but neglects to mention to "be especially pedantic about where you point the cursor", even when trying to open a DOOR for \u2665\u2665\u2665\u2665's sake (hint: you have to hit the handle as PRECISELY as humanly possible)!! Then there's the fact that the "sprint" button, for reasons unknown, only works outdoors, making interiors sometimes tiresome to traverse. Oh, and whatever you do, DON'T ACCIDENTALLY PRESS THE ESCAPE BUTTON, or you'll be quitting the game...which is especially bad, since...

THERE ARE NO SAVE POINTS. There are Chapter headings, so you can jump to one of four Chapters...but I only found this out by reading a thread in the Community Hub, and even then you have to scroll down the Chapters to work out which one you want, as they're rather unhelpfully identified with screen-shot images rather than titles such as, say, "The House, Part 1". Again, not exactly "user-friendly".

Some more bad points (yeah, sorry, not quite finished yet)! Despite the fact of the sound being otherwise admirably atmospheric, your footsteps make NO SOUND AT ALL on the wooden floors of the title (or on any other surface, for that matter). Furthermore, there are moments where spectacularly dramatic and almost UNBEARABLY LOUD music kicks in...even though nothing in particular is happening at that very moment in the game. As a matter of fact, the SOUND, on the whole, is a lot more startling than anything that actually happens visually or event-wise: Many is the time that an intended "jump-scare" passed me by, in an "Oh, did something just happen?" kind of way. Definitely not a good thing in a horror game.

That's the bad. Now for the downright UGLY.

Not only is this game borderline unplayable, for me personally it was UNCOMPLETABLE. Twice I verified the game cache, and even went back and re-completed the Chapter in front of it - thankfully all of two to three minutes in length - and STILL the final Chapter failed to finish for me. Try these phrases on for size: "Lighting needs to be rebuilt", and better yet, "Paths need to be rebuilt". Meaning I went through a door to find nothing but a huge black void, mercifully insta-killing me when I dared step into it. It's alright, though...a quick peek at someone else's walkthrough tells me I missed all of two minutes' gameplay, during which - surprise, surprise - absolutely \u2665\u2665\u2665\u2665-ALL HAPPENS.

Now, there ARE a few good things. The graphics are, for the most part, rather nice, and the puzzles and/or miscellaneous mind-\u2665\u2665\u2665\u2665ery that some of the bits get up to are upon occasion a tad interesting (e.g. architecture which changes while you've got your back turned, that kind of thing). But there's not nearly enough inspired ideas here to justify a purchase, especially when I'm surely not the only person on the face of the planet whose computer will stubbornly refuse to even allow me to reach the end (just look in my games list and/or reviews to see how many games I HAVE completed, so I'm sure it's safe to say it's not my rather expensive laptop that's at fault).

I probably would have given this a bare-bones pass if it wasn't for the aforementioned problems, and for a better game I may have gone so far as to report the technical faults to the developer...but for THIS game, I honestly couldn't give two \u2665\u2665\u2665\u2665s. Actually, not even one. Mediocre at best, even if the darned thing DID function as intended.

Verdict: 4/10.. This really could be fun but the performance issues and bugginess just make it unplayable.. too many bugs...

1.when I buy item, item just banish with weapon.

of course I did not counfused buying with selling.

2.when I ride elevator, I can't click any floor so I must restart game.

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good concept,

bad programming.. The idea of this game (creating time clones) is interesting, and that's what made me buy it. However, the implementation is so poor that I couldn't enjoy the game and gave up after forcing myself into a few play sessions.

The controls are clumsy. This game would probably play easier if the camera were just looking from inside the eyes of the character, not from behind. In the first few minutes of the game the camera is even locked at fixed angle, you can't look around the room.

The constant interruptions by the tutorial text which freeze the game are very annoying. Also, it's the mouse click which closes them, but you don't see the cursor itself, which also feels strange. I'd expect clicking "Next" button or "Close". No voice-overs btw, which is, well, ok for a game which you get for a few euros. The text which appears word by word is annoying as well, it should appear just all at once.

The graphics are pretty good, but you very soon notice that there is just a very limited set of models for environmental objects which they constantly re-use in every room. All rooms look the same because of that. In the end it feels more like a tech demo than a finished game, as if they bought some stub assets on the Internet. And the whole game feels generic and anonymous.

No environmental sound whatsoever! You walk around levels in complete silence. There are no footsteps, no buzz from the electronics around you etc. It feels like your sound card is broken or something - yet the music is playing. The music is good btw. The only sound I heard was the jump sound which is much like the Game Boy's Mario jump sound from the early 90s. Completely out of place.

The story is badly written. The very first message you get by pressing E on something in the first room is unintelligible, and the rest even more, so I stopped reading them after the 3rd one.

Like in most puzzle games, the actual puzzles are more a chore than fun to solve, with some rare exceptions. It's just that the set of actions the player can do is so small that not much interesting could be built around it, and the time-rewinding mechanics doesn't really save it. You step on buttons, run, jump, and carry keys. Then more of the same, and then some more, without any sense of progress or direction. They make a clumsy attempt to get you interested in solving the puzzles in a "perfect" way to earn stars (as if this were some casual game on iOS) but frankly I didn't bother at all. Stars feel too cheap for a 3D game where you control a character. At least in Portal it felt like a mix of FPS and puzzle, not just a puzzle.

Apparently there are some bugs with collisions, I got them every 15-20 minutes. Sometimes the character can collide into some object of the environment and get completely stuck (can't move/jump anymore). Once I got the character smashing into the edge of a cliff, stuck in the animation of running. If you jump on a rising platform, the feet sink in it. Camera frequently gets inside objects, including the character himself.

Honestly, this product looks like a prototype for a game, not a real game on sale. It may be ok for the game's low price but cmon, the idea of time rewinds around which this game is designed deserves so much more!. This Art Pack contains really fantastic environments.. Keyboard version is too hard. I'm lost and I have no idea where I am. And I have never had so much fun doing so.

So far, the greatest expansion to X Rebirth. New star systems, new challenges and tougher enemies. And that's only on the surface. There are new stations, ships and missions. Each mission is tougher and full of rewards.

The Toride System is massive and one can easily get lost. But that is not a terrible thing. You can explore for hours, battle Xenon ships, find hidden treasures and capture ships for yourself.

Cold Star, a system just as big as Toride, full of danger. But with danger, comes bigger rewards and resources for your massive empire.

And Finally, Home of Light. Compact, but just as large as the other systems. Full of stations selling massive quantities of

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materials. Take control of the market and earn big.

I'd highly recommend getting the DLC.. Diamond Dan is a puzzle platformer based more on quick reflexes than logic. You must descend towers of ever-shifting blocks to find a map at the bottom and escape. Sounds simple, but you can be crushed or thrown from the tower, and many of the blocks contain traps such as water or spike pits, projectiles, or enemies living inside the walls who will pull you to your death. Checkpoints are created by opening shortcuts with keys.

Traps can be triggered without harming yourself, if you do it quickly, and doing so rewards you by increasing your multiplier, which adds to the value of any treasure you pick up. Your score at the end of the level is then multiplied based on the difficulty you're playing on. Difficulty affects density of traps and how quickly the blocks shift (it can get insane) and can be changed at will for any level.

You can play as Dan (pushes blocks) or Ann (shatters blocks) on any level and there are separate leaderboards for each. Friend and global leaderboards and tons of achievements.



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This is so cool, I love it.. Doesn't run on Win10, even with that patch(es), admin starts, work-arounds, etc.. Great train takes me back to my younger years when going to London and seeing these every few minutes pulling into London bridge.

The interior is great, the breaking system is hard to judge too much and you stop to fast once you get the hang of it it's a dream to use. Just waiting on some workshop missions to come along.. A surprisingly amazing expansion to the Borderlands universe which will change EVERYTHING. To say much more would be a spoiler.. This game will always be a classic I think, likely because I've never seen anything else like it. The way it blends strategic, turn-based mechanics with the action and precision of the aiming mechanics is really something very unique, and insanely addictive.

I like the unique mechanics, the innovative aiming system that vaguely reminds me of golf games but better, the well-balanced gameplay and weaponry, the sick music, and also the ability to create your own maps. Only things I dislike are relating to its age really, the resolution is kinda poor and you have to somewhat jump through hoops to play online. There are community tools to make online play easier, but it doesn't function through Steam.

I'd highly recommend this to anyone who enjoys both action and strategy games, and even to anyone who likes only one of these styles, as it's sure to hook you either way. Buy it. Do it. You know you want to. Make your dreams come true. Yesterday, you said tomorrow, so JUST DO IT.. 10/10 story made me cry

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